# Write a blog on difference between **HTTP/1.1** and **HTTP/2**

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| **Feature** | **HTTP/1.1** | **HTTP/2** |
| **Multiplexing** | No multiplexing, one request per connection | Multiplexing allows multiple requests and responses to be sent and received in parallel over a single connection, improving efficiency. |
| **Header Compression** | Headers are sent in plaintext, resulting in redundancy and increased overhead | Headers are compressed using the HPACK algorithm, reducing overhead and improving performance. |
| **Binary Protocol** | No | Yes, HTTP/2 is a binary protocol which allows for more efficient parsing and transmission of data. |
| **Server Push** | Not supported | Allows the server to push resources to the client before they are requested, reducing latency and improving performance. |
| **Prioritization** | Requests are processed in the order they are received | Requests can be prioritized, allowing more important resources to be delivered first, enhancing user experience. |
| **Connection Handling** | Requires multiple connections for parallelism, leading to increased resource consumption | Uses a single connection per origin, reducing the overhead associated with establishing and maintaining multiple connections. |
| **TLS Usage** | Optional, but recommended for security. | Encourages the use of TLS (Transport Layer Security) for enhanced security and privacy. |
| **Compatibility** | Widely supported by most servers and clients | Adoption is growing, but not all servers and clients fully support HTTP/2 yet. |

These are some of the key differences between HTTP/1.1 and HTTP/2, highlighting the improvements in performance, efficiency, and security offered by the latter.