**Difference Between HTTP 1.1 & HTTP 2**

HTTP is called as Hypertext transfer protocol. This method is used by computers and server to send & received informations.

HTTP 1.1: -

HTTP1.1 is the first method earlier used to interact between client and server. This is the first HTTP1.1 can handle one request at a time and if a sender send another request it will put on queue until it get response from the server for the first request and the response time is high. And all requests and responses will be in text format.

HTTP 2: -

HTTP2 is the latest version in a way google have made several changes. They have introduced SPDY protocol session layer protocol that allow GET & POST commands. With compare to earlier version speed and efficiency and its secure. HTTP2 supports binary method and it uses one TCP connection for multiple requests by clients. The multiplexing technique allows servers and clients to send concurrent requests and responses for more efficient connection management within a single TCP connection and also reduces the latency, improves the network and bandwidth utilization, and lowers the operational cost throughout the network

|  |  |
| --- | --- |
| **HTTP1.1** | **HTTP2** |
| * It works on the textual format. * It compresses data by itself * Response time is slow * connection could handle only one request at a time * Lack of prioritization | * It works on the binary protocol. * It uses HPACK for data compression * Its very faster * Can handle multiple requests and response. * It can prioritize the requests |

**Objects & Its Internal Representation**

* Object is the most important data-type and forms the building blocks for JavaScript. These objects are quite different from JavaScript’s primitive data types (Number, String, Boolean, null, undefined, and symbol) in the sense that these primitive data types all store a single value each (depending on their types).
* Objects are more complex and each object may contain any combination of these primitive data-types as well as reference data-types.
* An object, is a reference data type. Variables that are assigned a reference value are given a reference or a pointer to that value. That reference or pointer points to the location in memory where the object is stored.
* 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. These keys can be variables or functions and are called properties and methods

Sample assigning,

var fruit = “Banana”;

More values can be assigned like below,

var fruit = Fruit: “Banana”, Color:” Yellow” , Type:” raw”;