***HTTP2.0***

1->It allows same TCP connection for multiple parallel requests.

2->It uses header compression to reduce the overhead caused by TCP’s slow-start mechanism.

3->This provides encrypted connections and increasing user and application security.

4->It multiplexes streams within a single TCP connection, and will have to implement flow control in a different manner

5->In this version uses HPACK compression to decrease the average size of the header.

***HTTP/1.1:***

1->In this version connections are not encrypted and application security was less compared to http2.

2->The other problem with HTTP/1.1 is the duplication of data across requests.

3->In this version image assets keep loading for a longer time one after another to complete the full image.

4->It relies on the transport layer to avoid buffer overflow, each new TCP connection requires a separate flow control mechanism.

5->It uses formats like gzip to compress the data transferred in the messages.