28. Well, this one was interesting… At first I thought maybe the browser was dumb and still made a DNS query so I watched it with WireShark but it does not make a query.  I think given the fact that basically the browser just does a DNS query for a hostname and is returned an IP and substitutes that hostname for an IP behind the scenes it must have enough logic to know what is a valid IP. The other thing that leads me to believe that is when I watch Firefox in an http monitor it looks like it simply jumps beyond the step of the DNS query but everything else is the same. I thought maybe it was the dots, but DNS names can have dots.  So I thought maybe it’s the lack of a suffix (.com, etc) but intranet addresses bust this idea. Maybe it just anything that is xxx.xxx.xxx.xxx is specifically coded to skip DNS. I thought it was more dynamic than though, not just the browser skipping DNS lookup.  I think the way it’s handled is specific to the TCP/IP implementation.

30. Use the cookie to store a UID (unique identifier) for site visitors, which matches to a server-side database

47. Absolutely, given the compression could be done on-the-fly

48. Given that it takes 50 ms for a pause command to reach the player, and 6250 B arrive in that time, low-water mark should be greater than this, likewise the high-water mark should be at least 6250 B from the top.

49. There is additional overhead/delay, which is very undesirable in telephony

52. Yes, since I-frames are used to reconstruct P and B frames, these will also be in error.