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

Solution:

HTTP stands for HyperText Transfer Protocol & it is used in client-server communication. By using HTTP user sends the request to the server & the server sends the response to the user. HTTP1.1 was created in 1997 and HTTP2 was created in 2015.

The difference between the two are has below:

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|  | **HTTP1.1** | **HTTP2** |
| 1. | The first problem is HTTP1.1 transfer all the requests and responses in the plain text message form. | HTTP2 works on the binary framing layer instead of textual that converts all the messages in binary format. |
| 2. | There is head of line blocking that blocks all the requests behind it until it doesn’t get its all resources. | It allows multiplexing so one TCP connection is required for multiple requests. |
| 3. | It uses requests resource in-lining for getting multiple pages. | It uses PUSH frame by server that collects all the multiple pages. |
| 4. | It compresses data by itself. | It uses HPACK (Huffman Packaging) for data compression. |

1. Write a blog about objects and its internal representation in JavaScript?

Solution:

Objects are important data types in JavaScript. Object are different than primitive datatypes (i.e number, string, Boolean etc). Primitive datatypes 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.

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| e.g: var obj = {  name: “Sanjay”,  role: “Developer”,  hobbies: [“Cricket”, “Football”, “Coding”],  skill: “JS”,  bio: {  DOB: “DD-MM-YYYY”,  AGE: “YY”,  }  }  For accessing the Object in JavaScript, we can use following syntax:  Syntax:  *objectName.property* // console.log(obj.name);  or  *objectName[“property”*]// console.log(obj[“name”]); |