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

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| HTTP1.1 | HTTP2 |
| 1. There is a head of the line blocking that blocks all the requests behind it until it doesn’t get its all resources.  (HTTP/1.1 loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it.) | 1. It allows multiplexing so one TCP connection is required for multiple requests. (HTTP/2 can use a single TCP connection to send multiple streams of data at once so that no one resource blocks any other resource.) |
| 2. It uses requests resource Inlining for use getting multiple pages  (Typically, a server only serves content to a client device if the client asks for it. However, this approach is not always practical for modern web pages, which often involve several dozen separate resources that the client must request. ) | 2.It uses a PUSH frame by the server that collects all multiple pages  (HTTP/2 solves this problem by allowing a server to "push" content to a client before the client asks for it. The server also sends a message letting the client know what pushed content to expect – like if Bob had sent Alice a Table of Contents of his novel before sending the whole thing.) |
| 3.It compresses data by itself.  () | 1. It compresses data by itself.(    HTTP/2 uses a more advanced compression method called HPACK that eliminates redundant information in HTTP header packets. This eliminates a few bytes from every HTTP packet. Given the volume of HTTP packets involved in loading even a single webpage, those bytes add up quickly, resulting in faster loading.) |
| 4. **Prioritization :** Prioritization affects a webpage's load time. For example, certain resources, like large JavaScript files, may block the rest of the page from loading if they have to load first. More of the page can load at once if these render-blocking resources load last. | 4. **Prioritization :** In HTTP/2, developers have hands-on, detailed control over prioritization. This allows them to maximize perceived and actual page load speed to a degree that was not possible in HTTP/1.1. HTTP/2 offers a feature called weighted prioritization. This allows developers to decide which page resources will load first, every time. |
| 5. It works on the textual format. | 5. It works on the binary protocol. |

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

ANS . 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.

var myCar = new Object();

myCar.make = 'Suzuki';

myCar.model = 'Altros';

myCar.year = 1978;

myCar.wheels = 2;

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| IP Address | Port Address | Mac Address |
| An IP address is a unique numerical label assigned to each device connected to a computer network, such as the internet. It acts as a virtual address that allows devices to communicate and identify each other on the network. | A port is a virtual communication channel associated with an IP address. It allows different applications or services running on the same device to receive and send data independently. Imagine an IP address as a building with multiple doors (ports), each leading to a specific apartment (application or service). | A MAC address (Media Access Control address) is a unique hardware identifier assigned to each network interface card (NIC) in a device. It’s used at the data link layer of the OSI model to ensure proper delivery of data frames within a local network segment. |