**DIFFERENCE BETWEEN HTTP 1.1 VS HTTP 2**

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| **HTTP 1.1** | **HTTP 2** |
| * **Head of line Blocking:** It uses a single TCP connection for each request, which means that multiple requests have to wait in line, if one of the requests encounters a delay or is slow to complete, it can block subsequent requests from being processed especially for websites with many resources. | * **Multiplexing:** HTTP 2 addresses head-of-line blocking by supporting multiplexing, allowing multiple requests and responses to be sent and received on the same connection simultaneously. This helps reduce the impact of delays in individual requests and improves overall performance and efficiency. |
| * **Redundant Request Header:** Each request and response includes headers that describe the data being sent. These headers are often redundant consuming significant bandwidth, especially for small requests and responses. | * **Compressed Header:** HTTP headers are compressed using its own compression format called HPACK, reducing overhead and improving performance, particularly for small payloads and frequent requests. |
| * **Push:** The server can't proactively send resources to the client before they are requested, so the client has to make additional requests for each resource it needs. | * **Push:** It supports server push, allowing the server to send additional resources to the client without waiting for explicit requests. |
| * **Plaintext:** It uses plaintext for communication between the client and server, which is human-readable but less efficient for machines to parse. | * **Binary:** It uses a binary protocol, which is more efficient for computers to process but not human-readable. |