***DIFFERENCE BETWEEN HTTP/2 AND HTTP/1.1***

HTTP stands for hypertext transfer protocol & it is used in client-server communication.

By using HTTP user sends the request to the server & the server sends the response to the user.

[**HTTP/1.1**](https://www.digitalocean.com/community/tutorials/http-1-1-vs-http-2-what-s-the-difference#http-1-1) **:**

Developed by Timothy Berners-Lee in 1989 as a communication standard for the World Wide Web, HTTP is a top-level application protocol that exchanges information between a client computer and a local or remote web server.

### [**HTTP/2**](https://www.digitalocean.com/community/tutorials/http-1-1-vs-http-2-what-s-the-difference#http-2) **:**

HTTP/2 began as the SPDY protocol, developed primarily at Google with the intention of reducing web page load latency by using techniques such as compression, multiplexing, and prioritization.

This protocol served as a template for HTTP/2 when the Hypertext Transfer Protocol working group httpbis of the [IETF (Internet Engineering Task Force)](https://www.ietf.org/) put the standard together, culminating in the publication of HTTP/2 in May 2015.

|  |  |
| --- | --- |
| **HTTP/1.1** | **HTTP/2** |
| * It works on the textual format. | * It works on the binary protocol |
| * There is head of line blocking that blocks all the requests behind it until it doesn’t get its all resources. | * It allows multiplexing so one TCP connection is required for multiple requests. |
| * It uses requests resource Inlining for use getting multiple pages | * It uses PUSH frame by server that collects all multiple pages |
| * It compresses data by itself. | * It uses HPACK for data compression. |

## [**CONCLUSION**](https://www.digitalocean.com/community/tutorials/http-1-1-vs-http-2-what-s-the-difference#conclusion) **:**

As you can see from this analysis, HTTP/2 differs from HTTP/1.1 in many ways, with some features providing greater levels of control that can be used to better optimize web application performance and other features simply improving upon the previous protocol.

Using HPACK and other compression methods, HTTP/2 provides one more feature that can reduce client-server latency.

you can consider how such factors as multiplexing, stream prioritization, flow control, server push, and compression in HTTP/2 will affect the changing landscape of web development.