Difference between HTTP1 and HTTP2

- HTTP1 loads a single request for every TCP connection, while HTTP2 avoids network delay by using multiplexing.
- HTTP1 transfers http messages in plain text messages while in HTTP2 messages are transferred in binary allowing signficantly different model delivery possible.
- HTTP1 introduces a warning header field to carry additional information about the status of a message. Can define 24 status codes, error reporting is quicker and more efficient
- While, in HTTP2 underlying semantics of HTTP such as headers, statud codes remains the same.
- HTTP/1.1 provides faster delivery of web pages and reduces web traffic as compared to HTTP/1.0 However, TCP starts slowly and with domain sharding(resouces can be downloaded simultaneously by using multiple domains), connection reuse and pipelining, there is an increased risk of network congestion.
- HTTP/2 utilizes multiplexing and server push to effectively reduce the page load time by a greater margin along with being less sensitive to network delays.
- HTTP2 uses header compression to reduce overhead.

Objects and it's internal representation in Javascript

- Objects are used to store related data, of primitive or reference types, in the form of “key:value” pairs
- Object literal is a comma-seperated list of name-value pairs wrapped in curly braces. Object literal encapsulate data, enclosing it in a tidy package.

  Eg : var car = {id:1,name:'abc',display:function()}

  As evident, the property values can be of any data type, including array literals,functions,nested object literals or primitive data type.

  Var car2 = Object.create(car);

  car.id=2;
  car.name = 'xyz';
- 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.
- The values are called using the key such as,
  for ex: car.id will return 1 for the above codes