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| **HTTP/1.1** | **HTTP/2** |
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| It works on the textual format. | It works on the binary protocol. |
| There is head of line blocking that blocks all the requests behind it until it doesn’t get its all resources. | It allows multiplexing so one TCP connection is required for multiple requests. |
| It uses requests resource Inlining for use getting multiple pages | It uses PUSH frame by server that collects all multiple pages |
| It compresses data by itself. | It uses HPACK for data compression. |
| [HTTP](https://www.cloudflare.com/learning/ddos/glossary/hypertext-transfer-protocol-http/) stands for hypertext transfer protocol, and it is the basis for almost all web applications. More specifically, HTTP is the method computers and servers use to request and send information. For instance, when someone navigates to cloudflare.com on their laptop, their web browser sends an HTTP request to the Cloudflare servers for the content that appears on the page. Then, Cloudflare servers send HTTP responses with the text, images, and formatting that the browser displays to the user. | HTTP/2 offers a feature called weighted prioritization. This allows developers to decide which page resources will load first, every time. In HTTP/2, when a [client](https://www.cloudflare.com/learning/serverless/glossary/client-side-vs-server-side/) makes a request for a webpage, the server sends several streams of data to the client at once, instead of sending one thing after another. This method of data delivery is known as multiplexing. Developers can assign each of these data streams a different weighted value, and the value tells the client which data stream to render first. |