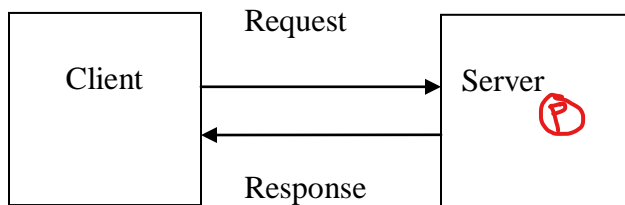# 1. Basics of Internet & Web

1. Computer: It is an electronic device which takes input from the user, processes the input and sends the result in the form of output.

2. Network:  A group of computers and associated peripherals connected by a communications channel capable of sharing files and other resources between several users is called a Network.

3. Internet: A set of computer networks made up of a large number of smaller networks is called Internet. In other words, Internet is networks of networks.

4. Purpose of Internet:
   1. Communication.
   2. Exchange ideas and messages.
   3. Sharing software to know current affairs.
   4. Entertainment.
   5. To get General Knowledge.

5. Minimum Requirements:
   1. A computer with atleast 533 MHz speed.
   2. Modem.
   3. Standard Telephone connection.
   4. An Internet account.
   5. Software to run on the computer.

6. Modem:  Modulator & Demodulator
   Modulator translates the computer language (Digital) signals to analog information. Demodulator converts   Analog signal to Digital signals.

7. External Modem: A stand-alone modem separate from the computer and connected by a serial cable.

8. Internal Modem: A modem that plugs into the expansion of a personal computer.

9. Internet Service Provider (ISP): An internet service provider is a company that provides the user internet accesses, e-mail facilities and a number of other services. E.g. VSNL (Videsh Sanchar Niger Ltd), Sify Broadband. , BSNL

10. Client: It is a device or application program that makes use of the services provided by a server. In other words, a client is a computer which sends the request to the server.

11. Server: Server is a computer which provides service to the client. In other words, Server is a computer which takes the request from the client, processes the request and sends the result in the form of response.

**IIMC**                                    **K. Prashanth Kumar(Head-Dept of Computer Science)**

12. <u>Client-Server Model:</u> A computer model that distributes processing between client and server on the network as shown below is called Client-Server Model.

```
┌──────────┐   Request    ┌──────────┐
│          │ ───────────► │          │
│  Client  │              │  Server ℗│
│          │ ◄─────────── │          │
└──────────┘   Response   └──────────┘
```

2-Tier ✓

Client requests information from the servers, while the server store data and programs, and provide network-wide services to client.

13. <u>Web Browser:</u> A browser is an application that helps the user to interact with all the information on World Wide Web (WWW).
e.g. Microsoft Internet Explorer, Netscape Navigator, Edge, Chrome

$W^3$  W3

14. <u>WWW:</u> It is a collection of Hypertext pages, documents, graphics and multimedia on internet. It is a software application that makes it easy and possible to publish and browse hypertext documents on the Internet.

15. <u>Hypertext:</u> A method of presenting information in which certain text, graphics or multimedia is highlighted that when selected, displays more information on a particular topic. These highlighted items are called hypertexts which create a link from source to target and allow the users to navigate from one document to another that may be located on different servers.

16. <u>Hyperlink:</u> The links in the web document that the user can click on to go to other Web resources.

17. <u>Webpage:</u> A page on internet is called a Webpage

18. <u>Homepage:</u> A page which refers to the index page or front page of a website. A homepage can have links that take the user to further levels of information within the same topic or they can be linked to other home pages.

19. <u>Intranet:</u> An intranet is an internal network, which is not visible outside the company or department where it resides and is essentially used as a repository of local documents.

20. <u>Extranet:</u> It is a private WAN running on public protocols.

21. <u>Protocol:</u> In networking, the specification that defines the procedures to follow the transmitting and receiving data. In other words, a protocol is a set of rules used to communicate between the devices which are connected.

22. <u>E-mail</u>: Electronic mail is an application which is used to send and receive messages on the system.

23. <u>Search Engine:</u> The website that allows the users to search for information based on keywords is called Search Engine. e.g. www.google.com

24. <u>TCP/IP:</u> (Transmission Control Protocol/Internet Protocol)
    It is a set of protocols developed to allow cooperating computers to share resources across a network.

25. <u>HTTP:</u> (Hyper Text Transfer Protocol)
    It is used on the Web to transfer Hyper Text documents. It is the most popular protocol in use today and is a standard form of communication between browsers and Web servers.

26. <u>URL:</u> (Uniform Resource Locator)
    It is a type of service or server or the protocol and provides name/address of the server on the internet. E.g. http://www.yahoo.com
    The http specifies the protocol, the next component gives the name of the site i.e, www.yahoo.com. The prefix www stands for World Wide Web and .com refers to yahoo as a commercial entity.

27. <u>IP Address:</u> IP is the protocol that provides rules to addressing and such addresses are known as IP Address.

28. <u>Internet Domain:</u> Each computer that has a permanent IP address runs Server Software and offers information to the clients is considered to be a Physical Domain i.e. a place ('Domain') where information is available.

29. <u>Domain Name extension:</u>

| | |
|---|---|
| .edu | Servers that provide Educational services |
| .gov | Servers that provide information about the government of a country |
| .mil | Servers that provide Military information |
| .org | Servers that provide information about the organizations in the world |
| .com | Servers providing commercial services on the internet |

30. <u>Virus:</u> (Vital Information & Resource Under Seige)
    Viruses, Worms and Trojan Horses are human-made software programs created specifically to wreak havoc on personal computers and networks.

31. <u>Macro:</u> A macro is an instruction that carries out program commands automatically. Many common applications (e.g. word processing, spreadsheet and slide presentation applications) make use of macros.

32. <u>Bandwidth:</u> The amount of data the user can send through a network connection. Bandwidth is usually measured in bits per second (bps).

33. <u>Bookmark:</u> A feature available in browsers to save the frequently accessed links.

34. <u>DNS:</u> (Domain Name System)

A database system that translates IP address into a domain name

35. Download: The transfer of a file or files from one computer to another over a network.

36. FTP: (File Transfer Protocol)
The protocol used to transfer files between computers is called FTP.

37. Encryption: A way of making data unreadable to everyone except the receiver.

38. Gateway: A computer system for exchanging information across incompatible networks that use different protocols.

39. Hypertext: A method of presenting information so that it can be viewed by the user in a non-sequential way.

40. POP: (Post Office Protocol)
The protocol used by mail clients to retrieve messages from a mail server.

41. Surfing: To browse the information of the WWW by navigating in a non-linear way.

42. Archive: A collection of the files stored on a computer network-often retrievable by FTP.

43. Hit: It refers to the act of accessing html document on a server.

44. Router: The device that can connect a local network to Internet.

45. Script: Script is a program that runs on a web server and processes requests based on input from the browser.

46. Webmaster: The person responsible for administering a Web site.

47. E-commerce: It means business through internet. This enables internet users to products & services through web.

48. W3C: (World Wide Web Consortium). It is a volunteer organization based at the Massachusetts Institute of Technology (MIT) which holds the responsibility for developing and maintaining common standards in Web development.

49. Bulletin Boards: Bulletin boards are virtual boards which allow the user to post information for others to read or respond to other messages that have been posted.

50. MIME: (Multipurpose Internet Mail Extensions)
An extension to the traditional Internet mail protocol that allows binary or non-text, files (i.e. graphics, executable, audio files etc.) to be sent as attachment to regular e-mail messages.

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