**1. write a difference between HTTP/1.1 and HTTP2:**

HTTP:

Hyper text transfer protocol(HTTP).& it’s used as communication in client and server side. HTTP gives request from client(Browser) and give response from server.

Through HTTP we can communicate two system over web.

HTTP request has head and body.

Head has 1. IP address of client and URL of what client needs. like

head:{

Ip:168.192.4

url:https://www.google.com

}.

And body has domain name of searching URL like

body{

Search: google

}

Our given request as like objects that converted to text, that text stored in body and head have URL,IP. And there are several stages HTTPS 1.HTTP/1.1 and 2.HTTP/2

And our given request when it leaves from system it converted as packets and goes to DNS and DNS find our searching google IP address and DNS connect request to specifies server and then response will arrived to our system through HTTP its all happens.

1.HTTP/1.1:

This is the initial stage of HTML1.1 and its have low latency ,low efficiency, if many request sent to server, for one request it takes some time to load that remaining requested until waited for when the first requested receives the client and all request, response in text format.

To speed up web performance the HTTP/1.1 compress HTTP messages to make them smaller by its own

And for better understanding: All the requested in lining and while first request loaded remaining in blocks after first requested completion 2 requested start loading like this HTTP/1.1 was doing.

2.HTTP/2.2

This is the next version of HTTP/1.1. HTTP/2 works in very faster and very efficient compare to HTTP/1.1 and its takes a very less time load

To speed up web performance the HTTP/2 compress HTTP messages to make them smaller. But this HTTP/2 is very advanced compression called HPACk. That eliminate redundant bytes from every http packet.

And this give response using a single TCP connection for sending response parallelly to all the requests, there’s no waiting blocks. and this splitting data into binary code instead of textual format. This HTTP/2 was developed over SPDY protocol. And without client using PUSH frame this gives all other files like CSS, JS.

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**2. write about objects and internal representation in JavaScript?**

Object:

1. Like object is kind of Data types and also a Data structures.
2. And this is called Non-primitive Data types.
3. Objects like a JSON structures this have a key, value pairs
4. Key is only in String
5. But values in any kind of format like it could be number or Boolean or arrays or even it could be a objects to.
6. We can access a key and values also and do update values in exercising values.
7. This similar to the Arrays.
8. Some of the arrays problems we can use objects to solve them very effectively.

Example:

Var dog={

“name” : “fancy”,

“leg”: 4,

“age”:3

“friends” : [“Dom”, “Jimi”].

};

We can access the property by using 2 methods 1.Notation(.) 2. Square brackets[]

1. Console.log(dog.name); //fancy
2. Console.log(dog[“dog name”])//fancy

We can use Notation(.) to update property

1. dog.name=”jack”;

We can add new property to using (.) and [] Notation.

dog.color = ”black”;

dog[“foods”]=”meat”;

We can delete properties using delete keyword.

Delete dog.color;

And Important things we can have objects inside the arrays like

Var car=[

{

“name” : “BMW”;

“Color”: “white” -🡪index 0

},

{

“name”:”Audi”,

“color” : “black” --🡪index 1

}];

Like this if we want to access the objects means starts from index 0.

And if we want to reinitialize the Non-primitive Dt variable to Non-primitive Dt variable then whatever changes in one variable it will same in both variables.

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Done By.….

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