**Difference between HTTP1.1 and HTTP2?**

INTRODUCTION:

HTTP (Hypertext Transfer Protocol) serves as the backbone of communication between clients and servers on the World Wide Web. With the emergence of HTTP/2, which succeeded HTTP/1.1, several enhancements were introduced to address the limitations of its predecessor.

**HTTP1.1 vs HTTP2:-**

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| HTTP1.1 | HTTP2 |
| 1. It works on the textual format. | 1. It works on the binary protocol. |
| 2. It compresses data itself. | 2. It uses HPACK for data compression. |
| 3. There is head of line blocking that blocks all the  requests behind it until it doesn’t get its all  resources. | 3. HTTP2 introduces multiplexing, allowing multiple requests and responses to be sent and received on a single connection concurrently. |
| 4. For complex web applications and high latency networks, HPPT1.1 is less efficient than HTTP2. | 4. HTTP2 can result in faster page load times, reduced latency and improved overall user experience compared to HTTP1.1. |

**Write a blog about 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.

Loosely speaking, objects in JavaScript may be 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.