1. **Difference between HTTP1.1 and HTTP2.**

**HTTP1.1 –**

* It works on the textual format.
* There is head of line blocking that blocks all th request behind it until

it dosen’t get its all resources.

* It uses requests resource inlining for use getting multiple pages.
* It compresses data by itself.

**HTTP2**

* It works on the binary protocol.
* It allows multiplexing so one TCP connection is required for multiple requests.
* It uses PUSH frame by server that collects all multiple pages.
* It uses HPACK for data compression.

1. **Objects and its internal representation in JavaScript.**

Objects in JavaScript is 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.

In JavaScript, almost "everything" is an object.

* Booleans can be objects (if defined with the new keyword)
* Numbers can be objects (if defined with the new keyword)
* Strings can be objects (if defined with the new keyword)
* Dates are always objects
* Maths are always objects
* Regular expressions are always objects
* Arrays are always objects
* Functions are always objects
* Objects are always objects

All JavaScript values, except primitives, are objects.

Some common solutions to display JavaScript objects are:

* Displaying the Object Properties by name
* Displaying the Object Properties in a Loop
* Displaying the Object using Object.values()
* Displaying the Object using JSON.stringify()