**Blog on Difference between HTTP1.1 and HTTP2.**

* HTTP is stand for Hyper Text Transfer Protocol
* Basically, HTTP is the method which is used by computer to request and send the information in the form of image, text etc.
* First version of HTTP was created in 1997 and still it is in use, but due to some limitations new version of HTTP created in 2015.
* The difference between these to version we are as below.

**Prioritization**:

Prioritizations refer in which order piece of information should be loaded.

It affects a webpage’s load time.

Suppose user visit new website then what information should be loaded first it decided by its priority. For example, if some resources have large data, then it might block rest of information from loading. So, to overcome this limitation developer developed HTTP2.

In HTTP/2, developers have detailed control over prioritization.

This allows them to maximize perceived and actual page load speed to a degree that was not possible in HTTP/1.1. HTTP/2 offers a feature called weighted prioritization.

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

**Multiplexing**:

HTTP/1.1 loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it.

In contrast, HTTP/2 can use a single TCP (**Transmission Control Protocol**) connection to send multiple streams of data at once so that no one resource blocks any other resource.

HTTP/2 does this by splitting data into binary-code messages and numbering these messages so that the client knows which stream each binary message belongs to.

**Header compression**:

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

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

**Server Push**:

Modern web pages use many resources: HTML, stylesheets, scripts, images, and so on. In HTTP/1.1, each of these resources must be requested explicitly. This can be a slow process.

To improve Speed, HTTP/2 introduced server push, which allows the server to push resources to the browser before they are explicitly requested.

A server often knows many of the additional resources a page will need and can start pushing those resources as it responds to the initial request.

This allows the server to fully utilize an otherwise idle network and improve page load times.

HTTP1.1 used works on the textual format while HTTP2 works on the binary protocol.

**Blog on objects and its internal representation in JavaScript**

* 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 actual value.
* Object is 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.
* We will see the object and properties by simple example.

**Syntax of object**:

const obj = {

property1: value1, // property name may be an identifier

property2: value2, // or a number

property n: value3, // or a string

};

Here in above syntax property is represent key and values represent any value.

For example, cup is object

const cup = {

color: ‘red’,

size: ‘4 inch’,

type: ’Plastic’,

}

In above example we can see that properties are color, size, and type and values are red,4 inch and plastic respectively.

We can access the object properties by bracket [] or dot(.)notation.

like

console.log(cup[color])

OUTPUT: red

Or

Console.log(cup.color)

OUTPUT: red

To assign new value we can access same as above.

Like

Cup.property=value

**Using JS6**

class Vehicle {

constructor (name, maker, engine) {

this.name = name;

this.maker = maker;

this.engine = engine;

}

}

let car1 = new Vehicle ('GT', 'BMW', '1998cc');

Here car1 is new object of vehicle.