TASK - 1

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

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| For every TCP connection there is only one request and response. But HTTP/1.1 supports connection reuse | Uses multiplexing, over a single TCP connection. It is done using streams and it also provide feature called server push. |
| Introduces a warning header field to carry additional information about status of message(24 status code) and its error reporting is quicker and efficient | Headers and status code of HTTP remains same. |
| It uses digest authentication and NTML authentication | Security concern from previous version will continue to be seen in HTTP/2. However it is better equipped to deal with them |
| It has additional header like cache-control | Does not change much in terms of caching with server push. If the client find resource present already in cache it cancel the push stream |
| Text Based protocol that is in the readable format | It is a binary protocol |

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

* Objects, in JavaScript, is its most important data-type and forms the building blocks for modern JavaScript. These objects are quite different from JavaScript’s primitive data-types(Number, String, Boolean, null, undefined and symbol) in the sense that while these primitive data-types all store a single value each (depending on their types).
* 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.
* Otherway around, objects in JavaScript may be defined as an unordered collection of related data, of primitive or reference types, in the form of “key: value” pairs. These keys can be variables or functions and are called properties and methods, respectively, in the context of an object.  
  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.