1 - HTTP2 is much faster and more reliable than HTTP1. HTTP1 loads a single request for every TCP connection, while HTTP2 avoids network delay by using multiplexing. HTTP is a network delay sensitive protocol in the sense that if there is less network delay, then the page loads faster.

2 - In simple terms. “A JavaScript object is a collection of named values having state and behavior (properties and method)”.

For example: Person, car, pen, bike, Personal Computer , Washing Machine etc.

Take the case of cars.

All cars have the same properties, but the property values differ from car to car. All cars have the same methods, but the methods are performed at different times.

\*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