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| HTTP/1.1 | HTTP/2 |
| * Employs a plain text format, which is less effective in terms of parsing and transmission but can be understandable by humans. * Because this version only permits one request at a time per connection, it causes "head-of-line blocking," a situation in which new requests must wait for the completion of older ones. * Absence of an internal system for ranking requests could result in performance snags. * Lacks features like header compression, which reduces its security optimization even though it is not intrinsically insecure. * Due to its age, it might not be able to support all of HTTP/2's sophisticated features and optimizations. | * Makes use of a binary protocol to simplify and condense the parsing process. Data transfer is accelerated and made more effective as a result. * Introduces multiplexing, which makes it possible to send several requests and answers simultaneously over a single connection. By doing away with head-of-line blocking, this greatly increases efficiency. * Sets a priority for requests and answers so that the most important resources are provided first. This improves both page loading times and the overall user experience. * Incorporates contemporary security techniques to increase overall security by offering a more effective and secure data transfer framework. * Created with HTTP/1.1 backward compatibility in mind, facilitating a more seamless transition and guaranteeing adherence to current web infrastructure. |