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. There are several stages of development of HTTP but we will focus mainly on HTTP/1.1 which was created in 1997 & the new one is HTTP/2 which was created in 2015.

**HTTP/1.1:**

* It works on the textual format
* There is head of line blocking that blocks all the requests behind it until it doesn’t get its all resources.
* It uses requests resource Inlining for use getting multiple pages
* It compresses data by itself.

**HTTP/2:**

* It works on the binary protocol.
* It allows multiplexing so one TCP connection is required for multiple requests
* It uses PUSH frame by server that collects all multiple pages
* It uses HPACK for data compression.

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

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## **Object**: 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.

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## Creating Objects in JavaScript:

* By object literal
* By creating instance of Object directly (using new keyword)

## By object literal:

The syntax of creating object using object literal is given below:

object={property 1:value 1,property 2:value 2,...,property n:value n}

Property and value is separated by colon(:).

Example:

var flight={

name:”airasia”,

time:”15:00”

};

## creating instance of Object directly (using new keyword):

Syntax:

var objectname = newobject();

Example:

var flight= new object();

flight.num=151;

flight.name=”AirAsia”

flight.route=10A;

## Accessing JavaScript Objects:

Syntax: By dot operator

Objectname.property

Example:

Accessing ‘name’

flight.name

Syntax: By []

Objectname[“property”]

Example:

Accessing ‘name’

flight[“name”]

*objectName.property*

or

*objectName*[“*property*”]

Accessing ‘fname’ from example 1 using dot operator,



Accessing ‘name’ form example 2 using [],

