1. Write a blog on Difference between HTTP1.1 vs HTTP2 ?

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| **HTTP1.1** | **HTTP2** |
| It supports connection reuse i.e. for every TCP connection there could be multiple requests and responses, from the server at once. 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 resources to be delivered are interleaved and arrive at the client almost at the same time.  feature called server push that allows the server to send data that the client will need but has not yet requested |
| Introduces a warning header field to carry additional information about the status of a message. | Underlying semantics of HTTP such as headers, status codes remains the same. |
| It is relatively secure since it uses digest authentication, NTLM authentication. | it is better equipped to deal with them due to new TLS features like connection error of type Inadequate\_Security. |
| Expands on the caching support by using additional headers like cache-control, conditional headers like If-Match and by using entity tags. | With the server push feature if the client finds the resources are already present in the cache, it can cancel the pushed stream. |
| TCP starts slowly and with domain sharding (resources can be downloaded simultaneously by using multiple domains), connection reuse and pipelining, there is an increased risk of network congestion. | 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. |

1. Write a blog about objects and its internal representation in Javascript ?

Objects are complex and each object may contain a combination of 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.

An object can be created with figure brackets {} with an optional list of properties. A property is a “key: value” pair, where a key is the property name value can be anything.