

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

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 <b>GET</b> AND <b>POST</b> TO DELIVER TO SERVER	ITS USES <b>GET</b> AND <b>POST</b> TO DELIVER TO SERVER
MULTIPLE DATA PACKETS CANNOT PASS EACH OTHER WHEN TRAVELLING TO THE SAME DESTINATION (MAKES <b>HEAD-OF-LINE-BLOCKING</b> )	ITS CUT THEM IN SMALLER PACKETS OF INFORMATION,GREATLLY INCREASING THE FLEXIBILITY OF DATA TRANSFER( <b>MULTIPLEXING</b> )
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 <b>RESOURCE INLINING</b> (FOR CLIENT MACHINE WILL USED TO RENDER THE PAGES)	IT USES <b>SERVER PUSH</b> (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 REFERENCE TYPE
  - IN THE FORM OF "KEY: VALUE" PAIRS
- ➡ FORMED IN INFANCY AND DEVELOP OVER TIME THROUGH REPEATED INTERACTION WITH ONE CAN GIVEN
  - EX: USING OBJECT()
  - VAR A= NEW OBJECT ()