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| HTTP1.1 | HTTP2 |
| 1.Lack of prioritization  2.These limitations often lead to  Inefficient use of network resources as subsequent request had to wait for the previous request to complete.  3.It works on the textual format  4.It compresses by itself.  5.In the document are likely various assets things like images,  Stylesheets(CSS file) and javascript assets (js files).  6.It does not offer a way to prioritise request, which could lead to less critical resources blocking more important ones.  7.It uses request resources inlining for use getting multiple  Uses.  8.There is head of the line blocking all the request behind it  Until it does not get its all resources.  9. There are other problem such as plain text header being sent that are large, especially when cookies are in use.  10.There is head of the line blocking all request behind it until it does not get its all resources. | 1.Improved in prioritization  2.server can proactively push resources to the clients cache before they requested to reduce latency and improve over user experience.  3.It works on the binary protocol.  4.It uses HPACK for data compression.  5.In this it works differently using  Multiplexing the browser effectively request the assets together and then  Receives in same way.  6.It relies on the same underlying  Protocol in order to operate : TCP.  7.It uses PUSH frame by server  That collects all multiple pages.  8.It allows multiplexing , so one TCP  Connection is required for multiple request.  9.It enables client to prioritise ,allowing more critical resources to be  Fetched and rendered first.  10.It allows multiplexing , so one TCP  Connection is required for multiple requests. |