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

* Based on a limited set of results, **HTTP/2 is faster** than HTTP/1.1 by around 14%.
* The major feature that differentiates HTTP/2 from HTTP/1.1 is the binary framing layer. Unlike HTTP/1.1, HTTP/2 uses a binary framing layer. This layer encapsulates messages – converted to its binary equivalent – while making sure that its HTTP semantics (method details, header information, etc.)
* HTTP/1.1 and HTTP/2 protocol with a slight difference. Imagine that waiters are TCP connections and you want to order your meal and a bottle of water. For HTTP/1.1 that would mean that you ask one waiter for your meal and another one for water, hence you would allocate two TCP connections. For HTTP/2 that would mean that you ask only one waiter for both, but he brings them separately. You only allocate one TCP connection and that will already result with lower server load, plus the server would have one extra free connection (waiter) for the next client (guest).
* Multiplexing: HTTP/1.1 loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it. In contrast, HTTP/2 is able to use a single TCP connection to send multiple streams of data at once so that no one resource blocks any other resource.
* Small files load more quickly than large ones. To speed up web performance, both HTTP/1.1 and HTTP/2 compress HTTP messages to make them smaller. However, HTTP/2 uses a more advanced compression method called HPACK that eliminates redundant information in HTTP header packets. This eliminates a few bytes from every HTTP packet. Given the volume of HTTP packets involved in loading even a single webpage, those bytes add up quickly, resulting in faster loading.

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

* In JavaScript, objects are collections of key-value pairs, where keys are strings (or symbols) and values can be of any data type, including other objects.
* Objects, in JavaScript, is it’s 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 in JavaScript are very much similar to the objects in real-life. We can see a lot of Objects around us in this real world, each with its own set of properties. For instance let us take a table in the real world, it has its own properties like height, width, and length etc. Similarly all the Objects in the JavaScript are associated with its own set of properties.
* Like all JavaScript variables, both the object name (which could be a normal variable) and property name are case sensitive. You can define a property by assigning it a value.
* You can use the bracket notation with [for...in](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Statements/for...in) to iterate over all the enumerable properties of an object.