1.Write a blog on Difference between HTTP1.1 vs HTTP2.

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| HTTP1.1 | HTTP2 |
| Version 1.1 was released in 1997 and became the Internet Standard. This version added many performance enhancements, including keepalive connections, caching mechanisms, request pipelining, transfer encodings, and byte-range requests. | Released in February 2015 by the Internet Engineering Task Force (IETF) focussed on improving HTTP performance. |
| It works on the textual format. | |  | | --- | | It works on the binary protocol. | |
| There is head of line blocking that blocks all the requests behind it until it doesn’t get its all resources. | It allows multiplexing so one TCP connection is required for multiple requests. |
| It uses requests resource Inlining for use getting multiple pages. | |  | | --- | | It uses PUSH frame by server that collects all multiple pages. | |
| It compresses data by itself. | It uses HPACK for data compression. |
| HTTP 1.1 loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it. | HTTP 2 is able to use a single TCP connection to send multiple streams of data at once so that no one resource blocks any other resource. |
| [HTTP 1.1](https://en.wikipedia.org/wiki/HTTP/2#Differences_from_HTTP_1.1) was the major version of HTTP network protocol used by the World Wide Web, implemented across clients and servers. | [HTTP 2](https://http2.github.io/faq/) was built over Google’s SPDY protocol with the above shortcomings of HTTP 1.1 kept in mind. |

2. Write a blog about objects and its internal representation in Javascript.

Objects, in JavaScript, is it’s most important data-type and forms the building blocks for modern JavaScript. These objects are quite different from JavaScript’s primitive data-types(Number, String, Boolean, null, undefined and symbol) in the sense that while these primitive data-types all store a single value each (depending on their types).

Objects are  primitive data-types as well as reference data-types.  
An object, is a reference data type. Variables that are assigned a reference value are given a reference or a pointer to that value. That reference or pointer points to the location in memory where the object is stored.

Objects in JavaScript may be defined as an unordered collection of related data, of primitive or reference types, in the form of “key: value” pairs. These keys can be variables or functions and are called properties and methods, respectively, in the context of an object.

**Objects and properties:**

A JavaScript object has properties associated with it. A property of an object can be explains as a variable that is attached to the object. Object properties are basically the same as ordinary JavaScript variables, except for the attachment to objects. The properties of an object define the characteristics of the object. You access the properties of an object with a simple dot-notation:

objectName.propertyName

var myDetails = “Agila”;

myDetails.age = “23”;

myDetails.place = “Chennai”;