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

**Multiplexing**

-HTTP/2 can use a single TCP connection to send multiple streams of data by splitting data into binary-code messages and numbering these messages

-HTTP/1.1 loads resources one after the other. If one cannot be loaded it blocks other resources behind it.

**Server Push**

-HTTP/2 allows a server to "push" content to a client before the client asks for it whereas

-HTTP/1.1 will not push before asking

**Header compression**

-To speed up web performance, both HTTP/1.1 and HTTP/2 compress HTTP messages to make them smaller.

-TTP/2 uses a more advanced compression method called HPACK that eliminates redundant information in HTTP header packets.

**Weighted Prioritization**

-This allows developers to decide which page resources will load first, every time.

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

**Objects And Its Internal Representation in JavaScript**

Objects, in JavaScript, is its most important datatype and forms the building blocks for modern JavaScript. These objects are quite different from JavaScript’s primitive datatypes (Number, String, Boolean, null, undefined and symbol) in the sense that while these primitive datatypes all store a single value each (depending on their types).

Objects are more complex, and each object may contain any combination of these primitive datatypes 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 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.

For E.g. If your object is a student, it will have properties like name, age, address, id, etc. and methods like update Address, update Nam, etc.