

1. Write a blog on Difference between HTTP1.1 vs HTTP2 (HTTP - Hyper Text Transfer Protocol)

HTTP 1.1	HTTP 2
<p>1 It works on the textual format.</p> <p>2 It compresses data by itself.</p> <p>3 It uses requests resources inlining for use getting multiple passes.</p> <p>4 There is head of the line blocking all the requests behind it until it doesn't get its all resources.</p> <p>5 There is a problem which is creating a persistent connection between server and client.</p> <p>6 There are other problems, such as plain text header being sent that are large, especially when cookies are in use.</p> <p>7 It doesn't offer a way to prioritise requests, which could lead to less critical resources blocking more important ones.</p> <p>8 In the document are likely various assets. things like images, stylesheets(CSS file), and javascript assets (js files).</p> <p>9 These limitations often lead to inefficient use of network resources, as subsequent requests had to wait for the previous request to complete.</p> <p>10 Lack of prioritization.</p>	<p>1 It works on the binary protocol.</p> <p>2 It uses HPACK for data compression.</p> <p>3 It uses PUSH frame by server that collects all multiple pages.</p> <p>4 It allows multiplexing, so one TCP connection is required for multiple requests.</p> <p>5 Using bottleneck layer partition the client and the server problem is resolved.</p> <p>6 It enables client to prioritise, allowing more critical resources to be fetched and rendered first.</p> <p>7 It relies on the same underlying protocol in order to operate : TCP.</p> <p>8 In this it works differently using multiplexing the browser effectively requests the assets together. and then receives in same way.</p> <p>9 Server can proactively push resources to the clients cache before they requested, to reduce latency and improve overall user experience.</p> <p>10 Improved in prioritization.</p>