| **HTTP/1.1** | **HTTP/2** |
| --- | --- |
| It works on the textual format. | It works on the binary protocol. |
| There is head of line blocking that blocks all the requests behind it until it doesn’t get its all resources. | It allows multiplexing so one TCP connection is required for multiple requests. |
| It uses requests resource Inlining for use getting multiple pages | It uses PUSH frame by server that collects all multiple pages |
| It compresses data by itself. | It uses HPACK for data compression. |

HTTP stands for hypertext transfer protocol & it is used in client-server communication. By using HTTP user sends the request to the server & the server sends the response to the user. There are several stages of development of HTTP .

HTTP/1.1 which was created in 1997

HTTP/2 which was created in 2015.

First of all, I would pin point that never be confused with JavaScript object and other language object co ncept they differ a lot internally. so, people who come from different language like Java/c++ they make a biggest mistake to compare with JavaScript object with others.

Coming to the point,

In simple terms. “A JavaScript object is a collection of named values having state and behavior (properties and method)”.

For example: Person, car, pen, bike, Personal Computer , Washing Machine etc.

Take the case of cars.

All cars have the same properties, but the property values differ from car to car. All cars have the same methods, but the methods are performed at different times.

Let’s have an example of mercedes car and list out its properties(Features):

1. Make: mecedes
2. Model: C-Class
3. Color: White
4. Fuel: Diesel
5. Weight: 850kg
6. Mileage: 8Kmpl
7. Rating: 4.5

Taking the above as reference, I'll stress up on objects, Object properties and Methods.

**1)Objects:**

The following code assigns a **simple value** (Mercedes) to a **variable** named car:

var car = "Mercedes";

Objects are variables too. But objects can contain many values.

The following code assigns **many values** (Mercedes, C-class, White and soo on) to a **variable** named Car:

var car = {Make: “Mercedes”, Model: “C-Class”, Color: “White”, Fuel: Diesel, Weight: “850kg”, Mileage: “8Kmpl”, Rating: 4.5};

The values are written as **name:value** pairs (name and value separated by a colon).

Syntax:

var <object-name> = {key1: value1, key2: value2,... keyN: valueN};

So, conclusion and definition for JS objects is “JavaScript objects are containers for named values”.

**2)Object Properties**

The name:values pairs (in JavaScript objects) are called **properties**.

var car = {Make: “Mercedes”, Model: “C-Class”, Color: “White”, Fuel: Diesel, Weight: “850kg”,Mileage: “8Kmpl”, Rating: 4.5};

From the above snippet, let’s have a look what falls under property and property value:



The object properties can be different primitive values, other objects and functions.

Properties can usually be changed, added, and deleted, but some are read only.

**The syntax for adding a property to an object is :**

ObjectName.ObjectProperty = propertyValue;

**The syntax for deleting a property from an object is:**

delete ObjectName.ObjectProperty;

**The syntax to access a property from an object is:**

objectName.property        // Car.Make

//or

objectName["property”]    // Car["Make"]

//or

objectName[expression]   // x = "Make"; Car[x]

So, Conclusion and simple definition for Java Script properties is “Properties are the values associated with a JavaScript object”.

**3)Object Methods**

An object method is an object property containing a function definition.