1.**HTTP1.1 and HTTP2**

. HTTP stands for hypertext transfer protocol and 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

. HTTP1.1

**.** The server for the geeksforgeeks.html page & server responds to you as a resource geeksforgeeks.html page.

**.**  Before sending the request and the response there is a TCP connection established between client and server. again you make a request to the server for image and the server gives a response as an image

**.** The connection was not lost here after the first request because we add a keep-alive header which is the part of the request so there is an open connection between the server & client. there is a persistent connection which means several requests & responses are merged in a single connection.

**. HTTP2**

**.** The server for the geeksforgeeks.html page & server responds to you as a resource geeksforgeeks.html page. before sending the request and the response there is a TCP connection established between client & server.

**.**Again you make a request to the server for image img.jpg & the server gives a response as an image img.jpg. the connection was not lost here after the first request because we add a keep-alive header which is the part of the request so there is an open connection between the server & client.

**.**There is a persistent connection which means several requests & responses are merged in a single connection.

**.**These are the drawbacks that lead to the creation of HTTP/2.

**2**. **Objects and its internal representation**

**.** 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 datatypes.  
**.** 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.

**.** Loosely speaking, 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.