**Differences between 1.0 and 1.1**

**Proxy support and the Host field:**

HTTP 1.1 has a required Host header by spec.

HTTP 1.0 does not officially require a Host header, but it doesn't hurt to add one, and many applications (proxies) expect to see the Host header regardless of the protocol version.

**Persistent connections:**

HTTP 1.1 also allows you to have persistent connections which means that you can have more than one request/response on the same HTTP connection.

In HTTP 1.0 you had to open a new connection for each request/response pair. And after each response the connection would be closed. This lead to some big efficiency problems because of TCP Slow Start.

**OPTIONS method:**

HTTP/1.1 introduces the OPTIONS method. An HTTP client can use this method to determine the abilities of the HTTP server. It's mostly used for Cross Origin Resource Sharing in web applications.

**Caching:**

HTTP 1.0 had support for caching via the header: If-Modified-Since.

HTTP 1.1 expands on the caching support a lot by using something called 'entity tag'. If 2 resources are the same, then they will have the same entity tags.

HTTP 1.1 also adds the If-Unmodified-Since, If-Match, If-None-Match conditional headers.

There are also further additions relating to caching like the Cache-Control header.

**How to pass user-data via GET? via POST?**

GET: the transfer of variables occurs in the address bar;

POST: data transfer occurs in the body of the request.

This is their difference.

If the page offers fields for filling, the POST method is used. The HTTP POST method is used to send data to the server too.

<https://uk-ua.facebook.com/r.php> (in moment when you register);

exchange of emails ([www.mail.google.com](http://www.mail.google.com));