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

* **HTTP:** HTTP (Hypertext Transfer Protocol) is a set of rules that runs on top of the TCP/IP suite of protocols and defines how files are to be transferred between clients and servers on the world wide web. HTTP1.1 has been around for more than a decade. With Google’s SPDY leading the way in 2015, the IETF (Internet Engineering Task Force) gave us HTTP2, which introduces several features to reduce page load times.
* HTTP2 is much faster and more reliable than HTTP1.
* HTTP1.1 supports connection reuse i.e., for every TCP connection there could be multiple requests and responses, and pipelining where the client can request several resources from the server at once. However, pipelining was hard to implement due to issues such as head-of-line blocking and was not a feasible solution.
* Whereas HTTP2 uses multiplexing, where over a single TCP connection resource to be delivered are interleaved and arrive at the client almost at the same time. It is done using streams which can be prioritized, can have dependencies and individual flow control. It also provides a feature called server push that allows the server to send data that the client will need but has not yet requested.
* HTTP2 supports queries multiplexing, headers compression, priority and more intelligent packet streaming management. This results in reduced latency and accelerates content download on modern web pages.

**OBJECTS IN JAVASCRIPT:**

* **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, respectively, in the context of an object.  A property is a “key: value” pair, where a key is a string (also called a “property name”), and value can be anything.
* 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.
* Creating a objects in javascript:
  + - By object literal
    - By creating instance of Object directly (using new keyword)
    - By using an object constructor

**1)By object literal:**

The syntax of creating object using object literal is given below:

Objectname = {

property1: value1,

property2: value2,

.

.

propertyN: valueN

}

**Example:**

var student= {

name: “arun”,

rollno: 34,

schoolname : “AGV”

}

In the above name, rollno, school are all keys and “arun”, 34, “AGV” are values of the keys respectively.

**2) By creating instance of Object directly (using new keyword):**

The syntax of creating object directly is given below:

Here, **new keyword** is used to create object.

var objectname = new Object();

**Example:**

   var student= new Object();

student.name= “arun”;

student.rollno = 34;

**3) By using an Object constructor:**

Here, you need to create function with arguments. Each argument value can be assigned in the current object by using this keyword. The **this keyword** refers to the current object.

**Example:**

function student(name,rollno,schoolname){

this.name= name;

this.rollno= rollno;

this.schoolname= school name;

}

e=new student(“arun”,32, “agv”);