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| HTTP 1.1 | HTTP 2 |
| * If you are new to this theme, continue to read this block, but if you’re familiar with this, skip this paragraph and go straight forward to the next one * For those that are new to this theme, Hypertext Transfer Protocol (HTTP) is an application protocol that is, currently, **the foundation** of data communication for the World Wide Web * **HTTP is based on** the Client/Server model. Client/Server model can be explained as two computers, Client (receiver of service) and Server (provider of service) that are communicating via requests and responses * This is a very simplistic example, but it is also the one that will help you understand the concept | * Protocol negotiation mechanism — protocol electing, eg. HTTP/1.1, HTTP/2 or other. * High-level compatibility with HTTP/1.1 — methods, status codes, URIs and header fields * Page load speed improvements trough * Compression of request headers * Binary protocol * Request multiplexing over a single TCP connection |

1. write a blog on difference between HTTP 1.1 vs HTTP2
2. write a blog about objects and internal representation in javascript

'Objects are important data types in javascript. Objects are different than primitive datatypes (i.e. number, string, boolean, etc.). 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.

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.

Loosely speaking, objects in JavaScript may be defined as an unordered collection of related data, of primitive or reference types, in the form of “key: value” pairs. These keys can be variables or functions and are called properties and methods, respectively, in the context of an object.