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

An is HTTP/2 faster than HTTP/1.1. HTTP stands for hypertext transfer  
 protocol, and it is the basis for almost all web applications. More   
 specifically, HTTP is the method computers and servers use to request and send   
 information.

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

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

Objects are essentially collections of key-value pairs, where keys are strings (or symbols) that serve as   
 property names, and values can be of any data type, including other objects, arrays, functions, and   
 primitives. This key-value structure enables developers to organize and manipulate data in a structured   
 manner, facilitating the creation of complex applications.

**Internal and representation**

Internally, JavaScript engines use various mechanisms to represent objects efficiently. While the exact   
 implementation details may vary between different engines (such as V8 in Chrome, Spider Monkey in Firefox,   
 and JavaScript Core in Safari), they generally follow similar principles.

Types of representations internal in JavaScript.  
 1. Property storage  
 2. Hidden classes   
 3. Protype chain  
 4. Garbage collection

3.Read about IP address, port, HTTP methods, MAC address  
  
 **IP Address:** An IP (Internet Protocol) address is a unique numerical label assigned to each device connected   
 to a computer network that uses the Internet Protocol for communication. IP addresses serve   
 two primary purposes: host or network interface identification and location addressing.  
  
 **Ports:**

A port is a communication endpoint that allows a computer to host multiple network services   
 simultaneously. Ports are identified by 16-bit unsigned numbers and are used to differentiate between   
 different types of network traffic.

For example, HTTP typically uses port 80, HTTPS uses port 443, SSH uses port 22, and so on. Ports allow   
 multiple network services to operate concurrently on the same host without interfering with each other.  
  
**HTTP Method’s:**  
   
GET: Requests data from a specified resource.

POST: Submits data to be processed to a specified resource.

PUT: Updates a specified resource with new data.

DELETE: Deletes a specified resource.

PATCH: Applies partial modifications to a resource.

HEAD: Requests headers from a specified resource without requesting the resource itself.

OPTIONS: Requests information about the communication options available for a specified resource.

TRACE: Performs a message loop-back test along the path to the target resource.

**MAC Addresses:**

MAC addresses are composed of 48 bits (6 bytes) and are usually represented in hexadecimal   
 format, often separated by colons or hyphens (e.g., 00:1A:2B:3C:4D:5E). Unlike IP addresses  
 which can change based on network configuration, MAC addresses are permanent and globally   
 unique identifiers for network devices.