| **HTTP/1.1** | **HTTP/2** |
| --- | --- |
| It works on the textual format. | It works on the binary protocol. |
| 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. |
| It uses requests resource Inlining for use getting multiple pages | It uses PUSH frame by server that collects all multiple pages |
| It compresses data by itself. | It uses HPACK for data compression. |

1. **Write a blog on Difference between HTTP1.1 vs HTTP2**
2. 2 Write a blog about objects and its internal representation in Javascript
3. **Write a blog about objects and its internal representation in Javascript**

Objects, in JavaScript, is it’s most important data-type and forms the building blocks for modern JavaScript. These objects are quite different from JavaScript’s primitive data-types (Number, String, Boolean, null, undefined and symbol) in the sense that while these primitive data-types all store a single value each

The syntax for adding a property to an object is :

**ObjectName.ObjectProperty = propertyValue;**

The syntax for deleting a property from an object is:

**delete ObjectName.ObjectProperty;**

The syntax to access a property from an object is:

**objectName.property**

//or

objectName["property”]

//or

objectName[expression]

1. **Read about IP address, port, HTTP methods, MAC address**

**IP address**

IP address stands for “Internet Protocol address.” The Internet Protocol is a set of rules for communication over the internet, such as sending mail, streaming video, or connecting to a website.

**Port**

All network-connected devices come equipped with standardized ports that have an assigned number. These numbers are reserved for certain protocols and their associated function. Hypertext Transfer Protocol (HTTP) messages

**HTTP methods**

* GET − Provides a read only access to a resource.
* POST − Used to create a new resource.
* DELETE − Used to remove a resource.
* PUT − Used to update a existing resource or create a new resource.

**MAC address**

MAC address is the physical address, which uniquely identifies each device on a given network. To make communication between two networked devices, we need two addresses: **IP address and MAC address.** It is assigned to the NIC (Network Interface card) of each device that can be connected to the internet. It is globally unique; it means two devices cannot have the same MAC address. It is represented in a hexadecimal format on each device