

Day -1Task

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

HTTP1.1

1. HTTP/1.1 is a version of the Hypertext Transfer Protocol (HTTP) that is widely used for communication between web servers and clients.
2. It introduced persistent connections, allowing multiple requests and responses to be sent over a single connection, reducing the overhead of establishing new connections for each request.
3. However, HTTP/1.1 suffers from head-of-line blocking, where a slow or delayed request can block subsequent requests on the same connection.
4. It also lacks efficient handling of concurrent requests, requiring requests to be processed sequentially. Techniques like pipelining and compression can be used to improve its performance.

HTTP2

1. HTTP/2 is a major revision of the Hypertext Transfer Protocol (HTTP) that was designed to improve the performance and efficiency of web communication.
2. It introduces several key features, including multiplexing, which allows multiple requests and responses to be sent concurrently over a single connection, eliminating the head-of-line blocking issue of HTTP/1.1
3. HTTP/2 also supports server push, where the server can proactively send resources to the client without waiting for a request, reducing latency and improving page load times
4. Additionally, HTTP/2 incorporates header compression, reducing the overhead of sending headers with each request and response, further improving efficiency and reducing bandwidth usage.

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

1. **Key-Value Pairs:** Objects in JavaScript are collections of key-value pairs.
2. **Prototypes and Inheritance:** JavaScript implements object-oriented programming using prototypal inheritance.
3. **Property Descriptors:** Every property in JavaScript has associated attributes known as property descriptors.
4. **Object Representation:** Internally, JavaScript engines use different strategies to represent objects efficiently
5. **Garbage Collection:** JavaScript employs automatic memory management through garbage collection