

## HTTP1.1

1. Hypertext Transfer Protocol (HTTP) is an application protocol that is, currently, the foundation of data communication for the World Wide Web.
2. HTTP is based on the Client/Server model. Client/Server model can be explained as two computers, Client (receiver of service) and Server (provider of service) that are communicating via requests and responses.
3. A simple and abstract example would be a restaurant guest and a waiter.
4. The guest (Client) asks (sends request) waiter (Server) for a meal, then the waiter gets the meal from the restaurant chef (your application logic) and brings the meal to the guest.
5. There are many more interesting HTTP concepts and utilities to discuss, but the star of this post is (not enough) famous HTTP/2.

## HTTP2

1. In 2015, Internet Engineering Task Force (IETF) release HTTP/2, the second major version of the most useful internet protocol, HTTP. It was derived from the earlier experimental SPDY protocol.
2. Protocol negotiation mechanism — protocol electing, eg. HTTP/1.1, HTTP/2 or other.
3. High-level compatibility with HTTP/1.1 — methods, status codes, URIs and header fields.
4. Page load speed improvements through:
5. Compression of request headers.
6. Binary protocol.
7. HTTP/2 Server Push.
8. Request multiplexing over a single TCP connection.
9. Request pipelining.
10. HOL blocking (Head-of-line) — Pipeline blocking.