**1.Difference between HTTP1.1 vs HTTP2**

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. HTTP/1.1 which was created in 1997 & the new one is HTTP/2 which was created in 2015.

The major difference between HTTP1.1 and HTTP2 is HTTP/1.1 loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it.

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.

|  |  |
| --- | --- |
| **HTTP1.1** | **HTTP2** |
| It works on the textual format. | It works on the binary protocol. |
| 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. |
| It uses requests resource Inlining for use getting multiple pages | It uses PUSH frame by server that collects all multiple pages |
| It compresses data by itself. | It uses HPACK for data compression. |

# 2. ****Objects And Its Internal Representation****

# **An object is a collection of properties, and** a property is an association between a key and a value. A property's value can be a function, in which case the property is known as a method.

# JavaScript objects are mutable. They are addressed by reference, not by value.

# 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 in the sense that while these primitive data-types all store a single value each - depending on their types.

# 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. Unassigned properties of an object are undefined and not null.

# Syntax:

# There are several ways to create a object,

# var guvi = new object(); //using new keyword

# var guvi = Object.create();//using create()-inbetween parenthesis value , Like this in various method object will be created.