HTTP 1.1 :
• It was released in 1997.
• It uses text based commands for HTTP requests.
• It added many performance enhancements e.g. caching, request pipelining, keepalive connections, transfer encoding, byte range requests etc.
• It can load one requests at a time. Hence one request per one TCP connection is possible.

HTTP 2 :
• It was released in Feb. 2015 by IETF.
• It is binary and not textual.
• It is fully multiplexed.
• It interleaves multiple requests/responses in parallel without blocking on anyone.
• It uses single TCP connection to deliver multiple requests/responses (in parallel).
• It uses header compression in order to reduce overhead.
• It allows servers to "push" responses into client caches proactively.
• It removes unnecessary HTTP/1.x work-arounds e.g. Image sprites, domain sharing etc. • It is less error prone than HTTP/1.

HTTP/3 was released in late 2019. It is based on QUIC protocol.

about objects and its internal representation in Javascript:

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. A JavaScript object has properties associated with it. A property of an object can be explained as a variable that is attached to the object. Object properties are basically the same as ordinary JavaScript variables, except

for the attachment to objects. The properties of an object define the characteristics of the object. You access the properties of an object with a simple dot-notation.