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

HTTP – Hypertext Transfer Protocol

* Developed by Timothy Berners-Lee in 1989 as a communication standard for the World Wide Web, HTTP is a top-level application protocol that exchanges information between a client computer and a local or remote web server.

**HTTP/1.1 :**

* The first version of HTTP was called HTTP/1.1 and it was released in 1997 and still it can be used.
* HTTP/1.1 messages can be unencrypted ( http://) or encrypted with HTTPS (https://). It is a text-based protocol and has some inefficiencies in it - especially when requesting lots of resources like a typical web page.
* It is a text-based protocol and has some inefficiencies in it - especially when requesting lots of resources like a typical web page.
* HTTP/1.1 loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it.
* It does not allow Multiplexing.
* The loading process time is high.

**HTTP/2 :**

* a new version of HTTP released in 2015. This is a [binary protocol where each byte is clearly defined](https://stackoverflow.com/questions/58498116/why-is-it-said-that-http2-is-a-binary-protocol).
* It allows [multiplexing](https://stackoverflow.com/questions/36517829/what-does-multiplexing-mean-in-http-2/).
* HTTP/2 is also available over unencrypted (http://) and encrypted (https://) channels but web browsers only support it over HTTPS.
* HTTP/2 solves several problems of HTTP/1.1 . It is much faster and more efficient than HTTP/1.1.
* It offers a feature called weighted prioritization. This allows developers to decide which page resources will load first, every time.
* The loading process time is much more faster than HTTP/1.1.

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

**Objects:**

* Objects in JavaScript it is most important data-type and forms the building blocks for modern JavaScript. These objects are quite different from JavaScript’s primitive data-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.
* The concept of an object is a collection of variables as key/value pairs, where values can be static or even functions references.
* Objects created in JS – 1.Object literal, 2.Object constructor
* 1.Object literal
* It is a collection of variables as key/value pairs.

Syntax:

var <object-name> =

{

key1: value1, key2: value2,...

};

* 2. Object constructor
* Constructor is nothing but a function and with help of new keyword, constructor function allows to create multiple objects of same name.

Syntax:

var person = new Object();