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

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.

HTTP2 is much faster and more reliable than HTTP1.1 but we are using HTTP because it is universally acceptable

HTTP2 is binary; instead of textual meaning it is more compact, travels faster 'on the wire' and is less susceptible to errors. HTTP/2 is fully multiplexed.

HTTP1.1 loads a single request for every TCP connection, while HTTP2 avoids network delay by using multiplexing.

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

A JavaScript object is an entity having state and behavior (properties and method). For example: car, pen, bike, chair, glass, keyboard, monitor etc. JavaScript is an object-based language. Everything is an object in JavaScript.

Objects are important data types in JavaScript. Objects are different than primitive datatypes (i.e. number, string, boolean, etc.). Primitive data types contain one value but Objects can hold many values in form of Key: value pair. These keys can be variables or functions and are called properties and methods, respectively, in the context of an object.

Every object has some property associated with some value. These values can be accessed using these properties associated with them.

var myCar = new Object();

myCar.make = 'Suzuki';

myCar.model = 'Altros';

myCar.year = 1978;

myCar.wheels = 2;

After creating myCar object, the value inside the object can be accessed using keys.

i.e.

myCar.year

Output: 1978

myCar.color

Output: Undefined (Unassigned properties of an object are [undefined](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/undefined) (and not [null](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/null)).)