

Hackathon Experiences

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- Six persons working on DoH
- We have five public DoH servers (three “production”), all using different code bases
- Four (available) server software (Python, Lua...)
- Four client software (Python, C, JavaScript...)
- Two libraries

[https://github.com/IETF-Hackathon/
ietf101-project-presentations/tree/master/DoH](https://github.com/IETF-Hackathon/ietf101-project-presentations/tree/master/DoH)

Results

- Everyone happily talks to each other
- No surprise: DoH is a no-brainer
- Some things are not fully specified

- GET, POST and HEAD (risk for interoperability)
- Only one server returns Expires: Should it? (“Caching model” thread in october 2017)