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

Ans:

METHODS	HTTP 1.1	HTTP 2.0
Speed	Takes long to render a page	Very quick at rendering a page
Age	Created in 1997	Created in 2015
Priority of request	Priorities for the request Cannot be set	Each request can be prioritised according to the user Needs
Binary Format Layer	Transfers plain-text messages.	Adds a binary format layer, breaking messages into frames.
Multiplexing	Requests and responses in a stop-and-wait way.	Introduces multiplexing, allowing multiple streams of requests and responses in parallel over a single TCP connection.
Header Compression	Headers are encapsulated into headers frame and sent in plain text, leading to larger message sizes.	Introduces header compression into binary frame layers, reducing the size of headers for more efficient data transfer.
Server Push	Uses resource lining to send objects that the client might need.	Introduces server push, allowing the server to send additional objects separately along with the requested HTML file.

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

- Objects are used to store data in the way of key and value pairs.
- Objects are also a data type but not similar to primitive data types because it holds multiple values unlike primitive data types which could hold only one value.
- An object can hold very large data sets which could be retrieved by searching their key and a key could contain another object as the value of it.
- Objects are mostly used in noSQL data storing systems like MongoDb.

➔ Example for a object in javascript would be

```
Var Object_name = {Key1:value1,
Key2:value2,
.
.
Keyn:valuen};
```

➔ Example for a nested object would be

```
Var Object_name={
key1:{Nestedkey1:value1,
Nested Key2:value2,....,
nested key:value},
Key 2:value,
.
.
.
Key n :value}
```

- To add a new data to an object the syntax would be "Object_name.NewKey=value;"
- To add value to a existing key syntax would be like "Object_name.ExistingKey=value;"
- To remove a data from a Object the syntax would be "delete Object_name.KeytoDelete;"
- To access data from the object the syntax would be like "Object_name.Key;" or "Object_name["Key"];".
- To access a data from a nested object the syntax would be Object_name.Key.NestedKey;