|  |  |
| --- | --- |
| **HTTP/1.1** | **HTTP/2** |
| It 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 uses requests resource Inlining for use getting multiple pages | It uses PUSH frame by server that collects all multiple pages |
| It compresses data by itself. | It uses HPACK for data compression. |

*Date:13/3/2023*

*Day task: 1*

**1.Different between HTTP/1.1 and HTTP/2:**

# 2. Objects and its internal representation

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.

**Syntax:**

**ObjectName.ObjectProperty= ObjectValue**

**Eg:** var myCar = new Object();

myCar.year = 1978;

1978

myCar.wheels = 2;

2

**Delete:**

Delete ObjectName.ObjectProperty;

**Access:**

ObjectName.Prorety;

ObjectName.[“property”];

objectName.[expression];.