Task: 1

1. Difference between HTTP/1.1 and HTTP/2?

|  |  |
| --- | --- |
| For every TCP connection there is only one request and response. But HTTP/1.1 supports connection reuse | Uses multiplexing, over a single TCP connection. It is done using streams and it also provide feature called server push. |
| Introduces a warning header field to carry additional information about status of message(24 status code) and its error reporting is quicker and efficient | Headers and status code of HTTP remains same. |
| It uses digest authentication and NTML authentication | Security concern from previous version will continue to be seen in HTTP/2. However it is better equipped to deal with them |
| It has additional header like cache-control | Does not change much in terms of caching with server push. If the client find resource present already in cache it cancel the push stream |
| Text Based protocol that is in the readable format | It is a binary protocol |

HTTP Version History

|  |  |  |
| --- | --- | --- |
| 1991 | 0.9 | Online Protocol |
| 1996 | 1.0 | Building Extensibility |
| 1997 | 1.1 | Standardized Protocol |
| 2015 | 2.0 | Protocol for greater performance |
| Draft(2020) | 3.0 | HTTP over UIC |

1. Browser checks cache for DNS entry to find he corresponding IP address of the website. It looks for the following cache, If not found in one I continues checking to next until found. - Browser cache, -OS Cache, Router Cache, ISP Cache.
2. If not found in cache, ISP’s DNS server initiates a DNS query to find IP address. The request are send in small pockets that continues information content of request & IP address.
3. Browser initiates the TCP connection with server using Synchronize(SYN) and acknowledge (ACK) message.
4. Browser sends a HTTP request to server. GET or POST request.
5. Server on the host computer handles the request and sends back response in some format like JSON,XML and HTML.
6. Server sends out an HTTP response along with status response.
7. Browser display HTML content.
8. Finally done.

Q) A blog about objects and its internal representation in Javascript

Objects And Its Internal Representation In JavaScript

Objects, in JavaScript, is it’s most important data-type and

forms the building blocks for modern JavaScript. These objects

are quite different from JavaScript’s primitive data-

types(Number, String, Boolean, null, undefined and symbol) in

the sense that while these primitive data-types all store a single

value each (depending on their types).

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.