Exhibit G

                Hypertext Transfer Protocol -- HTTP/1.1

Status of this Memo

   This document specifies an Internet standards track protocol for the
   Internet community, and requests discussion and suggestions for
   improvements. Please refer to the current edition of the "Internet
   Official Protocol Standards" (STD 1) for the standardization state
   and status of this protocol. Distribution of this memo is unlimited.

Abstract

   The Hypertext Transfer Protocol (HTTP) is an application-level
   protocol for distributed, collaborative, hypermedia information
   systems. It is a generic, stateless, protocol which can be used for
   many tasks beyond its use for hypertext, such as name servers and
   distributed object management systems, through extension of its
   request methods, error codes and headers [47]. A feature of HTTP is
   the typing and negotiation of data representation, allowing systems
   to be built independently of the data being transferred.

   HTTP has been in use by the World-Wide Web global information
   initiative since 1990. This specification defines the protocol
   referred to as "HTTP/1.1", and is an update to RFC 2068 [33].

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1 Introduction

1.1 Purpose

   The Hypertext Transfer Protocol (HTTP) is an application-level
   protocol for distributed, collaborative, hypermedia information
   systems. HTTP has been in use by the World-Wide Web global
   information initiative since 1990. The first version of HTTP,
   referred to as HTTP/0.9, was a simple protocol for raw data transfer
   across the Internet. HTTP/1.0, as defined by RFC 1945 [6], improved
   the protocol by allowing messages to be in the format of MIME-like
   messages, containing metainformation about the data transferred and
   modifiers on the request/response semantics. However, HTTP/1.0 does
   not sufficiently take into consideration the effects of hierarchical
   proxies, caching, the need for persistent connections, or virtual
   hosts. In addition, the proliferation of incompletely-implemented
   applications calling themselves "HTTP/1.0" has necessitated a
   protocol version change in order for two communicating applications
   to determine each other's true capabilities.

   This specification defines the protocol referred to as "HTTP/1.1".
   This protocol includes more stringent requirements than HTTP/1.0 in
   order to ensure reliable implementation of its features.

   Practical information systems require more functionality than simple
   retrieval, including search, front-end update, and annotation. HTTP
   allows an open-ended set of methods and headers that indicate the
   purpose of a request [47]. It builds on the discipline of reference
   provided by the Uniform Resource Identifier (URI) [3], as a location

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   method is to be applied. Messages are passed in a format similar to
   that used by Internet mail [9] as defined by the Multipurpose
   Internet Mail Extensions (MIME) [7].

   HTTP is also used as a generic protocol for communication between
   user agents and proxies/gateways to other Internet systems, including
   those supported by the SMTP [16], NNTP [13], FTP [18], Gopher [2],
   and WAIS [10] protocols. In this way, HTTP allows basic hypermedia
   access to resources available from diverse applications.

1.2 Requirements

   The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT",
   "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this
   document are to be interpreted as described in RFC 2119 [34].

   An implementation is not compliant if it fails to satisfy one or more
   of the MUST or REQUIRED level requirements for the protocols it
   implements. An implementation that satisfies all the MUST or REQUIRED
   level and all the SHOULD level requirements for its protocols is said
   to be "unconditionally compliant"; one that satisfies all the MUST
   level requirements but not all the SHOULD level requirements for its
   protocols is said to be "conditionally compliant."

1.3 Terminology

   This specification uses a number of terms to refer to the roles
   played by participants in, and objects of, the HTTP communication.

   connection
      A transport layer virtual circuit established between two programs
      for the purpose of communication.

   message
      The basic unit of HTTP communication, consisting of a structured
      sequence of octets matching the syntax defined in section 4 and
      transmitted via the connection.

   request
      An HTTP request message, as defined in section 5.

   response
      An HTTP response message, as defined in section 6.
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