**Differences between HTTP1.1 vs HTTP2**

1. **Prioritization**

Prioritization affects a webpage's load time. Prioritization is the order in which pieces of content are loaded.

Prioritization affects a webpage's load time. For example, JavaScript files may block the rest of the page from loading if they have to load first.

Also, the order in which these page resources load affects how the user perceives page load time.

In HTTP/2, developers made a control over prioritization. This allows them to maximize perceived and actual page load speed was increased to a higher extent that was not allowed in HTTP/1.1.

HTTP/2 follows weighted prioritization by which developers decide which page resources will load first, every time.

1. **Multiplexing**

In HTTP/2, when a request is made 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.

In HTTP/2, data is sent all at once. They can decide if the text of a webpage loads first, or the CSS files, or the JavaScript, or whatever they feel is most important for the user experience.

 Where as, HTTP/1.1 loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it.

1. **Server push**

Unlike in HTTP/1.1, HTTP/2 allows a server to "push" content to a client before the client asks for it. The server also sends a message letting the client know what pushed content to expect

1. **Header compression**

 Small files load more quickly than large ones. To speed up web performance, both HTTP/1.1 and HTTP/2 compress HTTP messages to make them smaller.

HTTP/2 uses a more advanced compression method called HPACK that eliminates redundant information in HTTP header packets.

This eliminates a few bytes from every HTTP packet. Given the volume of HTTP packets involved in loading even a single webpage, those bytes add up quickly, resulting in faster loading.