Task-1

# Day-1

Question1: Write a blog on difference between HTTP 1.1 Vs HTTP2 :-

HTTP:-

HTTP stands for hypertext transfer protocol & it is used in client-server communication. By using HTTP user sends the request to the server & the server sends the response to the user. There are several stages of development of HTTP but we will focus mainly on HTTP/1.1 which was created in 1997 & the new one is HTTP/2 which was created in 2015.

|  |  |
| --- | --- |
| HTTP1.1 | HTTP 2 |
| The first usable version of HTTP was created in 1997. | HTTP2 was created In 2015 , a new version of HTTP It is much faster than HTTP1.1 |
| It works on the textual format | It works on the binary protocol. |
| **Multiplexing:** HTTP/1.1 loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it. In contrast | **Multiplexing:** HTTP/2 is able to use a single [TCP](https://www.cloudflare.com/learning/ddos/glossary/tcp-ip/) connection to send multiple streams of data at once so that no one resource blocks any other resource. HTTP/2 does this by splitting data into binary-code messages and numbering these messages so that the client knows which stream each binary message belongs to. |
| **Server push:**  It uses requests resource Inlining for use getting multiple pages.  Inlining works like a server only serves content to a client device if the client asks for it.  This is not suitable for modern web pages. | **Server push:**  It uses PUSH frame by server that collects all multiple pages  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 we had sent Person a Table of Contents of his Project before sending the whole thing. |
| **Header compression:{-**  **A** Small files load more quickly than large ones. To speed up web performance, both HTTP1.1 and HTTP2 compress HTTP messages to make them smaller  It compresses data by itself | **Header compression:-**  **A** Small files load more quickly than large ones. To speed up web performance, both HTTP1.1 and HTTP2 compress HTTP messages to make them smaller  It uses HPACK for data compression.  HPACK is algorithm:  HPACK algorithm compresses request and response metadata using Huffman encoding that results in an average reduction of 30% in header size |

Source:

🡪 https://www.geeksforgeeks.org

🡪 https://www.cloudflare.com

Question 2:

Write a blog about object and its internal representation in Java Script.

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.

Objects are more complex and each object may contain any combination of these primitive data-types as well as reference data-types.

If we take Example of student:

var student=

{

name= "Sam",

Id=10,

Address="@#@$NKDH",

Age=15,

Class="12th C",

}

console.log(student.Age);