1. **Difference between HTTP1.1 vs HTTP2:**

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| **HTTP1.1** | **HTTP2** |
| It works on textual format | It works on binary protocol (SPDY protocol) |
| There is head of line blocking that blocks all the requests behind it until it doesn’t get its all resources. | It allows multiplexing so one TCP connection is required for multiple requests |
| It uses requests resource inlining for use getting multiple pages | It uses PUSH frame by server that collects all multiple pages. |
| It compresses data by itself | It uses HPACK for data compression. |

1. **Objects & its internal representation in javascript**:

Objects is an reference data type and each object may contain any combination

of primitive data types such as number, string, Boolean, null & undefined as well as reference data

types. 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.

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.

**Internal representation:**

Example:

var car = {Make: “Audi”, Color: “White”};

here,

**property** - Make and Color.  
 **property value** - Audi and White.

**Adding an object** :  
 ObjectName.ObjectProperty = propertyvalue;

**Deleting an object** :

delete ObjectName.ObjectProperty;

**Accessing an property in object:**

ObjectName.ObjectProperty;

ObjectName[“Property”];

ObjectName[expression];