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

HTTP stands for hypertext transfer protocol and it is used in client-server communication, by using HTTP user sends the request to the server and the server sends the response to the user. There are several stages of development of HTTP but we will focus mainly on HTTP/1.1 which was created in 1997 & the new one is HTTP/2 which was created in 2015.

HTTP1.1:

* It works on the textual format.
* There is head of line blocking that blocks all the requests behind it until it does not get its all resources.
* It uses requests resource Inlining for use getting multiple pages.
* It compresses data by itself.

HTTP2:

* It works on the binary protocol.
* It allows multiplexing so one TCP connection is required for multiple requests.
* It uses PUSH frame by server that collects all multiple pages.
* It uses HPACK for data compression.

Therefore HTTP/2 solves several problems that the creators of HTTP/1.1 did not anticipate. Particularly HTTP/2 is much faster and more efficient than HTTP/1.1.

1. Write a blog about objects and its internal representation in JavaScript?

Objects, in JavaScript, are 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.