|  |  |
| --- | --- |
| HTTP 1.1 | HTTP 2 |
| COMPRESS THE HTTP MESSAGE TO MAKE THEM SMALL | ADVANCED COMPRESSION METHOD USING (HPACK) |
| IT KEEPS ALL REQUESTS AND RESPONSES IN PLAIN TEXT FORMAT | IT USES BINARY FORMING LAYER TO ENCAPSULATE ALL MESSAGE IN BINARY FORMAT |
| MAINTAIN THE OLD TEXT FORMAT TO DELIVER DATA IN PACKETS | BINARY ALLOWS TO TRY NEW APPROCHES TO DATA DELIVERY |
| ITS USES **GET** AND **POST** TO DELIVER TO SERVER | ITS USES **GET** AND **POST** TO DELIVER TO SERVER |
| MULTIPLE DATA PACKETS CANNOT PASS EACH OTHER WHEN TRAVELLING TO THE SAME DESTINATION (MAKES **HEAD-OF=LINE-BLOCKING**) | ITS CUT THEM IN SMALLER PACKETS OF INFORMATION,GREATLLY INCREASING THE FLEXIBILITY OF DATA TRANSFER(MULTIPLEXING) |
| THERE ARE LIMITS TO THE NUMBER OF CONCURRENT TCP CONNECTION BETWEEN CLIENT AND SERVER | IT CAN TRAVEL BETWEEN CLIENT AND SERVER USE OF SINGLE TCP CONNECTION |
| IT REQUIED HIGH OPERATION COST | IT DECREASES THE OVERALL OPERATION COST |
| IT HAS MAJOR PROBLEM IN CLIENT AND SERVER SECTION COMPER TO HTTP 2 | MULTIPLEXING CAN ALSO INHEREIT IN THE BINARY FROMING LAYER SOLVES CERTAIN ISSUES OF HTTP 1.1 |
| HAS SUPPORT OF SMALL SERVERS | MAJOR WEBSITES SUPPORT HTTP2 |
| IT USES RESOURCE INLINING(FOR CLIENT MACHINE WILL USED TO RENDER THE PAGES) | IT USES SERVER PUSH(PROVIDING THE RESOURCE BEFORE THE CLIENT ASKS OF IT) |
| IT TAKES TIME AND RESOURCES TO MAKE TCP CONNECTION | IT TAKES LESS TIME AND RESOURCE TO CONNECT TO TCP |

Write a blog about objects and its internal representation in Javascript?

GROUP OF DATA STORED IN SERIES OF NAME VALUES

-BOOLENS -NUMBERS -STRING (WITH NEW KEYWORD ITS ALSO OBJECT)

AN UNORDED COLLECTION OF RELATED DATA OF PRIMITIVE OR REFERNCE TYPE

IN THE FORM OF ”KEY: VALUE” PAIRS

FORMED IN INFANCY AND DEVELOP OVER TIME THROUGH REPEATED

INTRACTION WITH ONE CAN GIVEN

* EX: USING OBJECT()
* VAR A= NEW OBJECT ()