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| ***HTTP 1*** | ***HTTP 2*** |
| ~ For better understanding, let’s assume the situation when you make a request to the server for the geeksforgeeks.  ~html page & server responds to you as a resource geeksforgeeks.  html page. before sending the request and the response there is a TCP connection established between client & server.  ~ again you make a request to the server for image img.jpg & the server gives a response as an image img.jpg.  ~the connection was not lost here after the first request because we add a keep-alive header which is the part of the request so there is an open connection between the server & client.  ~ there is a persistent connection which means several requests & responses are merged in a single connection.  ~ These are the drawbacks that lead to the creation of HTTP/2: | HTTP/2 was developed over the SPDY protocol.  HTTP/2 works on the binary framing layer instead of textual that converts all the messages in binary format.  it works on fully multiplexed that is one TCP connection is used for multiple requests.  HTTP/2 uses HPACK which is used to split data from header.  it compresses the header.  The server sends all the other files like CSS & JS without the request of the client using the PUSH frame.  ~ It works on the binary protocol. |