1. Difference between HTTP1.1 vs HTTP2

Both are different versions of Hypertext Transfer protocol. This protocol is used to transfer the data from the server to the client.

**HTTP1.1**

* It was standardized in the year 1999 and it is a text based protocol and uses a request- response model.
* Only one request-response transaction can be active at a time on a single connection. This means that if multiple resources need to be loaded .
* which can lead to slower page loading times.
* The client sends a request for a resource, and the server responds with that resource. If the server wants to push additional resources, it can't do so without a specific request.
* It's a text-based protocol, which means that human-readable text is used for communication. While this is easy for debugging, it can be less efficient due to parsing and encoding overhead.

**HTTP2**

* It was standardized in 2015. It's binary-based and introduces several new features and optimizations.
* It uses multiplexing, which allows multiple requests and responses to be interleaved and sent over a single connection.
* This significantly improves the efficiency of resource loading, reducing latency.
* It allows the server to push resources to the client proactively, without waiting for the client to request .
* It's a binary protocol, which is more efficient for machines to parse and reduces the overhead associated with textual encoding.

2. **Objects in javascript:**

* In JavaScript, objects are one of the fundamental data types .
* Objects are used to store collections of key-value pairs, where the keys are strings and the values can be of various data types, including other objects.
* Internally, objects in JavaScript are implemented as unordered collections of properties, where each property is a key-value pair.