1. Difference between Http 1.1 and Http 1.2

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| --- | --- |
| Http 1.1 | Http 1.2 |
| Slower than Http 1.2 | Faster than Http 1.1 |
| Do not use prioritization | Uses prioritization to load a web page and so effective. |
| It loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it | It is able to use a single [TCP](https://www.cloudflare.com/learning/ddos/glossary/tcp-ip/) connection to send multiple streams of data at once so that no one resource blocks any other resource.  (Multiplexing) |
| Will not do server push. Will provide content only if client looks. | Will do server push. |
| Compresses Http messages but not advanced. | Advanced compression called Hpack that eliminates redundant information. |

1. Object and its internal representation

Objects are important data types in javascript. Objects can hold many values in form of Key: value pair. These keys can be variables or functions and are called properties and methods, respectively, in the context of an object.

Every object has some property associated with some value. These values can be accessed using these properties associated with them.

var myCar = new Object();

myCar.make = 'Suzuki';

myCar.model = 'Altros';

myCar.year = 1978;

myCar.wheels = 2;

After creating myCar object, the value inside the object can be accessed using keys.

i.e.

*myCar.year*

Output: 1978

These values can be accessed using brackets notation also.

*myCar[year]*

Output: 1978

The syntax for adding a property to an object is :

ObjectName.ObjectProperty = propertyValue;

The syntax for deleting a property from an object is:

delete ObjectName.ObjectProperty;

The syntax to access a property from an object is:

objectName.property

//or

objectName["property”]

//or

objectName[expression]

So, conclusion and simple definition for Java Script properties is “Properties are the values associated with a JavaScript object”.

**Object methods**

An object method is an object property containing a function definition.

i.e.,

Let’s assume to start the car there will be a mechanical functionality.

function(){return ignition.on}

and so similar is to stop/brake/headlights on & off, etc.  
So, conclusion and simple definition for Java Script Object methods is “Methods are actions that can be performed on objects.”

**Create JavaScript Object with Object Literal**

One of easiest way to create a javascript object is object literal, simply define the property and values inside curly braces as shown below

let bike = {name: 'SuperSport', maker:'Ducati', engine:'937cc'};

**Create JavaScript Object with Constructor**

Constructor is nothing but a function and with help of new keyword, constructor function allows to create multiple objects of same flavor as shown below

function Vehicle(name, maker) {

this.name = name;

this.maker = maker;

}

let car1 = new Vehicle(’Fiesta’, 'Ford’);

let car2 = new Vehicle(’Santa Fe’, 'Hyundai’)

console.log(car1.name); //Output: Fiesta

console.log(car2.name); //Output: Santa Fe

**Using the JavaScript Keyword new**

The following example also creates a new JavaScript object with four properties:

var person = new Object();

person.firstName = “John”;

person.lastName = “Doe”;

person.age = 50;

person.eyeColor = “blue”;