Write a blog on Difference between HTTP1.1 vs HTTP2

HTTP1.1

* . HTTP1 loads a single request for every TCP connection.
* HTTP1 is a network delay sensitive protocol in the sense that if there is less network delay, then the page loads faster.
* HTTP/1.1 loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it.
* HTTP/1.1, which keeps all requests and responses in plain text format.
* In HTTP1.1, Programs like gzip have long been used to compress the data sent in HTTP messages, especially to decrease the size of CSS and JavaScript files.

HTTP2

* HTTP2 is much faster and more reliable than HTTP1.
* HTTP2 avoids network delay by using multiplexing.
* HTTP2 is able to use a single TCP connection to send multiple streams of data at once so that no one resource blocks any other resource.
* HTTP/2 uses the binary framing layer to encapsulate all messages in binary format.
* HTTP/2 has its ability to use the binary framing layer to exhibit greater control over finer detail.

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.
* 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.
* A JavaScript object has properties associated with it. A property of an object can be explained as a variable that is attached to the object.
* Object properties are basically the same as ordinary JavaScript variables, except for the attachment to objects.