

# Beyond HTTP/1.1

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# Introduction



**HTTPS**

**HTTP/2**

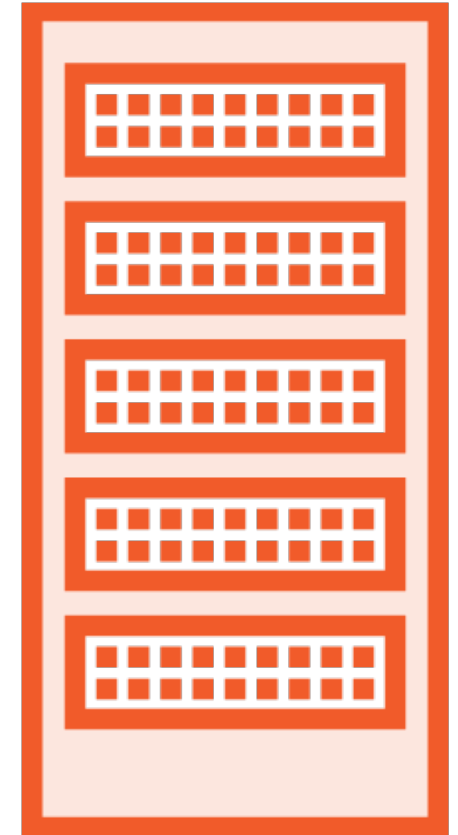
- Server push



# HTTP



```
POST /login HTTP/1.1  
...  
email=test%40gmail.com&  
password=password
```



# HTTPS



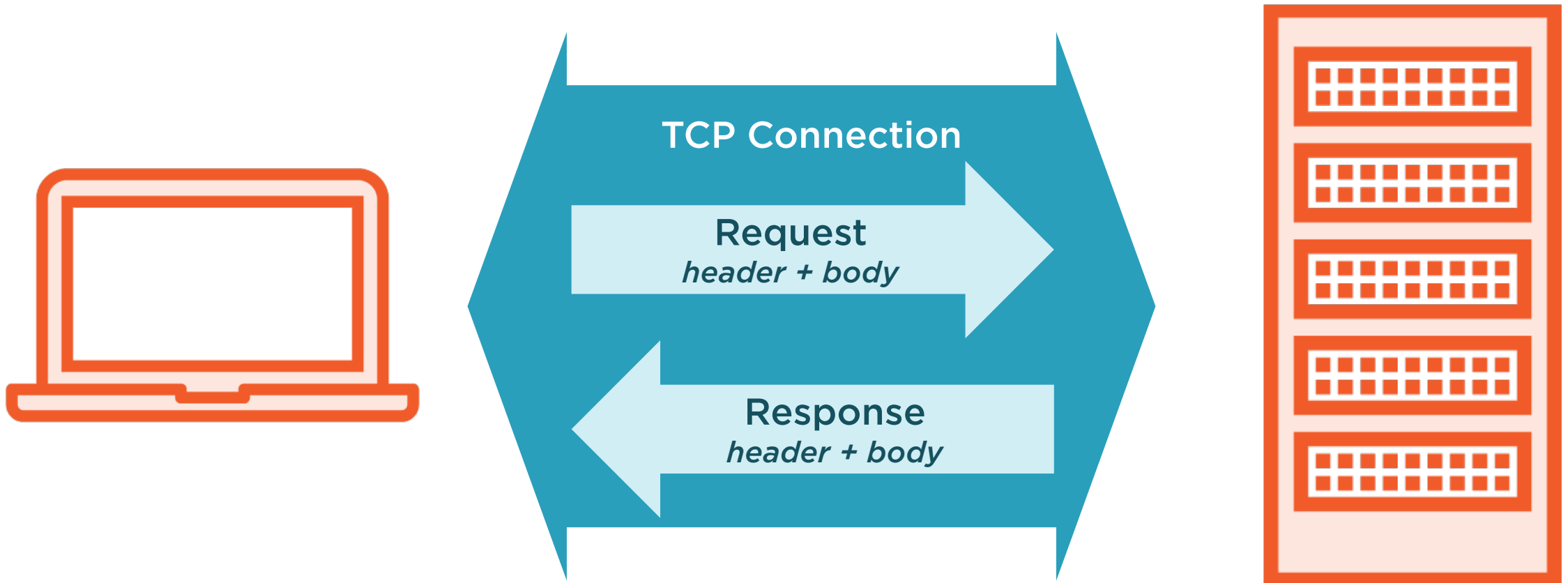
# HTTP Listeners

`http.ListenAndServe`

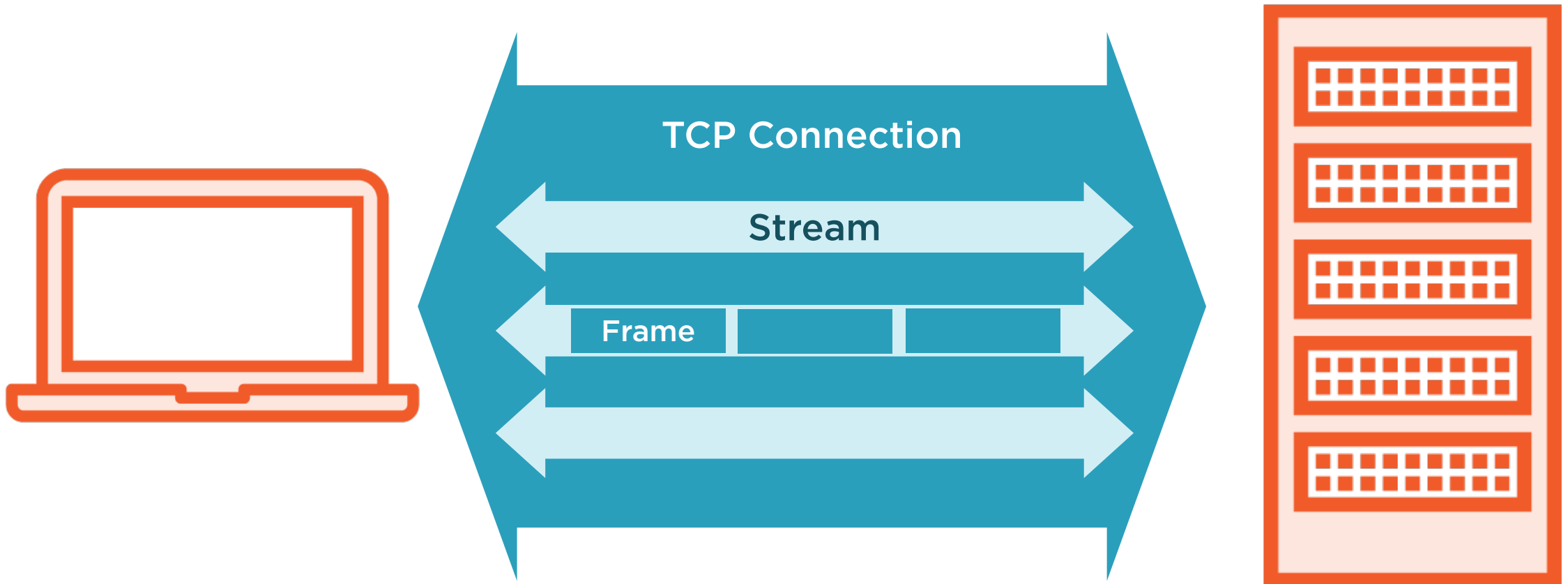
`http.ListenAndServeTLS`



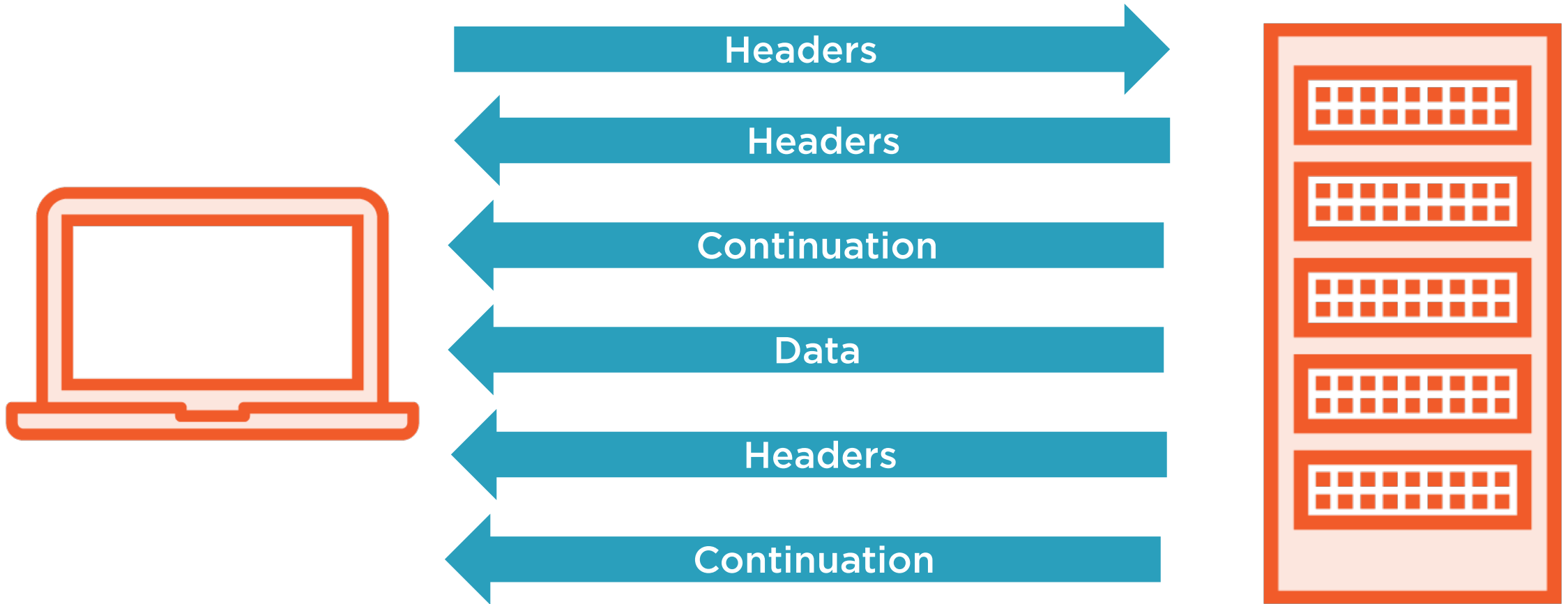
# HTTP/1.1



# HTTP/2



# HTTP/2



Each data type can be optimized!





# HTTP/2

Request multiplexing

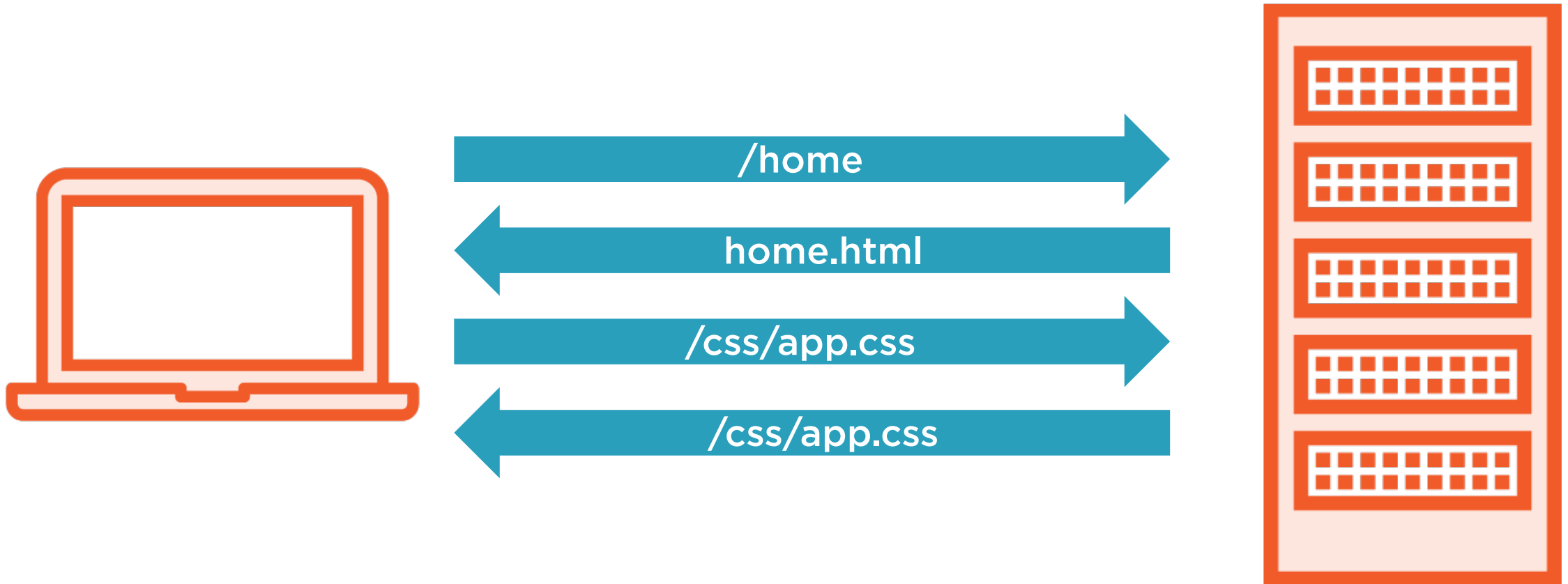
Header compression

Secure by default

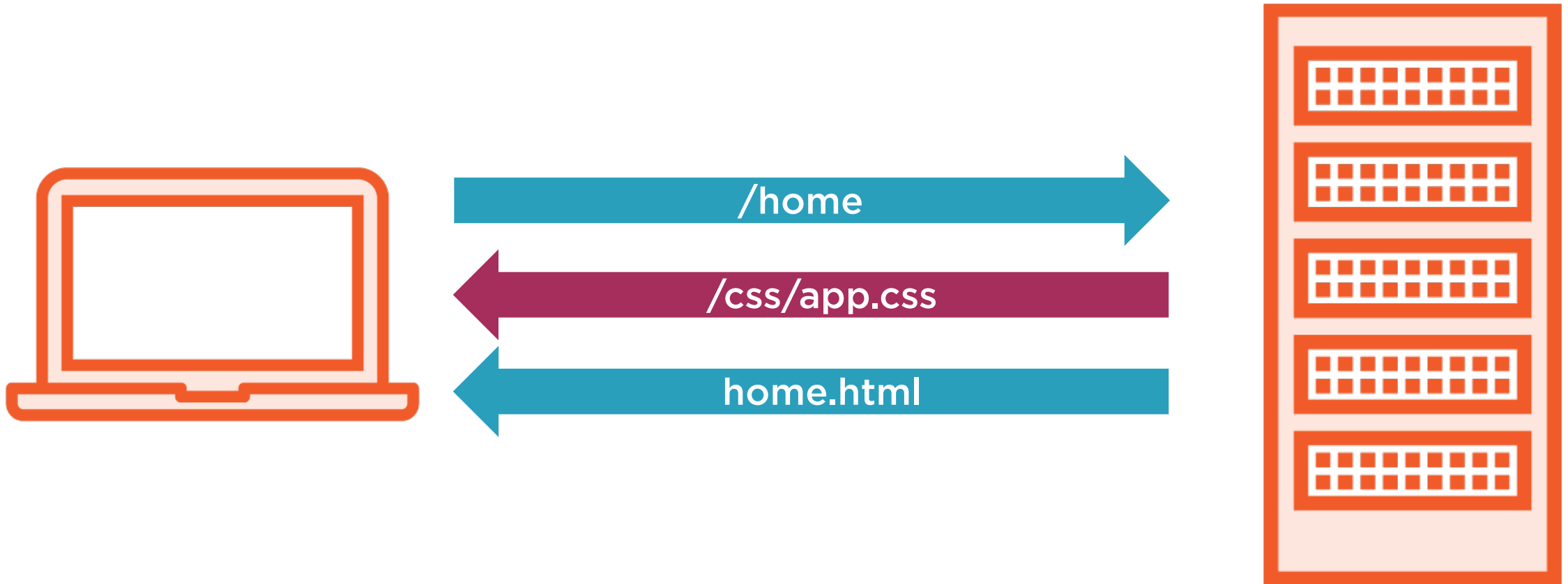
Server push



# HTTP/2 Server Push



# HTTP/2 Server Push



# Summary



**HTTPS**

**HTTP/2**

- Server push

