P1

1. F
2. T (same server)
3. F
4. F
5. F

P4

1. gaia.cs.umass.edu
2. HTTP/1.1
3. Yes
4. IP is not included
5. One with the User-Agent: “Mozilla/5.0 ( Windows;U; Windows NT 5.1; en-US; rv:1.7.2) Gecko/20040804 Netscape/7.2 . You want to know browser because each browser supports different code/versions of code.

P10

### Would parallel downloads via parallel instances of

### non-persistent HTTP make sense in this case? Now consider persistent HTTP. Do you expect

### significant gains over the non-persistent case? Justify and explain your answer.

Parallel would be 15 bits/sec because it’s 150 / 10 different ways.

dprop = 200/150 + 200/150 + 200/150 + 100000/150 + 200/15 + 200/15 +200/15 +100000/15

= 7377+8\*dprop

While persistent would be:

dprop = 200/150+ dprop + 200/150+ dprop + 200/150 + dprop + 100,000/150 + dprop + 10\*(200/150+ dprop + 100,000/150+ dprop

= 7351+24\* dprop

Persistent is technically more efficient here, however it is such a minute difference that both would be similar and other concerns such as hardware delay and transmission delay would be factors you would need to look into.