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| HTTP/1.1 | HTTP/2 |
| Uses a single connection per request-response cycle. | Supports multiplexing, allowing multiple requests and responses in parallel over a single connection. |
| Sends headers with each request and response, leading to overhead. | Uses header compression, reducing the size of headers and resulting in faster transmission. |
| Does not support server push. | Introduces server push, allowing the server to send resources before they're requested. |
| Uses a text-based protocol. | Uses a binary protocol, which is more efficient for computers to process. |
| No built-in flow control mechanisms. | Introduces flow control mechanisms for better data transmission control. |
| Can be used with HTTPS for security. | Works more efficiently with HTTPS, optimized for secure connections. |

**Difference between HTTP1.1 vs HTTP2**  
  
  
  
  
  
**Objects and properties**

A JavaScript object has properties associated with it. A property of an object can be explained as a variable that is attached to the object. Object properties are basically the same as ordinary JavaScript variables, except for the attachment to objects. The properties of an object define the characteristics of the object. You access the properties of an object with a simple dot-notation:

Example:

objectName.propertyName