**HTPP1.1 VS HTTP 2**

**HTPP**

HTTP – Hypertext Transfer Protocol

HTTP is the method computers and servers use to request and send information.

For instance, when someone navigates to website on their laptop, their web browser sends an HTTP request to the website servers for the content that appears on the page. Then, website servers send HTTP responses with the text, images, and formatting that the browser displays to the user.

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|  | **HTTP 1.1** | **HTTP 2** |
|  | It was developed in the year 1997 | It was developed in the year 2015. |
|  | It compresses data by itself. | It uses HPACK for data compression. |
|  | A text-based protocol uses plain text to encode and transmit data. | It works on the binary protocol as a series of binary codes encode and transmit data rather than plain text. |
|  | The client sends a request to a server, and the server sends a response back to the client. | A different underlying protocol called Secure Remote Protocol 2 (SRP2) establishes a secure connection between a client and a server. |
|  | A separate connection is established for each request and response, which can add overhead and latency to the communication process. | It allows multiplexing so multiple requests and responses can be sent over a single connection. |
|  | HTTP 1.1 cannot handle buffer overflow vulnerabilities due to the lack of sufficient measures. | HTTP 2 includes measures to prevent buffer overflow vulnerabilities. |
|  | HTTP 1.1 does not include any in-built features, so the performance it delivers is less efficient. | HTTP 2 is designed to be more efficient and performant than HTTP 1.1. This is because HTTP 2 includes several features like multiplexing, binary protocol and header compression. |