**Difference between https1 and https2**

**HTTP/1.1**

* HTTP protocol was developed in 1989 as the common language that enables client and server machines’ interaction. Process steps are as enlisted:
* The client (browser) has to send a request to the server using the method (GET/POST).
* Server responds with the demanded resource, for example – image, alongside the status of what it did to the client’s request.
* Keep in mind that this is not a one-time process. Such requests and responses needs to be transferred between both these machines until the client receives all the resources, essential to load a web page on the end-user’s (your) screen.
* This request-response exchange can be regarded as an IP stack being handled by transfer layer and networking layers before finally reaching to the application layer. Now, let’s see how HTTP/2 handles the same scenario.

**HTTP/2**

* HTTP/2 was released at Google as the significant improvement of its predecessor.
* It was initially modeled after the SPDY protocol and went through significant changes to include features like multiplexing, header compression, and stream prioritization to minimize page load latency.
* After its release, Google announced that it would not provide support for SPDY in favor of HTTP/2.
* The major feature that differentiates HTTP/2 from HTTP/1.1 is the binary framing layer.
* Unlike HTTP/1.1, HTTP/2 uses a binary framing layer. This layer encapsulates messages – converted to its binary equivalent – while making sure that its HTTP semantics (method details, header information, etc.) remain untamed. This feature of HTTP/2 enables gRPC to use lesser resources.