1,

HTTP/1.1	HTTP/2
It works on the textual format	It works on the binary protocol.
There is head of line blocking that blocks all the requests behind it until it doesn't get its all resources	It allows multiplexing so one TC connection is required for multiple requests.
It uses request resource Inlining for use getting multiple pages	It uses PUSH frame by server that collects all multiple pages
It compresses data by Itself	It uses HPACK for data compression.

2, Objects and its internal representation in javascript

* objects { } are important data types in javascript.

* objects are different than primitive data types (i.e. number, string, boolean, etc)

* primitive data types contain one value but objects can hold many values in form of key: value pair.

* These keys can be variables or functions and are called properties and methods, respectively in the context of an object.

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

Example:-

```
var myCar = new Object();

myCar.make = 'Suzuki';
myCar.model = "Altros";
myCar.wheels = 2;
myCar.year = 1978;
```

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

Ex:-

myCar.year

output:1978