| SI NO | HTTP 1.1 | HTTP 2 |
| --- | --- | --- |
| 1 | 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 | Underlying semantics of HTTP such as headers, status codes remain the same. |
| 2 | HTTP 1.1 used to process text commands to complete request-response cycles. | HTTP/2 will use binary commands (in 1s and 0s) to execute the same tasks. |
| 3 | 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 (resources 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. |
| 4 | Expands on the caching support by using additional headers like cache-control, conditional headers like If-Match and by using entity tags. | HTTP/2 does not change much in terms of caching. With the server push feature if the client finds the resources are already present in the cache, it can cancel the pushed stream. |

Object in Java Script its internal representation in Javascript

In JavaScript, an object is a standalone entity, with properties and type.

For Example student

Student is an object.Student have name,department,college like that.

let student={

Name:”raj”,

Dept:”mech”,

college:”KCE”,

};