**1| Difference between HTTP 1.1 and HTTP2**

| HTTP 1.1 | HTTP2 |
| --- | --- |
| It works on the textual format. | It works on the binary protocol. |
| There is head of line blocking that blocks all the requests behind it until it doesn’t get its all resources. | It allows multiplexing so one TCP connection is required for multiple requests. |
| It uses requests resource Inlining for use getting multiple pages | It uses PUSH frame by server that collects all multiple pages |
| It compresses data by itself. | It uses HPACK for data compression. |

**2| Objects and its internal representation.**

# **Objects**

A JavaScript object is a collection of named values having state and behavior (properties and method).Objects are variables too. But objects can contain many values.

**Syntax: var <object-name> = {key1: value1, key2: value2,... keyN: valueN};**

The following code assigns many values (Mercedes, C-class, White and so on) to a variable named Car:

var car = {Make: “Mercedes”, Model: “C-Class”, Color: “White”, Fuel: Diesel, Weight: “850kg”, Mileage: “8 Kmpl”, Rating: 4.5};

# **Object Properties**

## The name:values pairs (in JavaScript objects) are called properties. The object properties can be different primitive values, other objects and functions.

## Properties can usually be changed, added, and deleted, but some are read only.

## **For adding a property to an object**

## **Syntax :** ObjectName.ObjectProperty = propertyValue;

## **For deleting a property from an object is:**

## **Syntax:** delete ObjectName.ObjectProperty;