Question 1: What is your GitHub URL?

1) https://github.com/shearpaladin

Question 2: What version is the requests library installed on the system?

2) The current version of the requests library is: 2.26.0

Question 3: What version is the requests library installed in the virtualenv?

3) The current version of the requests library is: 2.26.0

Question 4: What is the difference between the virtual environment and the not virtual environment python?

4) Using a virtual environment allows you to isolate an environment for a project so that you can keep dependencies separate. This is useful because library updates can often break your code. Also, you can control which packages you want to use for projects without installing them globally.

If we run our projects on a non-virtual environment there may be version conflicts within libraries that may break other projects.

Question 5: What status code is returned for http://google.com ? What URL must you visit to get a 200 status code?

5) Status Code of http://google.com: 301 Moved Permanently.

The URL you must visit to get a status 200 code is: https://www.google.com/

Question 6: What status code is returned for http://google.com/teapot? Is it the one returned by curl -i or curl -iL? What happens when you curl http://www.google.com/teapot?

The status codes returned for http://google.com/teapot
are "301 Moved Permently" and "418 I'm a teapot".

I used curl -iL http://google.com/teapot
When you curl http://www.google.com/teapot it returns the html page with a title of "Error 418 (I’m a teapot)!?"

Question 7: What changed in the output of https://webdocs.cs.ualberta.ca/~hindle1/1.py when you used -X POST? What is this method useful for?

A form field was added/changed while using curl -i -X POST -d "X=Y" https://webdocs.cs.ualberta.ca/~hindle1/1.py
This method is useful for sending data and making changes to websites.

Question 8: What is the raw URL to your Python script on GitHub? https://raw.githubusercontent.com/shearpaladin/CMPUT404-
LAB1/main/version.py