1. How did you decide which type of socket to use? Why?
- Since we need reliable transmission and communication over IPv4 addresses, I decide to use SOCK_STREAM sockets which are TCP and AF_INET protocol which is IPv4.

2. How did you choose the destination ports?
- Default destination port is 80 since that is the common port for HTTP. Users can also manually choose ports.

3. What error handling cases did you implement?
- Chunk encoding, broken URLs, HTTPS, invalid servers, no responses, etc.

4. How does your program terminate? What happens to the TCP connection?
- Program terminates if some error occurs or everything is successfully processed. Socket is closed and so is the TCP connection.

5. For the unsuccessful URLs, why were they unsuccessful?
- Most of them were unsuccessful because the servers returned 404. Other can become unsuccessful if a user interrupts or the connection closes.

6. What happens if you try to access a site using HTTPS?
- We do not support HTTPS sites so the program would gracefully quit.