

Session1

Http 1.1	Http2
SSL is not required. However it is recommended	SSL is not required but it is recommended
Slow encryption	Faster encryption
One client-server request per TCP connection	Multi-master multiplexer. Occurs on multiple computers at a single time
No header compression	Metadata compression using improved algorithms that improve performance and security
There is no flow priority	Improved flow priority mechanisms are used
Some methods and response codes are added	Support of parallel request transmission by "stream"
"Keep-Alive" becomes officially supported. "Host" header becomes supported	Addition of server-push function

Objects

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(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)

A JavaScript object has properties associated with it. A property of an object can be explained as a variable that is attached to the object. Object properties are basically the same as ordinary JavaScript variables, except for the attachment to objects. The properties of an object define the characteristics of the object