2. HTTP2 VS HTTP1.1:

HTTP means hypertext transfer protocol which acts as a means of exchange of information between the client and the server.

HTTP/1.1 was first came into use in 1997. HTTP/2 was invented for a greater performance and then it reduced the delay in time for the server to load the data. HTTP/1.1 keeps all the requests and responses in plain format while the HTTP/2 uses the binary framing layer to encapsulate all the messages in binary format. The binary framing layer encodes requests/responses and cuts them up into smaller packets of information and thus greatly increasing the flexibility of data transfer.

3. OBJECT AND ITS INTERNAL REPRESENTATION AS JAVASCRIPT:

OBJECT form the BUILDING BLOCKS OF MODERN JAVASCRIPT.

OBJECT contains any combination of primitive datatypes as well as reference datatypes or complex datatypes. The reference and complex datatypes are the same. The objects also comes under the category of complex datatypes.

The variables are given a reference point at a memory location where the values are stored. The values here denote the object and the reference points are the pointers which shows where the objects are stored. Object can also be considered as variables. Objects in javascript also have properties.

SYNTAX:

Var object = {

Property1: ”value1” Here the property and the value are

Property2: ”value1” separated by a colon(:).

Property3: ”value1” The property can also be called by a

}; common term called KEY.

Example :

Var car = {

Model : ”xuv 700”

Color: ”silky black”

Gear : ”atm”

};

Creating a new object:

“New” keyword can be used to create an object.

SYNTAX:

Var objectname = new object();

Example:

Var car= new object();

Car.model= xuv 700;

Car.color= silky black;

Car.gear= atm;

There are 2 ways to access the property of an object in javascript.

1. objectName.property

ie; car.color will give the color of the car as the output.

1. objectName[“property”]

ie; car[“color”] will give the color of the car as the output.

SYNTAX FOR ADDING A PROPERTY TO AN OBJECT:

objectName.objectproperty=propertyvalue;

SYNTAX FOR DELETING A PROPERTY FROM AN OBJECT:

delete objectName.objectproperty;