Difference between HTTP1.1 vs HTTP 2

HTTP/1.1 has been around for more than a decade. With Google’s SPDY leading the way in 2015, the IETF (Internet Engineering Task Force) gave us HTTP/2, which introduces several features to reduce page load times.

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| PARAMETERS | HTTP 1.1 | HTTP 2 |
| MULTIPLEXING | HTTP/1.1 loads resources one after the other, so if one resource cannot be loaded, it blocks all the other resources behind it. | HTTP/2 is able to use a single TCP connection to send multiple streams of data at once so that no one resource blocks any other resource. |
| SERVER PUSH | Typically, a server only serves content to a client device if the client asks for it. However, this approach is not always practical for modern webpages, which often involve several dozen separate resources that the client must request. | HTTP/2 solves this problem by allowing a server to "push" content to a client before the client asks for it. The server also sends a message letting the client know what pushed content to expect |
| HEADER COMPRESSION: | Small files load more quickly than large ones. To speed up web performance. | However, HTTP/2 uses a more advanced compression method called HPACK that eliminates redundant information in HTTP header packets. |
| PRIORITIZATION: | For Example, Alice sends a letter to Bob and asks Bob to send her his novel. He mails one chapter at a time, and he only mails the next chapter after receiving a reply letter from Alice confirming that she received the previous chapter. Using this method of content delivery, it takes Alice many weeks to read Bob's novel. | In this case, he sends each chapter of the novel separately (to stay within the postal service's size limits) but all at the same time. He also numbers each chapter: Chapter 1, Chapter 2, etc. Now, Alice receives the novel all at once and can assemble it in the correct order on her own time.  In HTTP/2, data is sent all at once, much like Bob when he sends Alice multiple chapters at once. And just like Bob, developers get to number the chapters in HTTP/2. They can decide if the text of a webpage loads first, or the CSS files, or the JavaScript. |
| BINARY PROTOCOL: | HTTP1.x used to process text commands to complete request-response cycles. | HTTP/2 will use binary commands (in 1s and 0s) to execute the same tasks.  Browsers using HTTP/2 implementation will convert the same text commands into binary before transmitting it over the network. |

Differences between GET and POST

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| GET | POST |
| * It is used for Retrieval of documents | * It is used for updation of data |
| * Capable of being bookmarked. | * Cannot be bookmarked. |
| * Parameters are placed inside URI | * Parameters are placed inside body |
| * Method data can be cached. | * Does not cache the data. |
| * Size of variables is up to 2000 characters. | * Size of Variables is up to 8 Mb |
| * Can be seen by anyone. | * Doesn't display variables in URL. |