DYNAMIC PROGRAMMING LANGUAGE:

- Dynamic language is also called interpreted language.
- Interpreter language is nothing but it executes statement line by line.
- Program written in JS run directly from source code with no intermediary compilation step.
- For example : if you declare a variable as a =10; the machine will read the data types internally, we don't want to declare any variable is called dynamic language.

STATIC PROGRAMMING LANGUAGE:

- Static language is also called as compiler language
- Static language is nothing but it executes only when completed.
- Program written in c, c++, java are the languages which is called statically typed languages.
- For example: if you declare any variable, you should assign the data types like int, float, char, you must declare like this only int a =10.because machine will read the data types.so it is called static language

PROGRAMMING LANGUAGE:

- compiler language is also known as programming language, which is like c, c++ and java.

SCRIPTING LANGUAGE:

- Interpreter language is also known as scripting language, which is like python and Javascript.

PROGRAMMING PARADIGMS:

- Programming paradigms is a fundamental style of programming that defines the basic elements of computer program.

Types of programming paradigms- purposes

1. Monolithic programming – emphasis on finding the solution
2. Structured programming – focus on modules
3. Procedured programming- specifies the well-structured steps and procedure
4. Object oriented programming- focuses on class and objects.

what is difference between http1.1 and 2?

Http2 is more faster and reliable than Http 1.1, Http1 is having single request for every TCP connections. Http2 avoids network delay by using Multiplexing.

Http is network sensitive delay protocol ,if there is any network delay, the page load faster.so that we are using http.

Http 1.1 doesn't allow PUSH method and Http2 allows PUSH to response proactively into client cache.

what is objects and its internal representation in Javascript?

```javascript
let student = {
    name:"midhun",
   batch:"B36",
   course:"FullStackDevelopement",
institute:"guvi",
  address:{
    permanent_address:{no:"1",street:"taramani"},
    temporary_address:{no:"2",street:"sholinganalur"},
  },
};
```

- Object is real world entity like mouse, keyboard, chair, table. In this object I'm representing the student as a object. This is object internal representation in javascript.
- Object have key value pairs. Object is represented as curly brackets{}.
- For example name is key, and value is "midhun".value will always be string.