**DAY 1 GUVI SABARINATHAN N**

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

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| **HTTP/1.1** | HTTP/2 |
| As a communication standard for the World Wide Web, HTTP is a top-level application protocol that exchanges information between a client computer and a local or remote web server. In this process, a client sends a text-based request to a server by calling a *method* like GET or POST. In response, the server sends a resource like an HTML page back to the client. | From a technical point of view, one of the most significant features that distinguishes HTTP/1.1 and HTTP/2 is the binary framing layer, which can be thought of as a part of the application layer in the internet protocol stack. As opposed to HTTP/1.1, which keeps all requests and responses in plain text format, HTTP/2 uses the binary framing layer to encapsulate all messages in binary format, while still maintaining HTTP semantics, such as verbs, methods, and headers. An application level API would still create messages in the conventional HTTP formats, but the underlying layer would then convert these messages into binary. This ensures that web applications created before HTTP/2 can continue functioning as normal when interacting with the new protocol. |
| GET /index.html HTTP/1.1  Host: www.example.com | GET /index.html HTTP/2.0  Host: www.example.com |

**3.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 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.

### syntax

### objectName.propertyName

### Example

### var myCar = new Object(); myCar.make = 'Ford'; myCar.model = 'Mustang'; myCar.year = 1969;