1. **Difference between HTTP1.1 vs HTTP2**

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. It works on the textual format. It compresses data by itself

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. It works on the binary protocol. It uses HPACK for data compression

1. **Objects and its internal representation in Javascript**

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.

The syntax for accessing the property of an object is:

objectName.property (or) objectName[“property”]

**Internal representation**

Every object has some property associated with some value. These values can be accessed using these properties associated with them.

var myCar = new Object();

myCar.make = 'BENZ';

myCar.model = 'GLE 4matic';

myCar.year = 1999;

myCar.wheels = 4;

After creating myCar object, the value inside the object can be accessed using keys.i.e.

myCar.year

Output: 1999

These values can be accessed using brackets notation also.

myCar.year

Output: 1999