**HTTP**

**Hypertext Transfer Protocol**

**Definition**

* **This is access protocol for World Wide Web {WWW.}**
* **To be used for transferring the data like Text, audio…...**
* **HTTP/1.1 Published in 1997**
* **HTTP/2 Published in 2015**
* **HTTP/2 is the clear winner. Once the first few assets start loading over**

**HTTP/2, the following assets are loaded very quickly.**

* **HTTP/1.1, where the image assets keep loading for a longer time one after another (typical to pipelining in HTTP/1.1) to complete the full image.**

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| **Feature** | **HTTP/1.1** | **HTTP/2** |
| **Multitasking** | Not supported | We can use the Multiple requests using TCP connection. |
| **Header Compression** | Plain text. Redundant header data. | Header compression reduces redundancy and overhead. |
| **Server Push** | Not supported | Supports server push option |
| **Protocol** | Plain text | More efficient with binary type |
| **Head-of-line Blocking** | Yes, it's blocking | Avoid bocking. Parallel request handling. |
| **Resource Prioritization** | No built-in prioritization mechanism. | Allows specifying priority of resources. Supports stream prioritization. |
| **Connection Handling** | Opened multiple TCP connections | Single TCP connection requests. |
| **Browser/Server Support** | Supported, but struggle for modern optimizations. | Increasing support. Modern browsers and servers prioritize HTTP/2. |