**Day-1 Task:**

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

**HTTP1.1**

* Lack of multiplexing:
  + In HTTP/1.1, each request-response exchange requires a separate TCP connection, which causes a lot of latency and resource overhead.
* Sequential Processing:
  + In HTTP/1.1, requests and responses are processed sequentially. Only one request can be pending on a connection at a time.
* Text-based protocol:
  + HTTP/1.1 uses text-based headers, which can be jargon and inefficient, especially when handling a lot of requests and responses
* Sequential Processing:
  + In HTTP/1.1, requests and responses are processed sequentially. Only one request can be pending on a connection at a time.
* Lack of multiplexing
  + In HTTP/1.1, each request-response exchange requires a separate TCP connection, which causes a lot of latency and resource overhead.

**HTTP2**

* Binary Protocol:
  + HTTP/2 is a binary protocol, which allows efficient parsing and processing of headers and payloads.
* Multimodification:
  + HTTP/2 supports multimodification, allowing multiple requests and responses to be sent and received simultaneously over a single TCP connection. This reduces latency and improves overall performance.
* Header Compression:
  + HTTP/2 uses header compression techniques, such as HPACK, specifically for repeating header fields, to reduce overhead and improve performance
* Server push:
  + HTTP/2 introduces server push, where the server can deliver content to the client before it is explicitly requested, optimizing page load time
* Stream prioritization:
  + HTTP/2 allows streams to be prioritized, enabling more priority delivery, and improving the user experience in situations with limited bandwidth or connectivity with high latency

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

* Objects in JavaScript are dynamic collections of key-value pairs.
* They can contain data types such as primitives, objects, and functions.
* Properties can be added, changed, or deleted at runtime.
* Each object is an internal model link to another object. This link forms the property of the prototype chain used to access the property.
* Objects have reference types, which means that when they are assigned to a variable, they are passed by reference.
* The internal representation of objects can vary between JavaScript engines, usually using hash tables or similar data structures for efficient attribute searching.
* Object constructor and object literals ({}) are commonly used to create objects.
* Objects in JavaScript are often used to model real-world objects, structure data, and implement complex actions.