1. **HTTP:**

Hyper Text Transfer protocol is used in client-server communication. Using this user can send a request to the server and the server response to the user.

**Difference between the two protocols:**

|  |  |
| --- | --- |
| **HTTP 1.1** | **HTTP 2** |
| Page loading time is slow | Page loading time is fast |
| It forms a queue of request until the first request gives the complete response. | It forms a parallel connection for the multiple request on one transmission control protocol. |
| It works on the text format. | It works on the binary format. |
| It compress data by itself | It uses HPACK for data compression |
| Expands on the caching support by using additional headers. | Caching does not change much for http 2,but if the resource already present in cache it cancel the push stream on server |

**2) OBJECTS AND ITS INTERNAL REPRSENTATION IN JS:**

Objects are important data types in javascript. Objects are different than primitive datatypes(i.e. number,string,Boolean,etc.).Primitive data types contain one value but Objects can hold many values in form of Key:value pair.These leys can be variables or functions and are called properties and methods,respectively,in the context of an object.

Every object has some property associated with some value.These values can be accessed using these properties associated with them.

Var myHome = new object();

myHome.city = ’ puducherry’;

myHome.paint=’red’;

myHome.floors=’3’;

After creating myHome object,the value inside the object can be accessed using keys.

Example:

myHome.floor

output:3

Note:if the properties of the objects are not assigned then the value for the property is undefined.

Properties of objects can also accessed or et using a bracket notation. For the same object created above we use bracket notation.

myHome[ ‘city’] = ’Puducherry’ is same as myHome.city = ’ puducherry’;

object can also declare within a curly brackets with key value pair.

let bike = {name:’FZ-16’ , color:’blue’ , engine:’150cc’ , seat:2}