1. 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?

It was created in 1994 by Tim Berners-Lee, the inventor of the World Wide Web.

2. Who can join the W3C? What does it cost to join?

Many types of organization can become members of the W3C as well as individuals. The fee range for memberships starting 2020-07-01 is 2,250-77,000USD.

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.

The Media and Entertainment Interest Group (https://www.w3.org/tv/) has:

1. Contributed to enabling adaptive streaming for HTML5 video, resulting in the Media Source Extensions standard.
2. Improved captions support on the Web using TTML specification and profiles.
3. Contributed to enabling the delivery of protected content on the web, resulting in the Encrypted Media Extensions (EME) specification.

2. 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?

It was created in 1992 to provide an institutional home and financial support for the 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.

The San Francisco Bay Area ISOC chapter (https://www.sfbayisoc.org/) back in 2018 performed a project in which they researched mobile broadband access on farms in Yolo County, CA.

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?

You can join the ISOC through an application form on their website. The SF Bay Area chapter has no fee for membership. I do not think most beginner web developers would benefit from joining because the ISOC seems to focus on issues at the global scale, something a beginning developer is not likely to be concerned with yet.

3. 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:

- http://readwrite.com/2015/02/18/http-update-http2-what-you-needto-know
- https://http2.github.io
- http://www.engadget.com/2015/02/24/what-you-need-to-knowabout-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?

The IETF HTTP Working Group

2. When was the HTTP/2 proposed standard published?

February 2015

3. Describe three methods used by HTTP/2 intended to decrease latency and provide for quicker loading of web pages in browsers.

1. Creates one constant connection instead of a new connection for every new piece of information.

2. Transfers data in binary instead of text.

3. Multiplexing, sending and receiving multiple messages at once.