Q1. Write a blog on difference between HTTP.1 vs HTTP.2

Ans:

* Multiplexing: HTTP/2 uses multiplexing to allow multiple concurrent requests and responses over a single TCP connection. HTTP/1.1 loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it.
* Binary framing layers: HTTP/2 uses a binary framing layer that encapsulates messages while making sure that its HTTP semantics remain untamed.
* Flow control: HTTP/1.1 relies on the transport layer to avoid buffer overflow, so each new TCP connection requires a separate flow control mechanism. HTTP/2 multiplexes streams within a single TCP connection.
* Protocol type: HTTP/2 is a binary protocol, meaning HTTP requests are sent in the form of 0s and 1s. It needs to be converted back from binary in order to read it.
* Security: SSL is not required but recommended for HTTP/2.
* Prioritization: In HTTP/2, developers have hands-on, detailed control over prioritization.

Q2.Write a blog about objects and its internal representation in Javascript

Ans:

* Objects allow you to store and organize data in a structured way.
* Objects make your code more modular and reusable.
* Objects allow you to model real-world data in your code.
* Objects are efficient because they are internally represented as hash tables.
* Objects are most one of the most important and fundamental data types in javascript
* Objects in javascript are mutuable,which means they can be changed after they are created