Q1. Difference between HTTP1.1 vs HTTP2.

Http 1.1

. Some methods and respons codes are added.

. "Keep-Alive" become officially supported . "Host" header becomes supported for virtual domain.

. Synntax and semantics are seperated.

Http 2

.Support of parallel request transimission by "Stream".(elimination of HTTP HoL Blocking).

.Addition of Flow-control and prioritization function in unit of "Stream".

.Addition of serve-punction(send related file without request.)

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

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.