HTTP1.1 VS HTTP 2.0

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| **HTTP 1.1** | **HTTP 2.0** |
| **1.HEAD OF LINE BLOCKING:**   * TCP connection is been blocked by the proceeding request until the server response to it, till then the following request has to wait * Loads a single request for every TCP connection. This can lead to network delays. | **NO MORE HEAD OF LINE BLOCKING**   * Introduces **multiplexing**, allowing multiple requests and responses to be sent over a single TCP connection simultaneously. This reduces latency. |
| **2.REDUNDANCY IN REQUEST HEADER**   * Since the http request is stateless, we are forced to send the same static header again and again * Resources are fetched incrementally, with multiple back-and-forth exchanges between the server and client. | * Adds **header compression**, which reduces the overhead of sending r header information with each request and response. * It allows to compress the http header by using **HPACK** * It Includes a **server push function**, enabling the server to proactively send additional resources (such as stylesheets, scripts, or images) to the client before they are explicitly requested |
| 3. Keeps all requests and responses in plain text format. | 3.It uses binary framing layer to encapsulate messages in binary format |

NOTE :

**HTTP 2.0** is faster, more reliable, and better suited for today’s web applications, especially those with rich media content