1. HTTP2 is binary, instead of textual,

HTTP2 is fully multiplexed, instead of ordered and blocking,

HTTP2 can, therefore, use one connection for parallelism,

HTP2 uses header compression to reduce overhead,

HTTP2 allows servers to “push” responses proactively into client caches.

2. Year HTTP Version

1996 1.0

1997 1.1

2015 2.0

Draft(2020) 3.0

3.

|  |  |
| --- | --- |
| javascript | Nodejs |
| JavaScript is a programming language. It running in any web browser with a proper browser engine. | It is an interpreter and environment for JavaScript with some specific useful libraries which JavaScript programming can use separately. |
| Mainly using for any client-side activity for a web application, like possible attribute validation or refreshing the page in a specific interval or provide some dynamic changes in web pages without refreshing the page | It mainly used for accessing or performing any non-blocking operation of any operating system, like creating or executing a shell script or accessing any hardware specific information or running any backend job. |
| JavaScript running any engine like Spider monkey (FireFox), JavaScript Core (Safari), V8 (Google Chrome). | Node JS only run in a V8 engine which mainly used by google chrome. And javascript program which will be written under this Node JS will be always run in V8 Engine. |

4.

1.You enter a URL into a web browser

2.The browser looks up the IP address for the domain name via DNS

3.The browser sends a HTTP request to the server

4.The server sends back a HTTP response

5.The browser begins rendering the HTML

6.The browser sends requests for additional objects embedded in HTML (images, css, JavaScript) and repeats steps 3-5.

7.Once the page is loaded, the browser sends further async requests as needed.