Task

1. **Difference between HTTP/1.1 and HTTP/2?**

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| For every TCP connection there is only one request and response. But HTTP/1.1 supports connection reuse | Uses multiplexing, over a single TCP connection. It is done using streams and it also provide feature called server push. |
| Introduces a warning header field to carry additional information about status of message(24 status code) and its error reporting is quicker and efficient | Headers and status code of HTTP remains same. |
| It uses digest authentication and NTML authentication | Security concern from previous version will continue to be seen in HTTP/2. However it is better equipped to deal with them |
| It has additional header like cache-control | Does not change much in terms of caching with server push. If the client find resource present already in cache it cancel the push stream |
| Text Based protocol that is in the readable format | It is a binary protocol |

1. **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 eachObjects, in JavaScript,

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Like all JavaScript variables, both the object name (which could be a normal variable) and property name are case sensitive.