1. **Write a blog on Difference between HTTP1.1 vs HTTP2.**

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| HTTP1.1 | HTTP2 |
| 1. It is a standardized protocol. 2. HTTP1.1 was published in early 1997. 3. It uses text based commands to complete HTTP requests. 4. IT uses header compression to reduce overhead. 5. It uses 3 TCP connections. 6. It loads a single request for every TCP connection. | 1. HTTP2 is a protocol for great performance. 2. HTTP2 was published in 2015. 3. It is Binary and mostly encrypted instead of textual. 4. It can therefore, use one connection for parallelism. 5. It uses header compression to reduce overhead more advanced than HTTP1.1. 6. It allows servers to “push” responses proactively in to client caches, 7. Multiplexing is done with “streams” 8. HTTP2 is much faster and reliable than HTTP1.1. |

**2.Write a blog about objects and its internal representation in JavaScript**

Objects are complex and each object may contain a combination of 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.

Other way around, 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.  
An object can be created with figure brackets {} with an optional list of properties. A property is a “key: value” pair, where a key is the property, name value can be anything.

Example:

var person = new Object();  
person.firstName = “Swathi”;  
person.lastName = “J”;  
person.eyeColor = “brown”;

Here the object is ***person*** and gave its property name is ***firstname, lastname*** and ***eyecolor.***