1. Difference between HTTP 1.1 and HTTP 2

HTTP 1.1	HTTP 2
• It works on textual format • It compresses data by itself • It uses requests resource inlining for getting multiple pages • The rendering time for HTTP 1.1 is high • The head of line blocking the blocks of all the requests behind it till it does not get its all resources • HTTP 1.1 is slower than HTTP 2	• It works on binary format • It uses HPACK for data compression • It uses PUSH frame by server that collects all multiple pages • The rendering time for HTTP 2 is less when compared to HTTP 1.1 • One TCP connection is required for more than one requests, uses multiplexing • HTTP 2 was developed over SPDY protocol • HTTP 2 is faster than HTTP 1.1

2. Objects and its internal representation in Javascript

   JavaScript is designed on a simple object-based paradigm. An object is a standalone entity, with properties and type. It is an unordered collection of association between a key and a value pair. It the most important data-type and forms the building blocks for modern JavaScript. Objects in programming can be a combination of variables, functions, and data structures.
   These keys can be variables or functions and are called properties and methods, respectively. Every object has some property associated with some value. The object properties can be different primitive values, other objects and functions. Properties can usually be changed, added, and deleted, but some are read only.

   Adding a property to an object:

   ObjectName.ObjectProperty = propertyValue;

   Deleting a property from an object:

   delete ObjectName.ObjectProperty;

Example:

```
let person =

{firstName:"John",

lastName:"Doe",

age:50,

eyeColor:"blue"

};

Console.log(person.age);
```

Output// 50