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| SPECIFICATION | HTTP 1.1 | HTTP 2 |
| KEY FEATURES | It supports connection reuse , But every TCP connection there could be multiple requests and responses, and pipelining where the client can request several resources from the server at once. pipelining may hard to implement due to issues such as head-of-line blocking and was not a feasible solution | It uses multiplexing to do that work at the same time.it also have a server push. That allows the server send data that the client will need but has not yet requested |
| CACHING | Expands on the caching support by using additional headers like cache-control, conditional headers like If-Match and by using entity tags | It does not change much in terms of caching. With the server push feature if the client finds the resources are already present in the cache, it can cancel the pushed stream |
| STATUS CODE | Introduces a warning header field to carry additional information about the status of a message. Can define 24 status codes, error reporting is quicker and more efficient | It helps to Underlying semantics of HTTP such as headers, status codes remains the same. |
| WEB TRAFFIC | It provides faster delivery of web pages and reduces web traffic as compared to HTTP/1.0 | It utilizes multiplexing and server push to effectively reduce the page load time by a greater margin along with being less sensitive to network delays |