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

**HTTP1.1:**

* **HTTP/1.1 loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it.**
* **There are several stages of development of HTTP but we will focus mainly on HTTP/1.1 which was created in**

**1997.**

* **For better understanding, let’s assume the situation when you make a request to the server for the geeksforgeek.**
* **HTML page & server responds to you as a resource geeksforgeeks.html page.**
* **It works on the textual format.**
* **There is head of line blocking that blocks all the requests behind it until it doesn’t get its all resources.**
* **It uses requests resource Inlining for use getting multiple pages.**
* **It compresses data by itself.**

**HTTP2 :**

* **HTTP/2 which was created in 2015.**
* **HTTP/2 was developed over the SPDY protocol. HTTP/2 works on the binary framing layer instead of textual that converts all the messages in binary format.**
* **It works on fully multiplexed that is one TCP connection is used for multiple requests. HTTP/2 uses HPACK which is used to split data from header. it compresses the header.**
* **The server sends all the other files like CSS & JS without the request of the client using the PUSH frame.**
* **It works on the binary protocol.**
* **It allows multiplexing so one TCP connection is required for multiple requests.**
* **It uses PUSH frame by server that collects all multiple pages.**
* **It uses HPACK for data compression.**

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

* **In JavaScript, objects are collections of key-value pairs, where keys are strings (or symbols) and values can be of any data type, including other objects.**
* **Objects are used to represent real-world entities, data structures, and more complex data types.19 Feb 2024.**
* **Every object has some property associated with some value. These values can be accessed using these properties associated with them.**
* **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).**
* **Objects are more complex and each object may contain any combination of these primitive data-types as well as reference data-types.**
* **An object, is a reference data type. Variables that are assigned a reference value are given a reference or a pointer to that value.**
* **That reference or pointer points to the location in memory where the object is stored. The variables don’t actually store the value.**