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|  | WHAT IS STATIC AND DYNAMIC PROGRAMMING LANGUAGES? |
|  | ANS: |
|  | STATIC PROGRAMMING LANGUAGES: |
|  | 1. Type of the variables are declared during the start of the program |
|  | 2.By declaring it the errors can be caught at the first stage of compilation |
|  | 3.the value of variable must be of what type it was declared. |
|  | Examples: java,c,c++ |
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|  | DYNAMIC PROGRAMMING LANGUAGES |
|  | 1.For faster programming dynamic programming languages were done with easy syntax. |
|  | 2.the value of variable can be of changed at any moment. |
|  | 3.errors cannot be got during run time and every line of program must be checked by programmer |
|  | Examples: Python,PHP,JavaScript |
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|  | 2.WHAT IS SCRIPTING LANGUAGE AND PROGRAMMING LANGUAGE? |
|  | ANS: |
|  | SCRIPTING LANGUAGE:  Scripting languages are usually interpreted at runtime rather than compiled.  Errors are not easily rectified because there is no compilation process  Example: JavaScript ,Ruby, PHP |

PROGRAMMING LANGUAGES:

programming languages are compiled and executed.

Errors are rectified at compile time

Examples: C,C++,Java

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

[HTTP](https://www.cloudflare.com/learning/ddos/glossary/hypertext-transfer-protocol-http/) stands for hypertext transfer protocol

Http1.1:

The first usable version of HTTP was created in 1997. Because it went through several stages of development, this first version of HTTP was called HTTP 1.1. This version is still in use on the web.

In 2015, a new version of HTTP called [HTTP 2](https://www.cloudflare.com/website-optimization/http2/what-is-http2/) was created.HTTP 2 solves several problems that the creators of HTTP/1.1 did not anticipate. In particular, HTTP 2 is much faster and more efficient than HTTP 1.1. One of the ways in which HTTP 2 is faster is in how it prioritizes content during the loading process.

HTTP2 is much faster and more reliable than HTTP1. HTTP1 loads a single request for every TCP connection, while HTTP2 avoids network delay by using multiplexing.

4.Write a blog about objects and its internal representation in Javascript

Objects are the building block of modern JS.

In JavaScript, almost "everything" is an object.

* Booleans can be objects (if defined with the new keyword)
* Numbers can be objects (if defined with the new keyword)
* Strings can be objects (if defined with the new keyword)
* Dates are always objects
* Maths are always objects
* Regular expressions are always objects
* Arrays are always objects
* Functions are always objects
* Objects are always objects
* JS object is the collection of named values.



* it will slow the exection speed

The syntax for accessing the property of an object is:

objectName.property

objectName[“property”]