**Difference Between HTTP 1.1 vs HTTP 2**

**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 contrast, HTTP/2 is able to use a single TCP connection to send multiple streams of data at once so that no one resource blocks any other resource. HTTP/2 does this by splitting data into binary-code messages and numbering these messages so that the client knows which stream each binary message belongs to.

For Example A sends a novel to B using HTTP1.1. In this, A next send chapter only when he received acknowledgement for previous one. This would take long time to complete. But in HTTP 2 sender A send data continuosly but putting Chapter 1 as header so even when some packets get lost B will know and can inform A. This is much faster than HTTP1.1

**Server Push**: A server only serves content to a client device if the client asks for it. However, this approach is not always practical for modern web pages, which often involve several dozen separate resources that the client must request. HTTP2 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 like if A had sent B a Table of Contents of his novel before sending the whole thing.

**Headers Compression:** To speed up web performance, both HTTP/1.1 and HTTP/2 compress HTTP messages to make them smaller. However, HTTP/2 uses a more advanced compression method called HPACK that eliminates redundant information in HTTP header packets. This eliminates a few bytes from every HTTP packet. Given the volume of HTTP packets involved in loading even a single webpage, those bytes add up quickly, resulting in faster loading.