2.Write a blog on Difference between HTTP1.1 vs HTTP2

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| --- | --- |
| HTTP 1.1 | HTTP2 |
| http loads a single request for every tcp connection | http 2 avoid network delay by using multiplexing |
| HTTP1.0 used to process text commands to complete request-response cycles | HTTP 2 will use binary commands (in 1s and 0s) to execute the same tasks |
| HTTP1.0 having to retrieve several different resources from the same or multiple web servers. | HTTP **2 has header compression** built-in which is another way of removing several of the overheads associated |
| Parallel requests can be made over the same connection, removing the constraints of the HTTP/1.x protocol. | it's a multiplexed protocol |

3.Write a blog about objects and its internal representation in Javascript

A Javascript object is a collection of named of named values having state and behavior(properties and methods).

for some example are : car , person…etc . All cars have the same properties , but the property values differ from car to car.

All cars have the same methods , but the methods are performed at different times.

object:

the following code assigns a simple values(Mercedes) to a variable named car:

var car=”Mercedes”;

car is object /variable name.

Mercedes is simple value.

object are variables too , but objects can contain many values.

Assign many values:

var car = {

Make: “Mercedes” ,

Model: “C-Class”,

Color: “White”,

Fuel: Diesel,

Weight: “850kg”,

Mileage: “8Kmpl”,

Rating: 4.5

};

The values are written as **name:value** pairs (name and value separated by a colon).

SYNTAX:

var <object-name> = {key1: value1, key2: value2,... keyN: valueN};

object  **properties:**

The name:values pairs (in JavaScript objects) are called **properties**.

var car = {

Make: “Mercedes”,

Model: “C-Class”,

Color: “White”,

Fuel: Diesel,

Weight: “850kg”,

Mileage: “8Kmpl”,

Rating: 4.5

};

**The syntax for adding a property to an object is :**

ObjectName.ObjectProperty = propertyValue;

**The syntax for deleting a property from an object is:**

delete ObjectName.ObjectProperty;

**The syntax for edit a property from an object is:**

ObjectName.ObjectProperty[index value]=”new value”;

**The syntax to access a property from an object is:**

objectName.property        // Car.Make

//or

objectName["property”]    // Car["Make"]

//or

objectName[expression]   // x = "Make"; Car[x]

So, Conclusion and simple definition for Java Script properties is “Properties are the values associated with a JavaScript object”.

object mehods

An object method is an object property containing a function definition.

i.e.,

Let’s assume to start the car there will be a mechanical functionality.

function(){return ignition.on}