|  |  |  |
| --- | --- | --- |
|  | *HTTP/1.1* | *HTTP/2* |
| 1. WORKING | Works on textual format | Works on the binary protocol |
| 1. MULTIPLEXING | Loads resources one after the other, if resources cannot load it blocks all other resources behind**.** | Sends multiple of streams at a time, and no resources are blocked. |
| 1. SERVER PUSH | If client asks , only then the sever serves the content | The server pushes the content before client asks. Also server asks for what content to be pushed to client. |
| 1. HEADER COMPRESSION | Compresses the files smaller to speed up web performance | Compresses the files to smaller.  Uses advanced compression method called HPACK that eliminates redundant files. |
| 1. PRIORITIZATION | Gives lesser importance on prioritization. i.e On which file should load first | Weighted prioritization is used, which allows developers on which file should load first.  This improves the file loading speed. |

**DIFFERENCE BETWEEN HTTP/1.1 AND HTTP/2**