Task No; 01 & 30.01.2024

1. **Write Difference between HTTP 1.1 & HTTP 2?**

**INTRODUCTION HTTP**

* **HTTP It is stands for “Hypertext Transfer Protocol “**.
* It is used a (load webpages using hypertext links).
* It was designed for communication between web browsers and web servers.
* HTTP is an [application layer](https://www.cloudflare.com/learning/ddos/application-layer-ddos-attack/) protocol it designed to transfer information between networked devices and runs on top of other layers of the network [protocol](https://www.cloudflare.com/learning/network-layer/what-is-a-protocol/) stack.
* It typical flow over HTTP involves a client machine making a request to a server, which then sends a response message.

**What is Mean by HTTP 1.1:**

* It Published on January 1997.
* It through several stages of development, this first version of HTTP was called HTTP/1.1.
* This version is still in use on the web.

**WHAT IS HTTP 2**

* It Published on May 2015. HTTP/2 is much faster and more efficient than HTTP/1.1.
* It allows to combine multiple requests .
* HTTP 2 uses **binary code** for communication instead of the text files that were used by HTTP/1.1.

**DIFFERNCE BETWEEN HTTP 1.1 VS HTTP 2**

|  |  |  |
| --- | --- | --- |
| **S.NO** | **HTTP 1.1** | **HTT 2.0** |
| 1 | Working format is “Textual Format” | Working format is binary protocol |
| 2 | It has a line block that blocks all requests behind it until it has all of its resources | IT allows one TCP Transmission Control Protocol connect is required |
| 3 | It use request resources inline for use getting multiple pages | It use Push frame by server. It collects all multiple pages |
| 4 | It compress date itself | It compress “Hpack” data compress |

1. **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 completely different from JavaScript's primitive data types (number, string, boolean, null, undefined, and symbol).
* Objects are more complex and each object can contain a combination of these primitive data-types and reference data-types.
* It can be created with a list of optional properties enclosed in curly braces {}. A property is a "key:value" pair, where a key can be any property name value