**Difference between HTTP 1.1 VS HTTP 2**

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| **HTTP 1.1** | **HTTP 2** |
| When we make a request to the server for the greek.html page & server responds to you as a resource greek.html page. | HTTP/2 works on the binary framing layer instead of textual that converts all the messages in binary format. |
| Before sending the request and the response there is a TCP connection established between client & server | It works on fully multiplexed that is one TCP connection is used for multiple requests. |
| It works on the textual format. | It works on the binary protocol. |
| It compresses data by itself. | It uses HPACK for data compression. |
| Besides the already available methods of HTTP 1.0, the 1.1 version added six extra methods: PUT, PATCH, DELETE, CONNECT, TRACE, and OPTIONS | HTTP 2.0 introduced a server push functionality. With that, the server tries to predict the resources that will be requested soon. So, the server proactively pushes these resources to the client cache |

**Write a blog objects and its internal representation in Javascript**

Objects are important data types in javascript. Objects are different than primitive datatypes (i.e. number, string, boolean, etc.).

Primitive data types contain one value but Objects can hold many values in form of Key: value pair. These keys can be variables or functions and are called properties and methods, respectively, in the context of an object.

var myBike = new Object();

myBike.make = 'Royal Enfield';

myBike.model = 'Classic 350';

myBike.year = 2024;

myBike.wheels = 2;

After creating myBike object, the value inside the object can be accessed using keys.

i.e.

myBike.year

Output: 2014

**The syntax for adding a property to an object is :**

ObjectName.ObjectProperty = propertyValue;