|  |  |  |
| --- | --- | --- |
| S.no | HTTP 1.1 | HTTP 2 |
| 1. | It uses text based commands | It uses binary commands for requests and responses. |
| 2. | It is not much faster | Faster and more efficient |
| 3. | Some methods and request codes are added | Support of parallel request transmission by stream. |
| 4. | Syntax and semantics are separated | Addition of server push function |
| 5. | Not employs header compression | Employs header compression |
| 6. | No Multiplexing | Multiplexing |

Day 1 : Introduction to Web browsers

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

**2. Write a blog about objects and its internal representation in Javascript**

In JavaScript, an object is a collection of named values, encompassing both state and behavior in the form of properties and methods. Unlike primitive data types such as numbers and strings, objects can hold multiple values and functions, making them versatile for various programming tasks.

Internally, JavaScript objects are represented as collections of key-value pairs, where the keys are the property names and the values can be primitive data types, other objects, or functions .