DAY -02

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

What is HTTP 1.1?

HTTP 1.1 is the latest version of Hypertext Transfer Protocol (HTTP), the World Wide Web application protocol that runs on top of the Internet's TCP/IP suite of protocols. HTTP 1.1 provides faster delivery of Web pages than the original HTTP and reduces Web traffic.

What is HTTP 2?

The primary goals for HTTP/2 are to reduce latency by enabling full request and response multiplexing, minimize protocol overhead via efficient compression of HTTP header fields, and add support for request prioritization and server push.

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| **s.no** | **HTTP1.1** | **HTTP2** |
| 1. | It works on the textual format. | It works on the binary protocol. |
| 2. | There is head of line blocking that blocks all the requests behind it until it doesn’t get its all resources. | It allows multiplexing so one TCP connection is required for multiple requests. |
| 3. | It uses requests resource In lining for use getting multiple pages | It uses PUSH frame by server that collects all multiple pages |
| 4. | It compresses data by itself. | It uses HPACK for data compression. |
| 5. | It is relatively secure since it uses digest authentication, NTLM authentication. | Security concerns from previous versions will continue to be seen in HTTP/2. However, it is better equipped to deal with them due to new TLS features like connection error of type Inadequate Security. |
| 6. | Expands on the caching support by using additional headers like cache-control, conditional headers like If-Match and by using entity tags. | HTTP/2 does not change much in terms of caching. With the server push feature if the client finds the resources are already present in the cache, it can cancel the pushed stream. |

1. Write a blog about objects and its internal representation in JavaScript?

Objects, in JavaScript, is its 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.

Loosely speaking, 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, respectively, in the context of an object.

For E.g. If your object is a student, it will have properties like name, age, address, id, etc. and methods like update Address, update Name, etc.