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

**Answer:**

* HTTP 2 is much faster and more reliable than HTTP 1.1.
* HTTP 1.1 is a sequential protocol. So, we can send a single request at a time. HTTP 2.0, in turn, allows sending requests and receiving responses asynchronously. In this way, we can do multiple requests at the same time using a single connection.
* with HTTP 2.0, we can set a numeric prioritization in a batch of requests. Thus, we can be explicit in which order we expect the responses, such as getting a webpage CSS before its JS files.
* in the previous version of HTTP (1.1), we must explicitly require the compression of requests and responses. HTTP 2.0, however, executes a GZip compression automatically.
* HTTP 1.1 is relatively secure since it uses digest authentication, NTLM authentication. However, HTTP 2 is better equipped to deal with them due to new TLS features like connection error of type Inadequate Security

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

**Answer:**

* In JavaScript, Object is the most important data-type. 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 (depending on their types).
* Objects are more complex and each object may contain any combination of these primitive data-types as well as reference data-types. An object is a reference data type. Variables that are assigned a reference value are given a reference or a pointer to that value. That reference or pointer points to the location in memory where the object is stored. The variables don’t actually store the value.
* Objects in JavaScript may be defined as an unordered collection of related data, 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. **For Eg. If your object is a student, it will have properties like name, age, address, id, etc and methods like updateAddress, updateNam, etc.**

# **Create JavaScript Object with Object Literal :** One of easiest way to create a javascript object is object literal, simply define the property and values inside curly braces as shown below

let bike = {name: 'SuperSport', maker:'Ducati', engine:'937cc'};