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

**HTTP1.1**

* It was no longer required for each connection to be terminated immediately after every request was served with a response; instead, with the keep-alive header, it was possible to have persistent connections. It allowed multiple requests/responses per TCP connection.
* The Upgrade header was used to indicate a preference from the client that made it possible to switch to a more preferred protocol if found appropriate by the server.

**HTTP2**

* It introduces the concept of a server push where the server anticipates the resources that will be required by the client and pushes them prior to the client making requests. The client retains the authority to deny the server push; however, in most cases, this feature adds a lot of efficiency to the process.
* Introduces the concept of multiplexing that interleaves the requests and responses without head-of-line blocking and does so over a single TCP connection.

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

* 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.
* Loosely speaking, 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.
* In javascript. Objects , data types such as numbers, strings, and booleans are distinct from primitive datatypes . Unlike Primitive data types which can only contain one value, objects can contain multiple values in the form of key-value pairs. These keys can be either variables or functions and are referred to as properties and methods, respectively, within the object's context.