BOOTCAMP 1

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

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| HTTP 1.1 | HTTP 2 |
| For every TCP connection there could be multiple requests and responses where the client can request several resources from the server at once. However, pipelining was hard to implement due to issues such as head-of-line blocking and was not a feasible solution. | Where over a single TCP connection resources to be delivered at the client almost at the same time. It is done using streams and has individual flow control. It also provides a feature called server push that allows the server to send data that the client will need but has not yet requested. |
| It has been around for more than a decade. | With Google’s SPDY leading the way in 2015, gave us HTTP/2, which introduces several features to reduce page load times. |
| Can define 24 status codes, error reporting is quicker and more efficient. | Underlying semantics of HTTP such as headers, status codes remains the same. |
| HTTP/2 achieves faster webpage loading without performance optimizations that require extensive human efforts in terms of development | HTTP/1.1 and gives us a robust protocol which, though not without its flaws, will perhaps stand the test of time. |

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

Objects in JavaScript, It can be compared to objects in real world entity. The concept of objects in JavaScript can be understood with real life. In JavaScript, an object is a standalone entity, with properties and type.

For example. A cup is an object, with properties. A cup has a color, a design, weight, a material it is made of, etc. The same way, JavaScript objects can have properties, which define their characteristics.

SYNTAX

Datatype Objectname = new Classname(Parameters);

EXAMPLE

var myCar = new Object();  
myCar.make = 'Ford';  
myCar.model = 'Mustang';  
myCar.year = 1969;

An object property name can be any valid JavaScript string, or anything that can be converted to a string, including the empty string. However, any property name that is not a valid JavaScript identifier (for example, a property name that has a space or a hyphen, or that starts with a number) can only be accessed using the square bracket notation. This notation is also very useful when property names are to be dynamically determined

var myObj = new Object(),  
str = 'myString',  
rand = Math.random(),  
obj = new Object();