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a. How did the w3c get started?

In 1994 Tim Berners-Lee founded W3C at MIT with help from European Council for Nuclear research (CERN) due to rapid development of the WWW through many companies investing heavily in Web technologies.

b. Who can join the w3c?

Any profit or non-profit organization, which would include government and commercial

c. What does it cost to join?

"W3C fees vary depending on the annual revenues, type, and location of headquarters of an organization...a small company in India would pay 1,905 USD annually, a non-profit in the United States would pay 7,900 USD, and a large company in France would pay 59,500 EUR."

- a. CSS is a language for styling structured documents such as HTML
- b. CSS working group published a first working draft
- c. CSS allows you to make specifications such as the zoom and orientation of the block

Why was the ISOC created?

Vint Cerf and Bob Kahn had two reasons why they wanted to create ISOC.

The first being they wanted to maintain the amount of information about the internet

Secondly, they wanted to let people know growth worldwide and to educate people about the internet

2. [ISOC Bay Area – Internet Society \(sfbayisoc.org\)](http://sfbayisoc.org)
3. They provide a place where members can interact on important internet related issues such as data protection, privacy, security, internet technologies and standards

There are two different levels of member ship one being an organization and the other being individual. You fill out an application and pay a \$10 fee for students.

Yes because as a member I can have input into improving the Internet for the good of all people who are using it. Such as improving Internet technologies. And a member would be up to date on the latest news on Internet Technologies.

- a. HTTP/2 was the HTTP Working Group of the Internet Engineering Task Force (IETF).
- b. It was published February 17<sup>th</sup>, 2015.
- c. 1. field compression 2. allows multiple concurrent exchanges on the same representations from servers to clients. 3. It also introduces unsolicited push of representations from servers to clients.