**Task for Day1**

1. Difference b/w HTTP/1.1 and HTTP/2

|  |  |
| --- | --- |
| **HTTP/1.1** | **HTTP/2** |
| * It is the first usable version of HTTP. This version is still in use on web. * It was introduced in 1997. * It loads resources one after the other, so if one resources can’t be loaded, it blocks all other resources behind it. | * It was introduced in 2015 * It is more efficient and much faster than HTTP/1.1 * It is able to use a single TCP connection to send multiple streams of data at once, so that no one resources block any other resources. * It does split a data into binary code messages and numbering messages, so that the client knows which stream each binary message belongs to. |

1. Objects and its internal representation in JavaScript

* Objects are important datatypes in JavaScript. Objects are different than primitive datatypes (i.e. number, Boolean, String, etc.,). Primitive datatypes contain one value, but objects can hold many values in form of Key: Values 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.company = “Suzuki”

myCar.model = “Altros”

myCar.year = 1979

* After created myCar object, the value inside the object can be accessed by using keys.

myCar.year;

Output: 1979

* Syntax for adding a property to an object:

objectName.objectProperty = propertyValue;

* Syntax for deleting a property from an object:

Delete objectName.objectProperty;

* Syntax to access a property from an object:
* objectName.property
* objectName["property”]
* Properties are the values associated with an object
* One of the easiest ways to create an object is object literal

Let car = {name: “Suzuki”; model: “Shift”; year: 2019}

* Create JavaScript object with Constructor:
* Constructor is nothing but a function and with the help of new keyword, Constructor function allows to create multiple objects of same flavour.

function Person(first,last,year){

this.firstName = first;

this.lastName = last;

this.year = year;  
}

var myStudent = new Person(“Arun”,”Nagaraj”,1998)

myStudent.firstName;

Output: Arun

* Object.created method:
* Objects can also be created using the object.created() method. It allows us to choose the prototype object for the object. We can create object without having to define a constructor function.

1. IP address:

* The Internet Protocol (IP) is a protocol or set of rules for routing and addressing packets (Data traversing the Internet is divided into smaller pieces) of data so that they can travel across networks and arrive at the correct destination.
* IP does not handle packet ordering or error checking, such functionality requires another protocol Transmission Control Protocol (TCP).

1. HTTPs methods:

* GET
* It is used to retrieve a data
* POST
* It is used to create a data
* PUT
* It is used to update an existing data
* DELETE
* It is used to delete a data