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

HTTP1.1:(Hyper Text Transfer protocol 1.1) (1997)

1.It is a standardized protocol more than 15 years of extension.

2.slow loading data.

3.Introduces persistent connection, pipelining, cache-control and many other features.

4.HTTP1 loads a single request for every TCP connection.

HTTP2:(Hyper Text Transfer Protocol 2) (2015)

1.It is a latest version.

2.Fast loading data.

3.Based on google's SPDY allows multiplexing and server push.

4.while HTTP2 avoids network delay by using multiplexing.

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

1.objects in JavaScript may be defined as an unordered collection of related

of primitive or reference types, in the form of “key: value” pairs.

These keys can be variables or functions and are called properties and methods, respectively, in the context of an object.

2.It is also called as a refernce name.object doesnot have indexes.

syntax:var objectname={keyname:value};

EXAMPLE: var myname={

name:"john",

age:28,

address:"unitedstates"};

TWO METHODS:

\*DOT method

\*BOX method

DOT method:

\*we can access the object using a keyname

SYNTAX: objectname.keyname

EXAMPLE: console.log(myname.age);

OUTPUT:28

BOX method:

\*This method is applicable in looping

SYNTAX: objectname["keyname"]

EXAMPLE: console.log(myname["age"]);

OUTPUT:28

FOR IN LOOP:

\*It is applicable only for objects.

\*It is uni-direction.

SYNTAX: for(var key in objectname){};

EXAMPLE: for(var a in myname)

{

console.log(a,myname[a]);

}

INSERTION:

A new k:v pair will be added at the end of the line.

SYNTAX: objectname.keyname=value;

UPDATION:

This will be applicable for the key which is already present.

SYNTAX: objectname.keynmae=newvalue;

DELETION:

SYNTAX: delete objectname.keyname;