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| HTTP 1:1   * **HTTP/1.1**, developed by Timothy Berners-Lee, has been the workhorse for web communication since 1997 * However, in 2015, a reimagined version called **HTTP/2** emerged, aiming to enhance efficiency, especially for mobile platforms and resource-intensive content like graphics and videos. * Servers respond by sending resources (such as HTML pages) back to the client. * The exchange of requests and responses happens over a single application layer, sitting atop the transfer layer (usually using **TCP**) and networking layers (using **IP**). * Resources are fetched incrementally, with multiple back-and-forth interactions between client and server * it went through several stages of development, this first version of HTTP was called HTTP/1.1 | **HTTP 2**   * HTTP/2 uses a **binary format** for requests and responses. Instead of plain text, it relies on combinations of **0s and 1s**. * HTTP/2 can send **multiple requests in parallel** over a single TCP connection. This feature significantly improves performance, especially for complex web applications. * HTTP/2 prioritizes content during the loading process, ensuring that critical resources are delivered first. * HTTP/2 maintains the same semantics as HTTP/1.1 (methods, headers, verbs), but encodes them into binary frames. * HTTP/2 is faster, more efficient, and better suited for today’s web landscape. * HTTP/2 can send **multiple requests in parallel** over a single TCP connection. This feature significantly improves performance, especially for complex web applications. * HTTP/2 prioritizes content during the loading process, ensuring that critical resources are delivered first. |