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

**HTTP:**

HTTP stands for Hypertext Transfer Protocol, and it is the basis for almost all web applications. More specifically, HTTP is the method computers and servers use to request and send information.

**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.

**HTTP2:**

In 2015, a new version of HTTP called HTTP/2 was created. HTTP/2 utilizes multiplexing and server push to effectively reduce the page load time by a greater margin along with being less sensitive to network delays.

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| **HTTP1.1** | **HTTP2** |
| HTTP/1.1 loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it. | HTTP/2 is able to use a single TCP connection to send multiple streams of data at once so that no one resource blocks any other resource. |
| It has a different technique called resource inlining, wherein the server includes the required source within the HTML page in response to the initial GET request.  The flow control mechanism in HTTP/1.1 relies on the basic TCP connection. | It supports multiple simultaneous responses to the client’s initial GET request, the server provides the required resource along with the requested HTML page.  It multiplexes data streams utilizing the same (one) TCP connection. |
| It uses requests resource Inlining for use getting multiple pages | It uses PUSH frame by server that collects all multiple pages |
| HTTP/1.1 is much slower than HTTP/2 | HTTP/2 is much faster and more efficient than HTTP/1.1 |
| HTTP/1.x uses formats like gzip to compress the data transferred in the messages. | HTTP/2 uses HPACK compression to decrease the average size of the header. |

1. **Write a blog about objects 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.). Primitive data 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.

**Example:**

Every object has some property associated with some value. These values can be accessed using these properties associated with them.

var fruit = new Object();

fruit.sell = 'Apple';