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

**HTTP1.1:**

* It supports connection reuse i.e. for every TCP connection there could be multiple requests and responses, and pipelining where the client can request several resources from the server at once.
* However, pipelining was hard to implement due to issues such as head-of-line blocking and was not a feasible solution.

**HTTP2:**

* Uses multiplexing, where over a single TCP connection resources to be delivered are interleaved and arrive at the client almost at the same time.
* It is done using streams which can be prioritized, can have dependencies and individual flow control. It also provides a feature called server push that allows the server to send data that the client will need but has not yet requested.

**Write a blog about objects and its internal representation in Javascript:**

* objects, in JavaScript, is it’s most important data-type and forms the buildingblocks for modern JavaScript.   
  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.