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

* **HTTP- stands for hypertext transfer protocol & it is used in client-server communication.**
* **By using HTTP user sends the request to the server & the server sends the response to the user**

| **HTTP/1.1** | **HTTP/2** |
| --- | --- |
| **It works on the textual format.** | **It works on the binary protocol.** |
| **There is head of line blocking that blocks all the requests behind it until it doesn’t get its all resources.** | **It allows multiplexing so one TCP connection is required for multiple requests.** |
| **It uses requests resource Inlining for use getting multiple pages** | **It uses PUSH frame by server that collects all multiple pages** |
| **HTTP/1.1 relies on the transport layer to avoid buffer overflow, each new TCP connection requires a separate flow control mechanism.** | **HTTP/2, however, multiplexes streams within a single TCP connection, and will have to implement flow control in a different manner.** |
| **It compresses data by itself.** | **It uses HPACK for data compression.** |

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

* **Objects, in JavaScript, is it’s most important data-type and they are different from primitive data-types (Number, String, Boolean, null, undefined and symbol)**
* **Objects are unordered collection of related datatypes 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 Eg. If your object is a student, it will have properties like name, age, address, id, etc and methods like updateAddress, updateNam, etc.**
* **The properties of an object define the characteristics of the object. You access the properties of an object with a simple dot-notation:**

**objectName.propertyName**

* **You can define a property by assigning it a value. For example, let’s create an object named myCar and give it properties named make, model, and year as follows:**

**var myCar = new Object();  
myCar.make = 'Ford';  
myCar.model = 'Mustang';  
myCar.year = 1969;**

* **Unassigned properties of an object are**[**undefined**](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/undefined)**(and not**[**null**](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/null)**).**

**myCar.color; // undefined**

* **A property name that has a space or a hyphen, or that starts with a number) can only be accessed using the square bracket notation. This notation is also very useful when property names are to be dynamically determined (when the property name is not determined until runtime).**

**Creating Objects In JavaScript :**

**To create a javascript object is object literal, simply define the property and values inside curly braces as shown below**

**let bike = {name: 'SuperSport', maker:'Ducati', engine:'937cc'};**