Web Research

The World Wide Web Consortium creates standards for the Web.
Visit its site at http://www.w3c.org and then answer the following questions:

1. How did the W3C get started?
The creator of the World Wide Web, Tim Berners-Lee, founded the World Wide Web Consortium, known as W3C, to ensure the long-term development of the web and web standards, making it more accessible on all platforms. He is now a part of the board of directors

2. Who can join the W3C? What does it cost to join?
W3C memberships are available for businesses seeking to utilize the tools offered to enhance the accessibility and standardization of their websites, ultimately increasing profits. The cost to join the W3C varies depending on the location, but you can check the website here https://www.w3.org/Consortium/fees In the United States, a for-profit large business may pay as much as $77,000 USD, while non-profits with 10 or fewer employees will pay $2,250.

3. The W3C home page lists a number of technologies. Choose one that interests you, click on its link, and read the associated pages. List three facts or issues you discover.
Topic: Automotive and Transportation
Aside from computers and mobile devices most electric cars have internet connectivity features along with displays.

1. The W3C is actively developing web standards for automotive applications.

2. Web technologies are important for reshaping the automotive sector, including connected vehicles and digital marketplaces.

3. There are 18 W3C member organizations are actively involved in developing web solutions for automotive and transportation challenges.

The Internet Society takes an active leadership role in issues related to the Internet. Visit its site at http://www.isoc.org and then answer the following questions:

1. *Why was the Internet Society created?*
To give everyone access to the internet regardless of their geographical location or wealth status and to advocate for a trusted and open free internet

2. Determine which local chapter is closest to you. Visit its website.
List the website's URL and an activity or service that the chapter provides.
https://www.sfbayisoc.org/
In the blog section for US San Francisco Bay Area Chapter these is an article about Chioma Ezedi Chukwu who is using arduino and other open source hardware kits to teach computer science in rural nigeria
https://www.sfbayisoc.org/2020/06/22/how-im-using-arduino-and-other-open-standards-hardware-hacking-kits-to-teach-computer-science-in-rural-nigeria/

3. How can you join the Internet Society? What does it cost to join?
Would you recommend that a beginning Web developer join the
Internet Society? Why or why not?

In order for me to view the US San Francisco Bay Area Chapter i had to create an account it then shows a listing

There is no member ship fee listed it may be different for other locations. Joining the Internet society offers valuable networking opportunities and a platform to engage with internet technology professionals. Therefore if an individual wishes to join the internet society and wants to invest in a professional career joining is a valid idea.

HTTP/2 is the first major update to HTTP, which was first developed in the late 1990s. As websites have become more image and media

intensive, the number of requests needed to display a web page and its related files have increased. A major benefit of HTTP/2 will be quicker loading of web pages.

HTTP/2 Resources:
https://readwrite.com/http-update-http2-what-you-need-to-know/

https://http2.github.io

http://www.engadget.com/2015/02/24/what-you-need-to-know-About-http-2

https://tools.ietf.org/html/rfc7540

Use the resources listed above as a starting point as you research

HTTP/2 and answer the following questions.

1. Who developed HTTP/2?
HTTP/2 was developed collaboratively by individuals from various organizations, including Mike Belshe from BitGo, Roberto Peon from Google, and Martin Thomson from Mozilla. These individuals were among the contributors to the development of the HTTP/2 protocol.

2. When was the HTTP/2 proposed standard published?
The HTTP/2 proposed standard was published in May 2015

3. Describe three methods used by HTTP/2 intended to decrease
1. HTTP/2 introduces header field compression, which reduces the size of HTTP header fields exchanged between the client and server.

2. multiple requests and responses can be interleaved within a single TCP connection, eliminating the need for multiple connections for parallel downloads

3. enables servers to push resources (such as images, scripts, or stylesheets) to the client without waiting for a corresponding request.