# 2) HTTP1.1 vs HTTP2

1. **1.HTTP 1.1 :**

* HTTP1.1 loads resources one after the other so if one resource cannot be loaded, it blocks all the other resources behind it.
* HTTP1.1 used to process text command to complete request response cycle.

1. **2.HTTP 2 :**

* In contrast http2 is able to use a single TCP connection to send multiple stream of data at once so that no one resource blocks any other resource.
* Http2 is binary instead of textual , Http2 is fully multiplexed instead of ordered and blocking, Http2 uses header compression.

## 3) Blog about objects and its internal representation in javascript :

* 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.
* 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.