**Difference between HTTP 1.1 and HTTP 2.0**

**HTTP 1.1**

* HTTP 1.1 requires host header to route messages through proxy servers, allowing differentiating that points to same IP.
* Loads resources one after another. If one resource is blocked, all the other resources behind it are blocked.
* Explicitly require the compression of requests and responses.
* Transfers all the requests and responses in the plain text message form.

**HTTP 2.0**

* HTTP 2.0 allows sending requests and receiving responses asynchronously. Able to do multiple requests at the same time using single TCP connection. (multiplexing)
* Executes HPACK compression automatically.
* Works on binary framing layer instead of textual that converts all the messages in binary format.
* Allows server to ‘push’ content to the client before the client asks for it.

**Objects and its internal representation in JavaScript**

* JavaScript is an object-based language.
* JavaScript object is an entity having state and behaviour (properties and methods).
* JavaScript is template based and we can create objects without a class.
* ‘New’ keyword can be used to create and define an object.

**Ex: var age=new Object()**

* Objects in the JavaScripts can also be created using object constructors.
* Actions that can be performed on a JavaScript objects are called methods.
* JavaScript has some object accessors called getters() and setters().