HTTP 1.1

* INTRODUCED IN 1997
* HTTP 1.1 Hypertext transfer protocol 1.1
* client sends a request to server from browser in a single Connection and onces the server sends a response to client untill the remaining request has to wait.
* In order to overcome 6 TCP(Transmission Control Protocol) Connection is introduced.
* the client sends the 6 request to server and it is processed and if the 7 request sends to server cant be processed.
* COMMON HTTP/1.1 HACKS:

Domain harding

Images sprites

concatenation/Minification

HTTP 2

* INTRODUCED IN 2015
* HTTP 2 Hypertext transfer protocol 2
* Single secured TCP(Transmission Control Protocol) Connection.
* client sends a request from browser to server in a single secured TCP Connection called Mutltiplxing with assigned a streamid and client receives the response from server to client.
* server push
* secure by default
* PAGE LOAD SPEED
* HPACK Compression
* BINARY PROTOCOL
* Compression(Headers& Data)