**Remainder of Chapter 1. Twenty questions**

1. What is the role of the W3C? How is it different from the IETF?
2. What is Section 508? How did it evolve? Do you believe that it is worthwhile for web designers to take the time to create accessible designs?
3. What about Universal Design? What is it and give an example of how it benefits the public as a whole.
4. As a user, what are some tips for evaluating reliability? Can you envision what you can do as a developer to make your info appear more trusted?
5. What are some of the ethical standards that should be followed in using information from the internet?
6. What does the term Browser Wars mean? If there are current Browser Wars, how do they different from the 1990’s.
7. What is the difference between the internet and the WWW? When was each started?
8. Network questions: What is a network? Examples of resources shared?
9. More network questions: Difference between LAN & WAN? Difference between client & server?
10. What are 4 of the protocols discussed in the chapter (the name only)
11. Discuss \_\_\_\_\_\_\_ protocol to the best of your ability.
12. Discuss \_\_\_\_\_\_\_ protocol to the best of your ability.
13. Discuss \_\_\_\_\_\_\_ protocol to the best of your ability.
14. Discuss \_\_\_\_\_\_\_ protocol to the best of your ability.
15. What is a URL? What is the anatomy of it? (Figure 1.9) What parts are case sensitive?
16. What is a top level domain? What organization controls them? Give some examples.
17. What is the text-based internet address corresponding with the IP address called?
18. What is HTML?
19. What is XML?
20. What is HTML5? Has W3C endorsed it yet as the official language?