1. Write a blog on Difference between HTTP1.1 vs HTTP2
2. Write a blog about objects and its internal representation in Javascript

What is HTTP?

HTTP stands for hypertext transfer protocol, and it is the basis for almost all web applications. More specifically, HTTP is the method computers and servers use to request and send information.

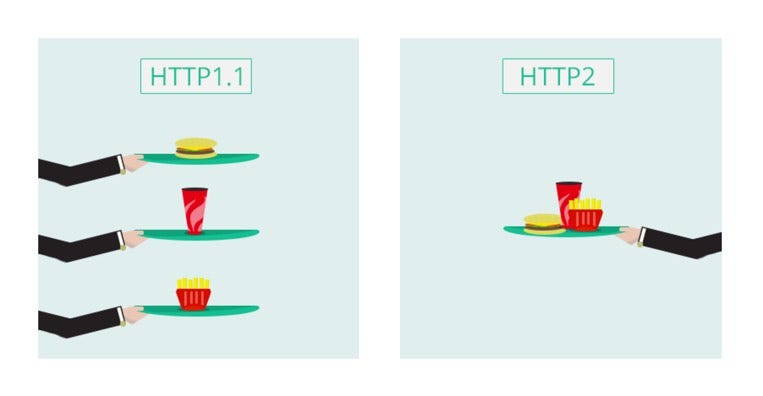
# What is HTTP 1.1?

HTTP 1.1 is the latest version of Hypertext Transfer Protocol (HTTP), the World Wide Web application protocol that runs on top of the Internet’s TCP/IP suite of protocols. HTTP 1.1 provides faster delivery of Web pages than the original HTTP and reduces Web traffic.

# What is HTTP/2?

HTTP/2 will make our applications faster, simpler, and more robust a rare combination by allowing us to undo many of the HTTP/1.1 workarounds previously done within our applications and address these concerns within the transport layer itself. Even better, it also opens up a number of entirely new opportunities to optimize our applications and improve performance.

Why is HTTP/2 faster than HTTP/1.1?



The first usable version of HTTP was created in 1997. Because it went through several stages of development, this first version of HTTP was called HTTP/1.1. This version is still in use on the web. In 2015, a new version of HTTP called HTTP/2 was created.

HTTP/2 solves several problems that the creators of HTTP/1.1 did not anticipate. In particular, HTTP/2 is much faster and more efficient than HTTP/1.1. One of the ways in which HTTP/2 is faster is in how it prioritizes content during the loading process.

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

* Objects, in JavaScript, is it’s most important data-type and forms the building blocks for modern JavaScript. These objects are quite different from JavaScript’s primitive data-types(Number, String, Boolean, null, undefined and symbol) in the sense that while these primitive data-types all store a single value each (depending on their types).
* Objects are more complex and each object may contain any combination of these primitive data-types as well as reference data-types.  
  An object, is a reference data type. Variables that are assigned a reference value are given a reference or a pointer to that value. That reference or pointer points to the location in memory where the object is stored. The variables don’t actually store the value.
* Loosely speaking, objects in JavaScript may be defined as an unordered collection of related data, of primitive or reference types, in the form of “key: value” pairs. These keys can be variables or functions and are called properties and methods, respectively, in the context of an object.
* For Eg. If your object is a student, it will have properties like name, age, address, id, etc and methods like updateAddress, updateNam, etc