DAY 1 TASK DATE : 20/09/2023

* **HTTP/1.1**
* For better understanding
* the request and the response there is a TCP connection established between client & server.
* It works on the textual format.
* There is head of line blocking that blocks all the requests behind it until it doesn’t get its all resources.
* It uses requests resource Inlining for use getting multiple pages.
* it compresses data by itself.
* you make a request to the server for image img.jpg & the server gives a response as an image img.jpg.
* there is a persistent connection which means several requests & responses are merged in a single connection
* The first problem is HTTP/1.1 transfer all the requests & responses in the plain text message form.
* all the information related to the header file is repeated in every request.
* HTTP 2
* developed over the SPDY protocol.
* works on the binary framing layer instead of textual that converts all the messages in binary format
* works on fully multiplexed that is one TCP connection is used for multiple requests.
* uses HPACK which is used to split data from header.
* compresses the header.
* The server sends all the other files like CSS & JS without the request of the client using the PUSH frame.

**representation in objects and its internal Javascript**

* Objects are important data types in javascript. Objects are different than primitive datatypes

Example:-

->Number

->String

->Boolen

* Primitive data types contain one value but Objects can hold many values in form of Key: value pair.
* These keys can be variables or functions and are called properties and methods, respectively, in the context of an object.
* Every object has some property associated with some value. These values can be accessed using these properties associated with them.

var myCar = new Object();

myCar.make = 'Suzuki';

myCar.model = 'Altros';

myCar.year = 1978;

myCar.wheels = 2;

THE SYNTAX FOR ADDING A PROPERTY TO AN OBJECT

ObjectName.ObjectProperty = propertyValue;

The syntax for deleting a property from an object is:

delete ObjectName.ObjectProperty;

The syntax to access a property from an object is