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

HTTP1.1:

# The first usable version of HTTP was created in 1997. Because it went through several stages of development, this first version of HTTP was called HTTP/1.1. This version is still in use on the web.

#HTTP/1.1 loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it.

# Small files load more quickly than large ones. To speed up web performance, both HTTP/1.1 and HTTP/2 compress HTTP messages to make them smaller.

HTTP2:

#In 2015, a new version of HTTP called HTTP/2 was created. HTTP/2 solves several problems that the creators of HTTP/1.1 did not anticipate. In particular, HTTP/2 is much faster and more efficient than HTTP/1.1. One of the ways in which HTTP/2 is faster is in how it prioritizes content during the loading process.

#HTTP/2 is able to use a single TCP connection to send multiple streams of data at once so that no one resource blocks any other resource. HTTP/2 does this by splitting data into binary-code messages and numbering these messages so that the client knows which stream each binary message belongs to.

#Small files load more quickly than large ones. To speed up web performance, both HTTP/1.1 and HTTP/2 compress HTTP messages to make them smaller. However, HTTP/2 uses a more advanced compression method called HPACK that eliminates redundant information in HTTP header packets. This eliminates a few bytes from every HTTP packet. Given the volume of HTTP packets involved in loading even a single webpage, those bytes add up quickly, resulting in faster loading.

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

#Objects are important data types in javascript. Objects are different than primitive datatypes (i.e. number, string, Boolean, etc.). Primitive data types contain one value but Objects can hold many values in form of Key: value pair. These keys can be variables or functions and are called properties and methods, respectively, in the context of an object.

#Every object has some property associated with some value. These values can be accessed using these properties associated with them.

The syntax for adding a property to an object is :

ObjectName.ObjectProperty = propertyValue