TASK - 1

Q.Difference between HTTP1.1 vs HTTP2
ans.

HTTP1.1	HTTP2
ordered and blocking	is fully multiplexed
not all of the resources are returned to the client in the first call for data.	allows servers to “push” responses proactively into client caches
Latency is comparatively more	Latency is less/negligible
keeps all requests and responses in plain text format.	uses the binary framing layer to encapsulate all messages in binary format.
Overhead is comparatively more	uses header compression to reduce overhead

Q.HTTP version history
ans.

YEAR	HTTP version
1991	0.9
1996	1.0
1997	1.1
2015	2.0
2020(Draft)	3.0

Q.List 5 differences between Browser JS vs Node Js
ans.

BROWSER JS	NODE JS
It is the upgraded version of ECMA script that uses Chrome’s V8 engine written in C++.	Nodejs is written in C, C++ and Javascript.
can only be run in the browsers.	NodeJS code can be run outside the browser.
is capable enough to add HTML and play with the DOM.	Nodejs does not have capability to add HTML tags.
can run in any browser engine like JS core in safari and Spidermonkey in Firefox.	Nodejs can only run in the V8 engine of google chrome.
It is basically used on the client-side.	It is mostly used on the server-side.

Q.what happens when you type a URL in the address bar in the browser?
ans. whenever we type a url in the address bar in the browser .the url get divided into three parts as 1.HTML 2.JS 3.CSS.the html and css parser are passed to rendering engine .these two parser creates DOM tree(document object model) and CSSOM tree(css object model) respectively.the dom tree and cssom tree are put together and formed another tree know as render tree.the render tree internally helps to create blueprint for the web page once the blue print is created the machine language /code is converted into user understandable text and this process of converting is referred as painting the render tree and this is carried out by UI backend layer.finally the contents are displayed to the user.