

# HTTP/1.1

Since 1997

- No Multiplexing
- ASCII Encoding
- No server push



Client

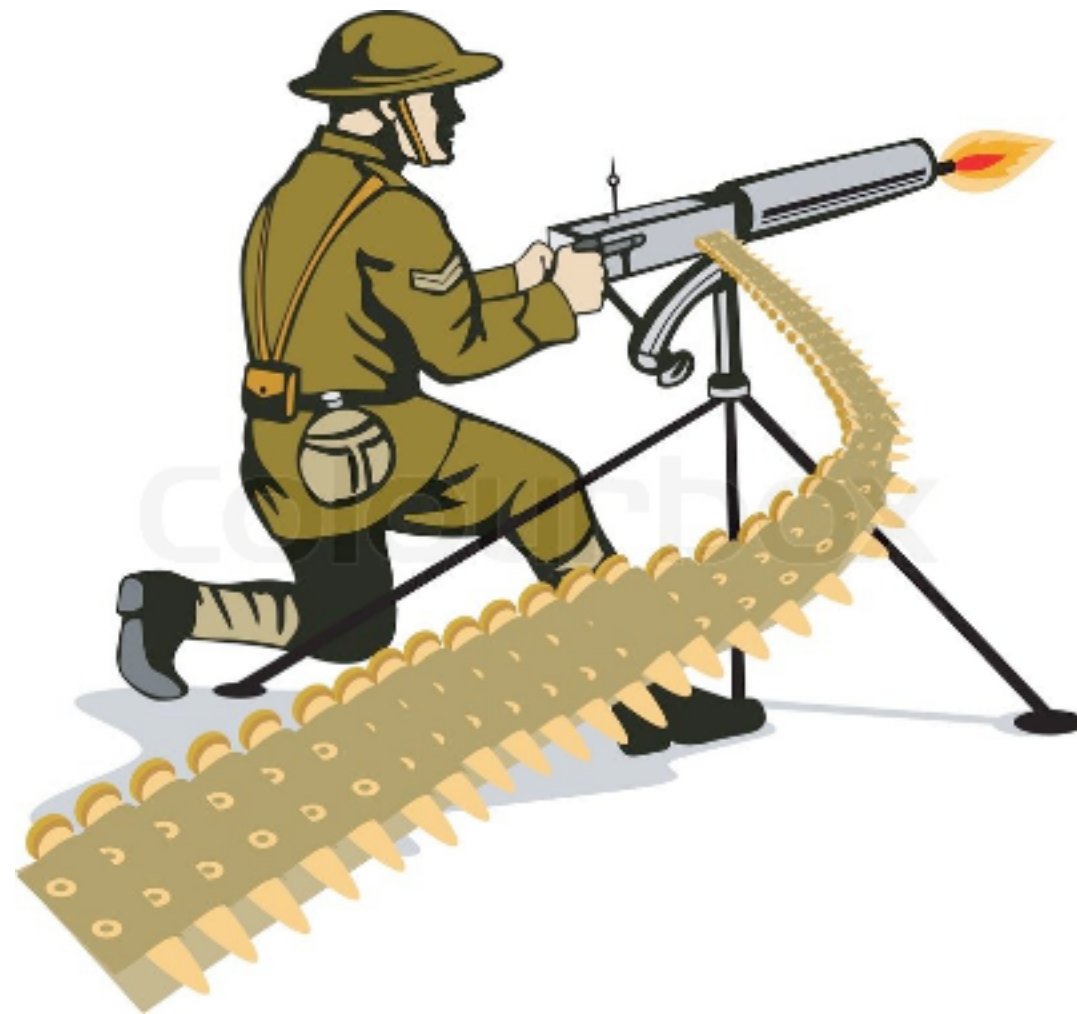


Server

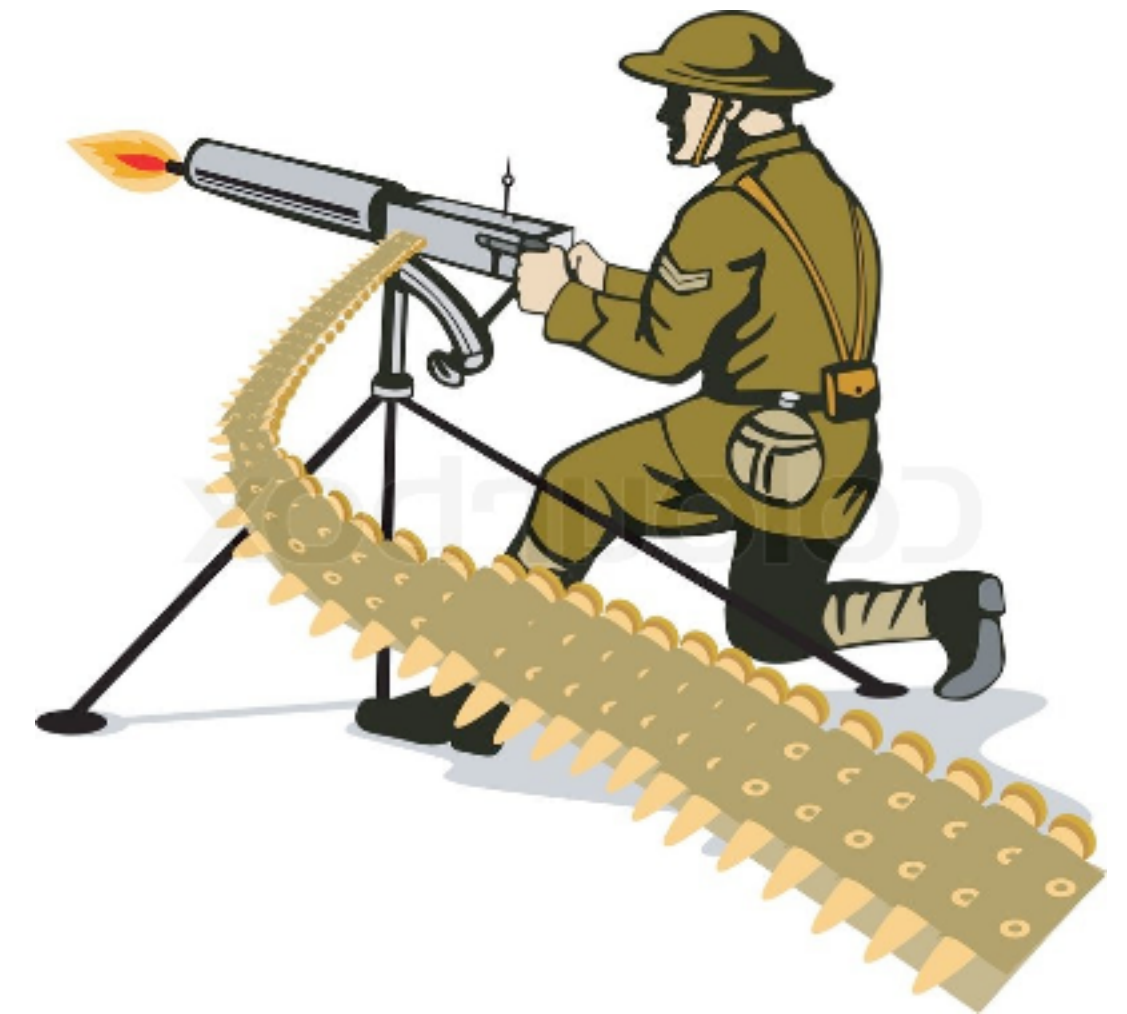
# HTTP/2

Since 2015

- Multiplexing
- Binary Encoding
- Multiple response for request
- Flow control



**Client**



**Server**