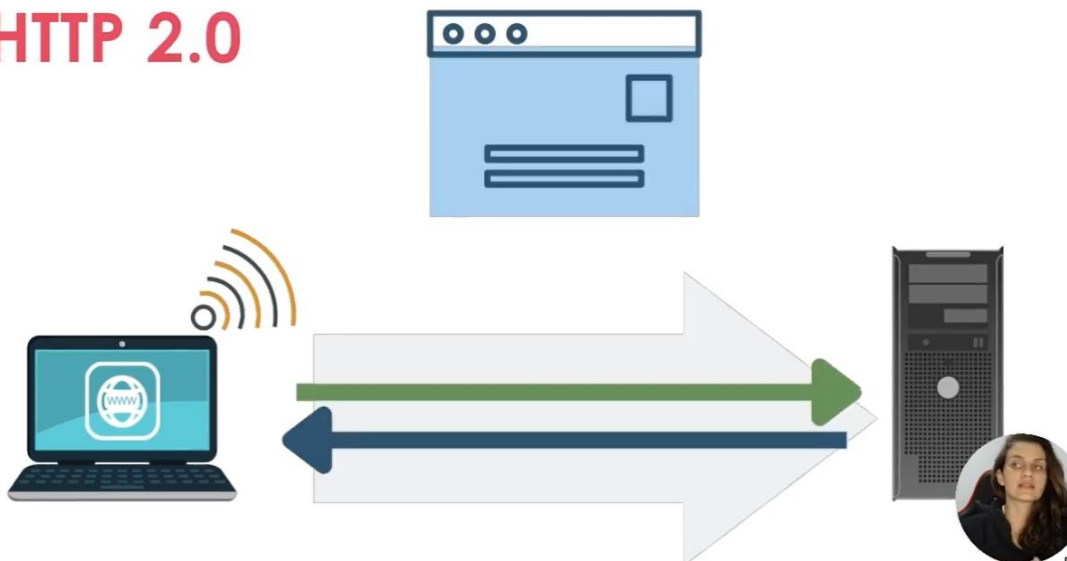
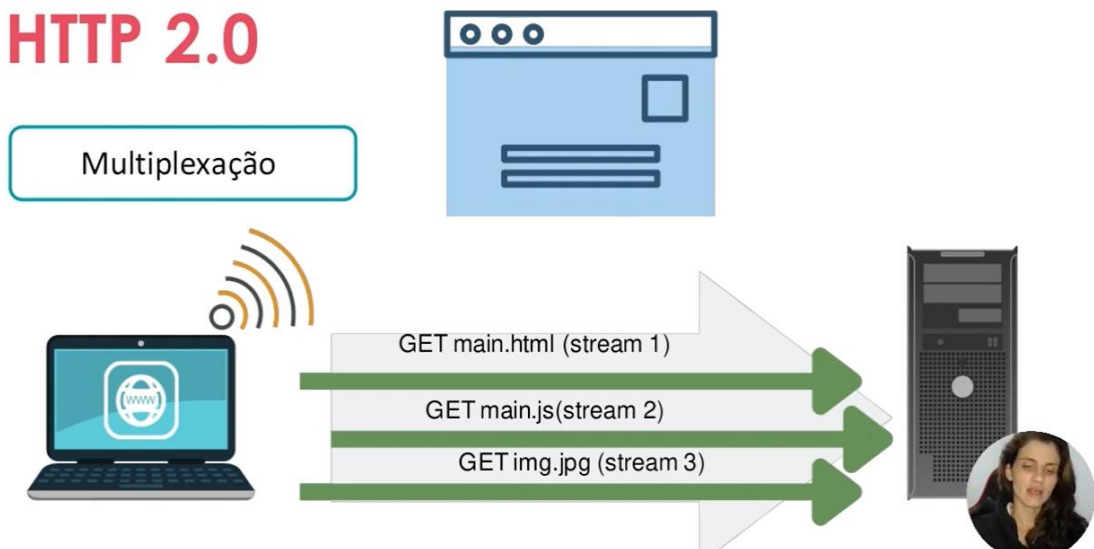


# HTTP 2.0 - Atualizações do protocolo

## HTTP 2.0



## HTTP 2.0

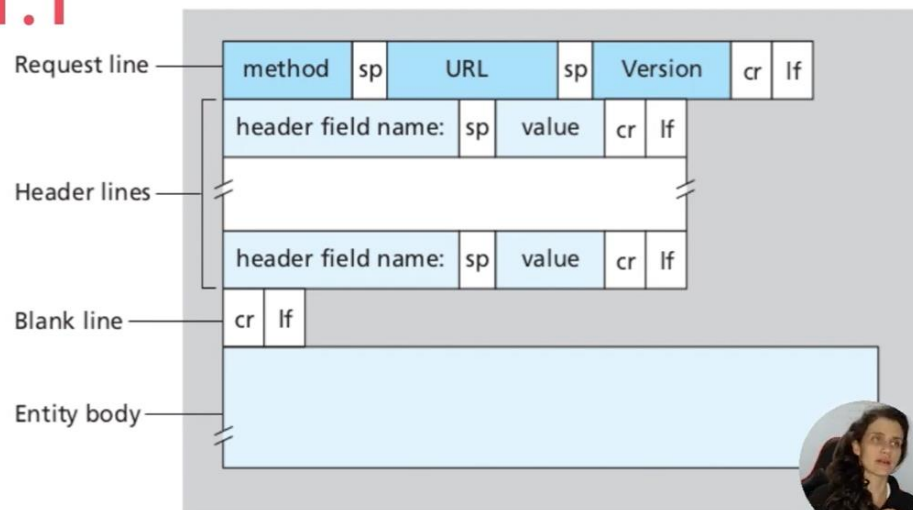


# IMPORTANT!

## Priorização de recursos!

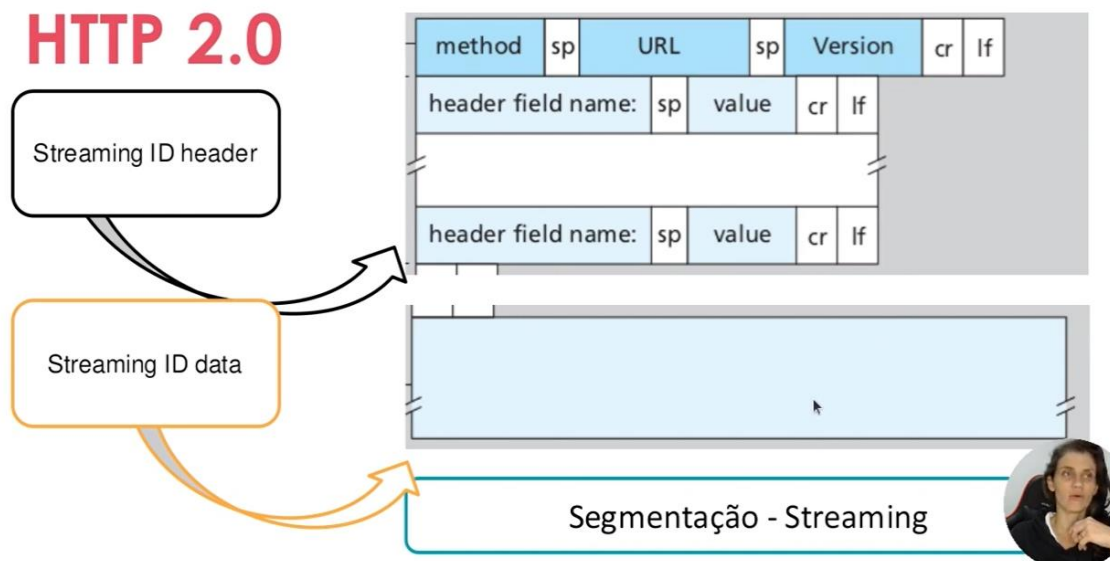


## HTTP 1.1



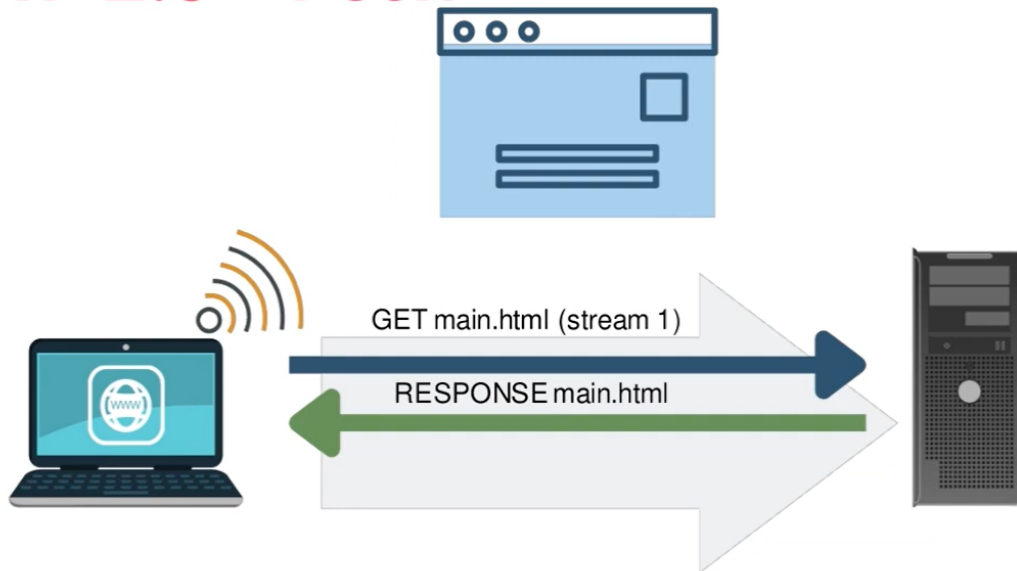
Fonte: Kurose 6ª ed

## HTTP 2.0

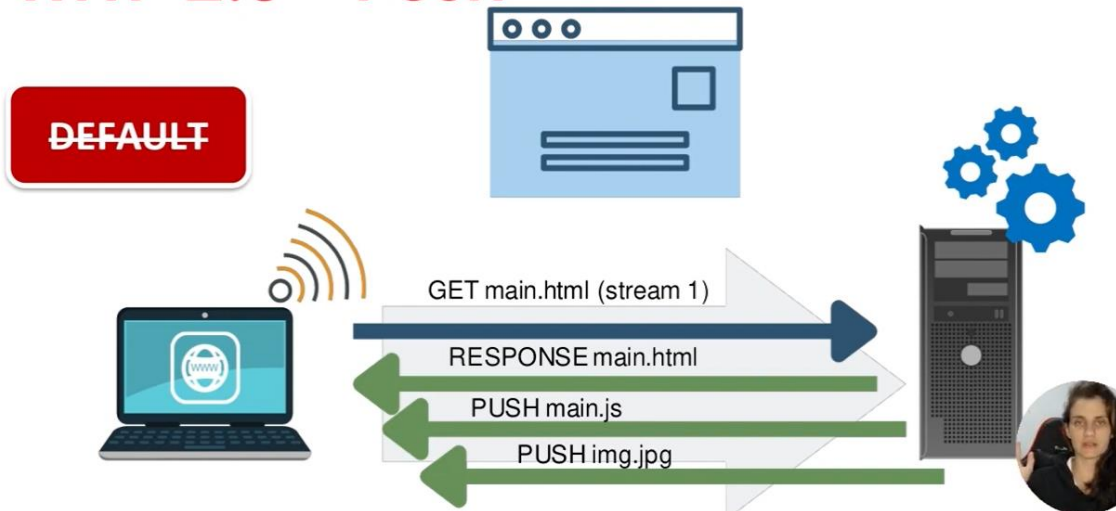


# Reutilização do Header

## HTTP 2.0 - Push



## HTTP 2.0 - Push

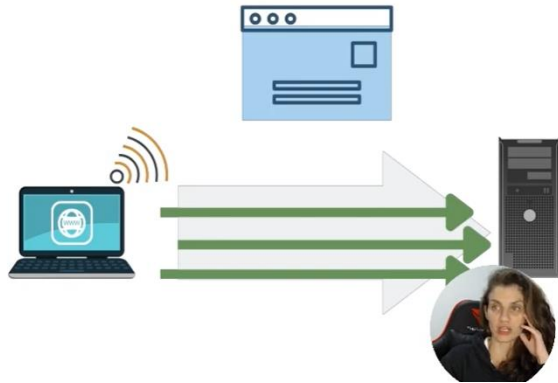


O cliente suporta?



## HTTP 2.0

- Única conexão persistente
- Compressão de header
- Server push
- HTTPS por padrão - TLS
- Negociação no handshake



## HTTP 2.0

CONTRAS

PUSH

- Configuração incorreta

Mixe 1.1 e 2.0

- Lentidão
- Load balancer – HTTP 1.1

