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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. |