**1] difference between http1 and http 2**

**http1**

* + For every TCP connection there is only one request and one response.
  + Can define 16 status codes; the error prompt is not specific enough.
  + Uses basic authentication scheme which is unsafe since username and passwords are transmitted in clear text or base64 encoded.
  + Provides support for caching via the If-Modified-Since header.

**http2**

* + Uses multiplexing, where over a single TCP connection resources to be delivered are interleaved and arrive at the client almost at the same time.
  + Underlying semantics of HTTP such as headers, status codes remains the same.
  + Security concerns from previous versions will continue to be seen in HTTP/2.
  + HTTP/2 does not change much in terms of caching. With the server push feature if the client finds the resources are already present in the cache.
  + HTTP/2 utilizes multiplexing and server push to effectively reduce the page load time by a greater margin along with being less sensitive to network delays

**2]objects in java script**

All JavaScript values, except primitives, are objects.

JavaScript defines 5 types of primitive data types:

* string
* number
* Boolean
* null
* undefined

objects in JavaScript are written as key pair values

Booleans can be objects (if defined with the new keyword) Numbers can be objects (if defined with the new keyword) Strings can be objects (if defined with the new keyword) Dates are always objects.

The figure brackets {...} are used. That declaration is called an object.

JavaScript may be defined as an unordered collection of related data, of primitive or reference types, 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.