1. **Write a blog on Difference between HTTP1.1 vs HTTP2**

Point	HTTP/1.1	HTTP/2
1. Multiplexing	One request at a time per connection	Multiple requests can be sent in parallel over a single connection, improving efficiency.
2. Header Compression	Headers are sent in plain text, leading to larger overhead.	Implements header compression, reducing the size of headers and improving performance
3. Binary Framing	Data is transmitted in plain text.	Adopts binary framing, which is more efficient for data transfer.
4. Server Push	Does not support server push.	Introduces server push, allowing servers to push resources to the client without a request.
5. Prioritization	Lacks prioritization of requests.	Allows prioritization of resources, ensuring critical elements are loaded faster.
6. Connection Reuse	Requires multiple connections for parallelism.	Facilitates connection reuse, reducing latency by using a single connection for multiple requests.
7. Stream Dependency	Does not support stream dependencies.	Allows expressing dependencies between different resources, optimizing loading sequences.
8. Round-Trip Reduction	Inefficient handling of round-trip requests.	Reduces the number of round-trip requests, improving overall responsiveness.
9. Backward Compatibility	Not designed with backward compatibility in mind.	Designed for backward compatibility, ensuring smooth integration with existing systems.
10. Resource Optimization Practices	Developers often use techniques like file concatenation.	Encourages a revaluation of resource optimization practices due to improved handling of multiplexing and reduced latency.

Conclusion: The transition from HTTP/1.1 to HTTP/2 represents a significant leap in optimizing web communication. With features like multiplexing, header compression, and server push, HTTP/2 offers a more efficient and responsive framework for handling resources.