**2.Write a blog on Difference between HTTP1.1 vs HTTP2:**

* HTTP1.1 is Developed by Timothy Berners-Lee in 1989 as a communication standard for the World Wide Web, HTTP is a top-level application protocol that exchanges information between a client computer and a local or remote web server. In this process, a client sends a text-based request to a server by calling a method like GET or POST. In response, the server sends a resource like an HTML page back to the client.
* HTTP/2 began as the SPDY protocol, developed primarily at Google with the intention of reducing web page load latency by using techniques such as compression, multiplexing, and prioritization.
* This protocol served as a template for HTTP/2 when the Hypertext Transfer Protocol working group httpbis of the IETF (Internet Engineering Task Force) put the standard together, culminating in the publication of HTTP/2 in May 2015. From the beginning, many browsers supported this standardization effort, including Chrome, Opera, Internet Explorer, and Safari. Due in part to this browser support, there has been a significant adoption rate of the protocol since 2015, with especially high rates among new sites.
* From a technical point of view, one of the most significant features that distinguishes HTTP/1.1 and HTTP/2 is the binary framing layer, which can be thought of as a part of the application layer in the internet protocol stack.
* As opposed to HTTP/1.1, which keeps all requests and responses in plain text format, HTTP/2 uses the binary framing layer to encapsulate all messages in binary format, while still maintaining HTTP semantics, such as verbs, methods, and headers.
* An application level API would still create messages in the conventional HTTP formats, but the underlying layer would then convert these messages into binary. This ensures that web applications created before HTTP/2 can continue functioning as normal when interacting with the new protocol.
* The conversion of messages into binary allows HTTP/2 to try new approaches to data delivery not available in HTTP/1.1.

**3.Write a blog about objects and its internal representation in Javascript:**

* Objects, in JavaScript, is it’s most important data-type and forms the building blocks for modern JavaScript. These objects are quite different from JavaScript’s primitive data-types(Number, String, Boolean, null, undefined and symbol) in the sense that while these primitive data-types all store a single value each (depending on their types).
* Objects are more complex and each object may contain any combination of these 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.
* Loosely speaking, 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.
* For Eg. If your object is a student, it will have properties like name, age, address, id, etc and methods like updateAddress, updateNam, etc.