**Question No :1**

**HTTP1.1 :-**

* Ithe usest works on the textual format.
* There is head of line blocking that blocks all the requests behind it until it doesn’t get its all resources.
* It uses requests resource Inlining for use getting multiple pages
* It compresses data by itself.

**HTTP 2 :-**

* HTTP2 is much faster and more reliable than HTTP1.
* It works on the binary protocol.
* It allows multiplexing so one TCP connection is required for multiple requests.
* It uses PUSH frame by server that collects all multiple pages.
* It uses HPACK for data compression.

**Question No :2**

 Objects, in JavaScript, is it’s most important data-type and forms the building blocks for modern JavaScript. These objects are quite different from JavaScript’s primitive data-types(Number, String, Boolean, null, undefined and symbol) in the sense that while these primitive data-types all store a single value each (depending on their 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. 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.