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Web Research

- 1a. How did the W3C get started?
    - The World Wide Web Consortium (W3C) was founded in 1994 by Tim Berners-Lee. The organization was created to develop common standards for the web and to ensure its long-term growth and interoperability.
- 1b. Who can join the W3C? What does it cost to join?
    - W3C offers tiered membership such that no matter if a business, non-profit, or government agency wants to, they can join the W3C as a member.
    - The W3C offers a number of tiers based on the Income level of the country of origin of an organization as well as the type of organization
- 1c. The W3C home page lists a number of technologies.
    - Web Payments at W3C
    - Data Activity at W3C
    - WebRTC
- 2a. Why was the Internet Society created?
    - The Internet Society (ISOC) was created to promote the development and evolution of the Internet as a global resource.
- 2b. Determine which local chapter is closest to you.
    - The Bay Area Chapter
    - https://www.sfbayisoc.org/
- 2c. 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?
    - Visiting its website.
    - $10 to $150 per year, depending on the member's country of residence and level of membership.
    - Joining the ISOC is not necessary for web developers, especially those who are just starting out. Membership fees can be a barrier for some, and networking ultimately is something that you only get out as much as you put in.
- 3a. Who developed HTTP/2?
    - Internet Engineering Task Force (IETF)
- 3b. When was the HTTP/2 proposed standard published?
    - 2/17/2015
- 3c. Describe three methods used by HTTP/2 intended to decrease latency and provide for quicker loading of web pages in browsers.
    - Multiplexing: HTTP/2 allows multiple requests and responses to be sent over a single connection, which means that multiple resources can be loaded in parallel without waiting for one request to finish before another can begin. This reduces the number of round trips required to load a page and can significantly decrease latency.
    - Server push: HTTP/2 allows servers to push resources to the client without the client explicitly requesting them. This means that the server can anticipate which resources the client will need next and proactively send them, reducing the need for the client to make additional requests and decreasing latency.
    - Binary framing layer: HTTP/2 uses a binary framing layer to encapsulate HTTP messages, which allows for more efficient processing and reduces overhead. This makes it easier for servers and clients to process HTTP messages quickly and reduces the time required to load web pages.