Example of HTTP 1.0 and 1.1 round trips - Take 2

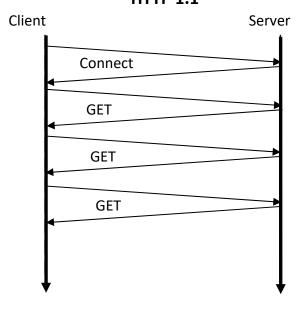
Object to be transferred:

```
<html><body>
Hello World!
<img src="mypic1.jpg">
<img src="mypic2.jpg">
</body></html>
```

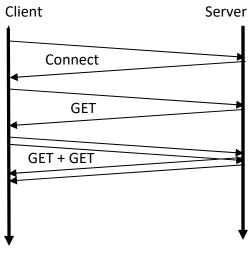
HTTP 1.0

Connect GET Connect GET Connect GET

HTTP 1.1



HTTP 1.1 w/ pipelining



The first GET in all cases is for the HTML file. The subsequent two GETs (initiated automatically by the browser) are for the two embedded images hosted on the same server as the HTML file.

The second and third GETs are issued sequentially without waiting for a response from the first GET. Saving one RTT in this case. Not many browsers actually implement this.

Browsers can also do parallel GETs using multiple, parallel TCP