**HTTP 1.1 vs HTTP 2.0**

HTTP stands for hypertext transfer protocol & it is used in client-server communication. By using HTTP user sends the request to the server & the server sends the response to the user. There are several stages of development of HTTP but we will focus mainly on HTTP/1.1 which was created in 1997 & the new one is HTTP/2 which was created in 2015.

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| HTTP 1.1 | HTTP 2.0 |
| 1. It works on textual format. | 1. It works on the binary protocol |
| 1. It compresses the data by itself | 1. It uses HPACK to compress the data. |
| 3. HTTP 1.1 is slower and less efficient. | 3. HTTP 2.0 is faster and more efficient. |
| 4. HTTP/1.1 loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it | 4. 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. |

**Objects and Its Internal Representation in JavaScript**

Objects are 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, and undefined and symbol) that means these primitive data-types all store a single value each.

Objects in JavaScript are 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 Example if your object is a student, it will have properties like name, age, address, id, etc. and methods like updateAddress, updateNam, updateid.

The properties of an object define the characteristics of the object. You access the properties of an object with a simple dot-notation

Syntax: objectname.propertyname