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

HTTP 1.1 VS HTTP 2:

**HTTP 1.1**

It supports connection reuse i.e. for every TCP connection there could be multiple requests and responses. It is relatively secure since it uses digest authentication, NTLM authentication.

Over HTTP/1.1, each of your keypresses would initiate a new connection to the server, to send each character you typed over the wire. Then, your browser would have to constantly “ping” Google’s server to see if the status of the document changed, to add the character to the screen you’re looking at. That’s a boatload of connections, and each one takes precious time.

**HTTP2:**

* HTTP2 is binary, instead of textual
* HTTP2 is fully multiplexed, instead of ordered and blocking
* HTTP2 use one connection for parallelism
* HTP2 uses header compression to reduce overhead
* HTTP2 allows servers to “push” responses proactively into client caches
* Uses new TLS features like connection error.

**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.

There are 3 ways to create objects:

1. By object literal

emp={id:102,name:"Shyam Kumar",salary:40000}

1. By creating instance of Object directly (using new keyword)

var objectname=new Object();

1. By using an object constructor (using new keyword)

***this*** keyword refers to the current object.

function emp(id,name,salary){

this.id=id;

this.name=name;

this.salary=salary;

}

e=new emp(103,"Vimal Jaiswal",30000);