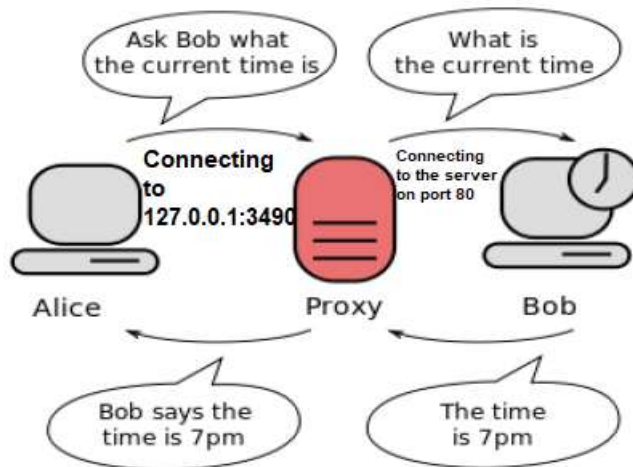


Preparing Questions :

1. To send text and images over a socket, we will just fill the socket's buffer with the data, and if it's one is not enough, we loop to repeat this as long as we have data to send.
2. With HTTP:Keep Alive the connection is kept open. We have to figure out when the response is completed.
With HTTP:Close, the server closes the connection when the response is sent.



- 3.
4. Proxy Server/Client algorithm:
 - Wait for request.
 - Parse HTTP GET
 - If URL not accepted:
 - Redirect
 - Else:
 - Send a new HTTP GET to the real server
 - Wait for response
 - If text content is acceptable:
 - Directly send the HTTP response to the client
 - Else:
 - Redirect the client