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

HTTP/1.1 – The standardized protocol

HTTP/2 – A protocol for greater performance

HTTP/2 is faster in terms of performance and site loading time than HTTP1.

The important thing to note is that HTTP/2 is faster and provides a better user experience

Binary protocols consume less bandwidth, are more efficiently parsed and are less error-prone than the textual protocols used by HTTP/1.1.

HTTP/2 is multiplexed, it can initiate multiple requests in parallel over a single TCP connection.

As a result, web pages containing several elements are delivered over one TCP connection.

These capabilities solve the head-of-line blocking problem in HTTP/1.1

HTTP/2 uses header compression to reduce the overhead caused by TCP’s [slow-start](https://en.wikipedia.org/wiki/TCP_congestion_control#Slow_start) mechanism.

HTTP/2 servers push likely-to-be-used resources into a browser’s cache, even before they’re requested. This allows browsers to display content without additional request cycles.

Web browsers only support HTTP/2 via encrypted connections, increasing user and application security.

**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. T

hese 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).

Loosely speaking, 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.

let marks = [70,40,60,90,45]

let max = marks[0]

for (i=0; i<marks.length; i++){

if(max< marks[i]){

max=marks[i]

}

}

console.log(max);

var arr = [1, 2, 5, 2, 4, 4];

// Output

// Duplicate

// [2, 4]

// Non repeated

// [1, 5]