Zen Class: Activity 1

1. Write a blog difference between HTTP1.1 & HTTP2

- HTTP/1.1- keeps all requests and responses in plain text format.
- HTTP/2- uses the binary framing layer to encapsulate all messages in binary format, while still maintaining HTTP semantics, such as verbs, methods, and headers.
- HTTP/2 is much faster and more efficient than HTTP/1.1.
- HTTP/1.1 loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it. In contrast, HTTP/2 is able to use a single TCP connection to send multiple streams of data at once so that no one resource blocks any other resource.
- To speed up web performance, both HTTP/1.1 and HTTP/2 compress HTTP messages to make them smaller. However, HTTP/2 uses a more advanced compression method called HPACK that eliminates redundant information in HTTP header packets.

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

- A JavaScript object is a collection of named values having state and behaviour (properties and method)
- Objects in JavaScript 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.
- Objects, in JavaScript, is it's most important data-type and forms the building blocks for modern 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.
- Internal Representation in Javascript
  * Create a single object, using an object literal. Create a single object, with the keyword new . Define an object constructor, and then create objects of the constructed type. Create an object using Object.create()