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P1: a.) False
b) True
c.) False
d.) False
e.) False

P4: a.) http://gaia.cs.umass.edu/cs453/index.html

b.) version 1.1
c.) Keep-alive means persistant.
d.) There is no IP in the GET message
e.) Mozilla 5.0. It is needed to send different types of some message to different browsers.

P5: a.) The server did locate successfully. It was found at Tuesday 07 March 2008 12:39:45 GMT.
b.) Saturday 10 Dec 2005 18:27:46 GMT
c.) 3874 bytes returned
d.) <!doc. Keep alive means persisent connection.

P9: a.) transmit time = $4/R$
Average time = Avg size / R = 0.0567 s
Access delay = (.0567) / (1 - .907) = 0.6 s
Average response = 3 + 0.6 = 3.6 s

40% b.) Access delay = (.0567) / (1 - (.4)(.907)) = 0.089 s
Average response = 3 + 0.089 = 3.089 s
=> (.6)(0) + (.4)(3.089) = 1.24 s

P14: SMTP uses line containing one period
HTTP uses "Content-Length header field"
No since one period could be binary data for HTTP. and SMTP uses 7-bit Ascii

P17: a.) C: dele 1
C: retr 2
S: (blah blah ...
S: ..... blah)
S: .
C: dele 2
C: quit
S: +OK POP3 sign off

P17: b.) C: retr 2
S: blah blah ...
S: ..... blah)
S: .
C: quit
S: +OK POP3 sign off

P21: Yes we can use dig to query the Web site on local DNS server. Dig returns query time for site and will show when it was last accessed

P26: a.) Yes, as long as there are enough peers in swarm. Bob can recieve data through other peers.

b.) Yes, he can run a client on each host, and let them free-ride. then combine chunks into single file.

P27: Peer 3 asks its successor for the identifier of its immediate successor (peer 8). Peer 3 will then make Peer 8 its second successor.

Peer 3 → Peer 4 → Peer 8

P28: Peer 6 asks 15 who its predecessor and successor will be, then 15 searches until it finds peer 5 who sees peer 6 will be the new predecessor and that its current successor peer 8 will become peer 6 successor. Then peer 6 can join and be set peer 5 → peer 6 → peer 8

P30: Yes, randomly assigning keys to peers does not consider network, this will likely cause mismatches.
Mismatches could cause search performance to degrade. This is because a short logical path may contain physical mismatch which makes longer physical path.