**1.. Write a blog on the Difference between HTTP1.1 and HTTP2**.

The Internet has led us to the development to ensure clear head communication between clients and servers. The HTTP (Hypertext Transfer Protocol) plays an important role in WWW(World Wide Web). HTTP has evolved significantly over time; two important versions that have influenced the present state of the web are HTTP/1.1 and HTTP/2.

**1. Connection Handling:**

HTTP/1.1 relies on multiple connections but can only handle only one request at a time. On the other hand, HTTP/2 uses a single multiplexed connection which makes it easier to handle multiple requests in a single connection. So, it also improves page load time.

**2. Header Compression:**

Lack of header compression in HTTP/1.1 results in redundant data being sent repeatedly, increasing latency. HTTP/2 has header compression to reduce latency.

**3. Binary Protocol:**

In HTTP/1.1, The resources are delivered with the respective order of requests. But in HTTP/2 it uses binary protocol for the compact and fast parse. it also reduces the overhead increasing the performance. The resources are prioritized with a streamlined prioritization mechanism.

**4. Server Push:**

The standout feature of HTTP/2 is server push, which can be used to send resources without any waiting for requests.

Write a blog about objects and their internal representation in Javascript.

JavaScript, as a versatile and object-oriented programming language, relies heavily on objects to structure and represent data. Objects play a pivotal role in creating complex structures, organizing code, and encapsulating functionality.

An object is a composite data type in JavaScript that lets you combine related methods and data. Classes have objects, which are made up of methods and properties. Methods are functions connected to the object, and properties are key-value pairs that store data.

 var obj={

            name:"Harish",

            class:"10th",

            hobbies:"workout"

        }

In the above example, the **obj** is an object with properties like “name”, “class” and “hobbies”

In JavaScript, objects can be generated via constructor functions and classes, the Object constructor, or object literals {}. Initializing new objects is the responsibility of the internal [[Construct]] procedure.

Prototype-based inheritance is a powerful feature of objects in JavaScript. Through their prototype chain, objects can inherit attributes and functions from other objects.

JavaScript's internal object representation gives developers the ability to construct more effective and performant programs. Code architectures that are modular, reusable, and well-organized are constructed using objects as building blocks.