* HTTP2 is much faster and more reliable than HTTP1.1
* To contextualize the specific changes that HTTP/2 made to HTTP/1.1, let’s first take a high-level look at the historical development and basic workings of each.
* As opposed to HTTP/1.1, which keeps all requests and responses in plain text format, HTTP/2 uses the binary framing layer to encapsulate all messages in binary format, while still maintaining HTTP semantics, such as verbs, methods, and headers.
* In HTTP/2, developers have hands-on, 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.
* **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 is able to use a single TCP connection to send multiple streams of data at once so that no one resource blocks any other resource.

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

* Objects, in JavaScript, is it,s most important data-type and forms the building blocks for modern JavaScript. These objects are quite different from JavaScript’s primitive data-types(Number, String, Boolean, null, undefined and symbol) in the sense that while these primitive data-types all store a single value each (depending on their types).
* Objects are more complex and each object may contain any combination of these primitive data-types as well as reference data-types.
* 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 actually store the value.
* Loosely speaking, objects in JavaScript may be defined as an unordered collection of related data, of primitive or reference types, in the form of “key: value” pairs.
* For Eg. If your object is a student, it will have properties like name, age, address, id, etc and methods like update address, update name, etc.