**DAY 1 TASK**

1. Difference between HTTP1.1 vs HTTP2

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| **HTTP 1.1** | **HTTP 2** |
| * It works on the textual format. * loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it. * It uses requests resource Inlining for use getting multiple pages. * It compresses data by itself. | * It works on the binary protocol. * It able to use a single TCP connection to send multiple streams of data at once so that no one resource blocks any other resource. * It uses PUSH frame by server that collects all multiple pages. * It uses HPACK for data compression that eliminates redundant information in HTTP header packets. . |

1. About objects and its internal representation in Javascript

In JavaScript, an object is a standalone entity, with properties and type. Compare it with a cup, for example. A cup is an object, with properties. A cup has a color, a design, weight, a material it is made of, etc. The same way, JavaScript objects can have properties, which define their characteristics.

In JavaScript, objects are a fundamental data type that allow you to store and organize data in a structured way. Objects consist of key-value pairs, where keys are strings (or Symbols) that act as identifiers for accessing the corresponding values. Objects can store various types of data, including primitive values, other objects, functions, and more.

The internal representation of objects in JavaScript is quite complex, involving concepts like properties, prototypes, and the prototype chain.

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