**1.Difference between HTTP1.1 vs HTTP2:**

**Introduction:**

The Hypertext Transfer Protocol or HTTP is an application protocol that has been the standard communication on the World Wide Web(WWW) since its invention in 1989. From the release of HTTP/1.1 in 1997 until recently there have a few reversion to the protocol. In 2015 a version called HTTP/2 came into use which offered several methods to efficient , especially when dealing with mobile platforms and server-intensive graphics and videos. HTTP/2 has since become increasingly popular.In this changing landscape web developers can benefit from understanding the technical differences between HTTP/1.1 and HTTP/2.

**HTTP1.1:**

Developed by Timothy Berners-Lee in 1989 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 get. In response, the server sends a resource like an HTML page back to the client.

**For example**, let’s say you are visiting a website at the domain [www.example.com](http://www.example.com). When you navigate to this URL, the web browser on your computer sends an HTTP request in the form of a text-based message, Here:

GET/index.html HTTP/1.1

Host:www.example.com

This request uses the GET method. which asks for data from the host server listed after Host. Next the example.com web server returns an HTML page to the requesting client. The requests and responses will go back and forth between the server and client until the web browser has received all the resources necessary to render the contents of the HTML page on your screen. Note that not all of the resources are returned to the client in the first call for data. HTTP/1.1 relies on the transport layer to avoid buffer overflow, each new TCP connection requires a separate flow control mechanism. HTTP/2, however, multiplexes streams within a single TCP connection, and will have to implement flow control in a different manner.

**HTTP/2:**

HTTP/2 began as the SPDY protocol, developed primarily at Google with the intention of reducing web page load latency by using techniques such as compression, multiplexing and prioritization. This protocol served as a template for HTTP/2 when the Hypertext Transfer Protocol working group of the IETF(Internet engineering task force).The publication of HTTP/2 in May 2015. From the beginning, many browsers supported this standardization effort, including Chrome, Opera, Internet Explorer, and Safari. Due in part to this browser support, there has been a significant adoption rate of the protocol since 2015, with especially high rates among new sites.

Since HTTP/2 enables multiple concurrent responses to a client’s initial GET request, a server can send a resource to a client along with the requested HTML page, providing the resource before the client asks for it. This process is called server push. In this way, an HTTP/2 connection can accomplish the same goal of resource in lining while maintaining the separation between the pushed resource and the document. This means that the client can decide to cache or decline the pushed resource separate from the main HTML document, fixing the major drawback of resource in lining.

**2.Object And Its Internal Representation in Javascript:**

**Object:**

Objects are important data types in javascript. Objects are different than primitive datatypes (i.e. number, string, boolean, etc.). Compare it with a cup, for example. A cup is an object, with properties. A cup has a color, a design, weight, a material it is made of, etc. The same way, JavaScript objects can have properties, which define their characteristics.

**Creating Objects:**

1. By object literal
2. By creating instance of Object directly (using new keyword)

The syntax of creating object using object literal is given below:

Object={property1:valu1,property2:value2…..propertyN:valueN}

Property and value is separated by colon(:).

**Example:**

Var person={

fname:”xxx”,

lname:”yyy”,

age:25

};

syntax of creating object:

* var objectname= new Object();

Here, We used new keyword is used to create object.

Example:

Var emp=new object();

emp. id=101;

emp.name=”xxx”;

emp .salary=50000;

The syntax for accessing the property of an object is:

* objectName.property

Accessing ‘fname’ from example 1 using dot operator,

* Person .fname

accessing ‘name’ form example 2 using [],

* emp[“name”]

1. **2. objects and its internal representation in Javascript**