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| HTTP 1.1 | HTTP 2.0 |
| * It was introduced in 1997 * Features like cors,keep alive are introduced in this update * It had 1 tcp connection at a time which sends 1 request at a time and waits for response to send another request and later it is expanded to 6 tcp connections * Eventhough it has 6 tcp connections it is still not enough now a days because nowadays websites and webpages are huge and also there is a repetition of header data in each request eventhough it has a same header . * There is a feature here known as keep alive which keep the header file to reuse for the repeated header files but it is comparitively much slower. * More focus on gzip,minifying css/js , caching etc. | * It was introduced in 2015 * Features like Hpack and push are introduced in this update * One secured tcp connection is setup in which http request are transformed in forms of streams. It is mandatory to ‘https’. * It has a new feature named as Hpack which separate header data from request data and it can be zipped and also with the help of hpack we can reuse the header data which is repeated in the upcoming request , which means if preceeding request has header data which is same as next or all request, then hpack enables automatic caching of header data so each request will not carry header data again and again that will make the overall connection setup and overall delivery of data fast in website therefore reduces the http request size. * There is a feature here known as push. pushframes enables us to send mandatory resource in advance along with an http response but should be used with care as this can lead to increase in size of http request |