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

### HTTP stands for hypertext transfer protocol & it is used in client-server communication. By using HTTP user sends the request to the server & the server sends the response to the user.

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| **HTTP/1.1** | **HTTP/2** |
| HTTP/1.1 which was created in 1997 | HTTP/2 which was created in 2015. |
| The usest 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 compresses data by itself. | It uses HPACK for data compression. |
| HTTP Protocol Process | Figure 4: Server push in HTTP/2 |
| Key Features of HTTP/1.0:The concept of headers both for requests (from the client machine) as well as responses (from servers) was introduced. The use of headers such as GET, POST, HEAD added extended flexibility, none of which was possible with the earlier version.Version information was now included.It allowed a single request/response for every TCP connection. | Key Features of HTTP/2:Introduces the concept of multiplexing that interleaves the requests and responses without head-of-line blocking and does so over a single TCP connection.HTTP/2 uses HPACK header compression algorithm that is resilient to attacks like CRIME and utilizes static Huffman encoding. |
| It uses requests resource Inlining for use getting multiple pages | It uses PUSH frame by server that collects all multiple pages |

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

# **Objects And Its Internal Representation In JavaScript:**

* 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.
* Loosely speaking, objects in JavaScript may be defined as an unordered collection of related data, of primitive or reference types, in the form of “key: value” pairs. These keys can be variables or functions and are called properties and methods, respectively, in the context of an object.

For Eg. If your object is a student, it will have properties like name, age, address, id, etc and methods like updateAddress, updateNam, etc.