

## E-Content of INTERNET TECHNOLOGY AND WEB DESIGN

### Chapter: 1.2 Introduction to Internet

#### Topic: 1.2.3 Owners of the Internet

#### Owners of the Internet

- No one actually owns the Internet and no single person or organization controls the Internet in its entirety.
- The Internet is more of a concept than an actual physical entity, and it relies on a physical infrastructure that connects networks to other networks.
- So who actually owns the Internet, if user think of the Internet as a unified, single entity, then no one owns it.
- There are organizations that establish the Internet's structure and how it works, but they don't have any ownership over the Internet itself.
- No government can lay assert to owning the Internet, nor can any company.
- The Internet is like the telephone system, where no one owns the whole thing.
- But from another point of view, thousands of people and organizations own the Internet.
- The Internet consists of lots of different bits and pieces, each has an owner.
- Some of these owners can control the quality and level of access user have to the Internet. They might not own the entire system, but they can impact user's Internet experience.

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### Chapter: 1.2 Introduction to Internet

#### Topic: 1.2.4 Anatomy of Internet

#### Anatomy of Internet

- The Internet is an enormous group of computers linked by cable and satellites, not controlled by any one authority, but all operating under common network protocols.
- The term 'Internet' includes both the hardware and the software that enable computers to communicate with each other.
- When information is sent across the Internet, the Transmission Control Protocol (TCP) first breaks the information up into packets of data.
- The client computer sends those packets to the local network, Internet service provider (ISP) or online service. From here, the packets travel through many levels of networks, computers, and communications lines until they reach their final destinations.
- Many types of hardware help the packets on their way. These are Hubs, Bridges, Gateways, Repeaters, Routers, Servers, Client Computer, Cable / Satellite Communications.
- All hardware units need common working methods, basic instructions called protocols that specify to all parties how the data will be handled.

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### Chapter: 1.3 Introduction to Internet

#### Topic: 1.3.1 Growth of Internet

#### Growth of Internet

DATE	NUMBER OF USERS	% WORLD POPULATION	INFORMATION SOURCE
December, 1995	16 millions	0.4 %	IDC
December, 1996	36 millions	0.9 %	IDC
December, 1997	70 millions	1.7 %	IDC
December, 1998	147 millions	3.6 %	C.I. Almanac
December, 1999	248 millions	4.1 %	Nua Ltd.
December, 2003	719 millions	11.1 %	Internet World Stats
December, 2004	817 millions	12.7 %	Internet World Stats
December, 2005	1,018 millions	15.7 %	Internet World Stats
December, 2006	1,093 millions	16.7 %	Internet World Stats
December, 2007	1,319 millions	20.0 %	Internet World Stats
December, 2008	1,574 millions	23.5 %	Internet World Stats
December, 2009	1,802 millions	26.6 %	Internet World Stats
September, 2010	1,971 millions	28.8 %	Internet World Stats
December,	2,267 millions	32.7 %	Internet World Stats

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2011			
December, 2012	2,497 millions	35.7 %	I.T.U.
December, 2013	2,802 millions	39.0 %	Internet World Stats
March, 2014 (estimate)	2,937 millions	40.7 %	Internet World Stats

**FIG 1.2: Growth of Internet**

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### Chapter: 1.4 Basic Internet Terminology

#### Topic: 1.4.1 Basic Internet Terminology

#### Basic Internet Terminology

- **WWW, World Wide Web or Web**
  - It is an interactive collection of hypertext pages linked to one another. They may include text, graphics and/or links to other spots in the Web.
- **URL**
  - Uniform Resource Locator is the address of the web document currently displayed on the monitor.
- **Server**
  - Server is a computer that provides a service to another computer.
- **Search Engine**
  - It finds web pages with specific content.
- **ISP ( Internet Service Provider)**
  - An Internet service provider (ISP) is an organization that provides services for accessing, using or participating in the Internet.
  - Internet service providers may be organized in various forms, such as commercial, community-owned, non-profit, or otherwise privately owned.
- **Cookie**
  - Cookie is a file left on the computer by a website's browser containing user login, password, user preferences and other personalized information.
- **Browser**
  - Software used to "browse" the Internet. Most common examples are Internet Explorer and Netscape Navigator
- **Domain Name**
  - Domain name is the unique name that identifies an Internet site
- **HTML**
  - HyperText Markup Language is a standardized system for tagging text files to achieve font, colour, graphic and hyperlink effects on World Wide Web pages.

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- **HTTP**
  - HyperText Transfer Protocol - This communication protocol used to connect to Web servers on the Internet or on a local network (intranet).
- **Uploading**
  - Uploading means data is being sent from your computer to the Internet.
  - Examples of uploading include sending email, posting photos on a social media site and using user webcam. Even clicking on a link on a web page sends a tiny data upload.
- **Downloading**
  - Downloading means your computer is receiving data from the Internet
  - Examples of downloading include opening a web page, receiving email, purchasing music files and watching online videos.
- **FTP (File Transfer Protocol)**
  - The File Transfer Protocol (FTP) is the Internet facility for downloading and uploading files.
  - If user are uploading a file to another site, user must usually have permission in advance to access the site and the directory where the file is to be placed.
- **Bookmark**
  - It is a function used to save a web page location for future reference.
- **ASCII (American Standard Code for Information Interchange)**
  - ASCII character encoding provides a standard way to represent characters using numeric codes. These include upper and lower-case English letters, numbers and punctuation symbols.
  - Lower ASCII, between 32 and 127.
  - Higher ASCII, between 128 and 255.
- **Home page**
  - Home page is a page where the computer will go to when user initially log onto the Internet.
- **Link, Hyperlink**

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- It is a text found on a web page which, when clicked, will take the user to another web location.