# **Day 1 – Task**

* **Write a blog on Difference between HTTP 1.1 vs HTTP 2** 
  + - HTTP stands for hypertext transfer protocol & it is used in client-server communication.
    - HTTP/1.1 which was created in 1997 & the new one is HTTP/2 which was created in 2015.

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| HTTP 1.1 | HTTP 2 |
| It supports connection reuse for every TCP connection there could be multiple requests and responses, and pipelining where the client can request several resources from the server at once. However, pipelining was hard to implement due to issues such as head-of-line blocking and was not a feasible solution. | Uses multiplexing, where over a single TCP connection resource to be delivered are interleaved and arrive at the client almost at the same time. It is done using streams which can be prioritized, can have dependencies and individual flow control. It also provides a feature called server push that allows the server to send data that the client will need but has not yet requested. |
| It works on the textual format. | It works on the binary protocol. |
| Introduces a warning header field to carry additional information about the status of a message. Can define 24 status codes, error reporting is quicker and more efficient. | Underlying semantics of HTTP such as headers, status codes remain the same. |
| Expands on the caching support by using additional headers like cache-control, conditional headers like If-Match and by using entity tags. | 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, it can cancel the pushed stream. |
| It compresses data by itself. | It uses HPACK for data compression. |
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* + - **Write a blog about objects and its internal representation in JavaScript**
* Objects, in JavaScript, is its most important datatype.
* Objects are more complex and each object may contain any combination of these primitive data-types as well as reference data-types.
* JavaScript’s primitive datatypes (Number, String, Boolean, null, undefined and symbol).
* A property of an object can be explained as a variable that is attached to the object.
* The properties of an object define the characteristics of the object.

Syntax= ObjectName.ObjectProperty = propertyValue;

var myCar= new Object ();

myCar.brand= “Benz”;

myCar.model= “s class”;

* You can define a property by assigning it a value.
* An object property name can be any valid JavaScript string, or anything that can be converted to a string, including the empty string.
* Any property name that is not a valid JavaScript identifier (for example, a property name that has a space or a hyphen, or that starts with a number) can only be accessed using the square bracket notation.