**HTTP DEFINITION:**

HTTP stands for hypertext transfer protocol, and it is the basis for almost all web applications and web sites Developed by Timothy Berners-Lee in 1989 as a communication standard for the World Wide Web, HTTP. More specifically, HTTP is the method computers and servers use to request and send information. Their web browser sends an HTTP request to the Cloudflare servers for the content that appears on the page. Then, Cloudflare servers send HTTP responses with the text, images, and formatting that the browser displays to the user

**HTTP 1.1:**

The first usable version of HTTP was created in 1997. Because it went through several stages of development, this first version of HTTP was called HTTP1.1. This version is still in use on the web.

**HTTP 2:**

In 2015, a new version of HTTP called HTTP 2 was created. HTTP 2 solves several problems that the creators of HTTP 1.1 did not anticipate. In particular, HTTP 2 is much faster and more efficient than HTTP1.1.

**DIFFERENT BETWEEN HTTP1.1 / HTTP 2:**

* **Multiplexing**

HTTP 1.1 loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it. In contrast, HTTP 2 is able to use a single TCP connection to send multiple streams of data at once so that no one resource blocks any other resource.

* **Server push**

Typically, a server only serves content to a client device if the client asks for it. However, this approach is not always practical for modern webpages, which often involve several dozen separate resources that the client must request. HTTP2 solves this problem by allowing a server to "push" content to a client before the client asks for it

* **Header compression**

Small files load more quickly than large ones. To speed up web performance, both HTTP 1.1 and HTTP 2 compress HTTP messages to make them smaller. However, HTTP/2 uses a more advanced compression method called HPACK that eliminates redundant information in HTTP header packets.

**Write a notes about objects and its internal representation in Java script:**

Objects, in JavaScript, is it’s most important data-type and forms the building blocks for modern JavaScript. These objects are quite different from JavaScript’s primitive data-types (Number, String, Boolean, null, undefined and symbol) in the sense that while 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. The variables don’t actually store the value.

**Creating Objects In Java Script:**

# Object with Object Literal

# Object with Constructor

# Keyword new method

# Object.create method

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