**HTTP1.1 vs HTTP2**

HTTP stands for hypertext transfer protocol, and it is the basis for almost all web applications. HTTP is the method computers and servers use to request and send information. The first usable version of HTTP was created in 1997. Because it went through several stages of development, this first version of HTTP was called HTTP/1.1. This version is still in use on the web. In 2015, a new version of HTTP called HTTP2 was created. HTTP2 uses the weighted prioritization.

**Multiplexing:** HTTP/1.1 loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it. In HTTP2 when a [client](https://www.cloudflare.com/learning/serverless/glossary/client-side-vs-server-side/) makes a request for a webpage, the server sends several streams of data to the client at once, instead of sending one thing after another. This method of data delivery is known as multiplexing. HTTP/2 does this by splitting data into binary-code messages and numbering these messages.

**Server push: In HTTP/1.1 only when the client asks for the content then only the server sends the content. However in the modern webpages this approach is not feasible because of several resources that the client must request.** HTTP/2 solves this problem by allowing a server to "push" content to a client before the client asks for it.  The server also sends a message letting the client know what pushed content to expect

**Header compression:**  To speed up web performance, both HTTP/1.1 and HTTP/2 compress HTTP messages to make them smaller because small files load more quickly than large ones. HTTP2 uses the method called HPACK which eliminates the redundant information in the HTTP header packets due to this few bytes from every packet is eliminated. Due to this the reduction in volume of packets the webpages faster in HTTP2 compared to HTTP/1.1