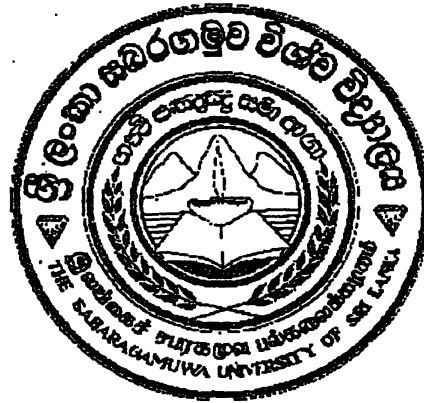


PUBLISHING PROJECT

ON
The Internet

By

98/SL/030



This Project report is submitted for the fulfillment of Publishing Project

CA 3132(COM312)

Year 3 Semester 1

B.A. Social Sciences Degree Program

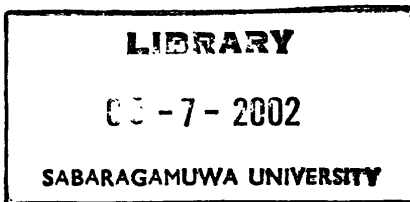
**Centre for Computer Studies
Faculty of Social Sciences & Languages.
Sabaragamuwa University of Sri Lanka
Belihuloya.**

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Belihuloya.**

Declaration

I declare that all the work connected with this project was actually carried out by me.

Name : Mr. A.K.M. Muzny

Reg.No: 98/SL/030

Muzny
.....

Signature

13-09-2001
.....

Submitted Date

Acknowledgement

I wish to express my sincere gratitude and appreciation to Mr. K.S. Senthilkumar & Mr. R.M.N.B. Rathnayaka, Project Supervisors for their guidance and encouragement throughout this project and for the valuable suggestions they made in the preparation of this report.

**I wish to express my gratitude to Miss.Nanthini Nagarajah & Miss.
R.A.C.R.K.Ranathunge for helping me .**

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1.Introduction	I
2.Steps^{taken} to prepare the Publishing Project	II
3.Appendix (HTML Codes)	IV
4.Conclusion and Recommendation	V

1. Introduction

Web Designing is a most powerful tool in the Internet. Microsoft FrontPage 2000 enables user to design the overall look of a WebPages, choose from different formats, add tables and frames to give page structure and functionality, create text content, insert graphic images, including animated graphic files, turn text and graphics into links to websites and files, manipulate the appearance of graphical images through photo draw. FrontPage draws a distinction between a WebPage and a Web. Front Page gives HTML editor. HTML (Hyper Text Markup Language) is a programming language that used for creating WebPages. The Language enables programmers to create a web page with a series of command and explicit codes.

I choose to design the WebPages of Internet, because Web Designing is always linked to Internet Working. Internet is an interconnected network of computers, which spread information by using web designing. A Web site is like a store built on a dead-end street. Nobody comes by accident. Either they deliberately type in URL (Web address) or more likely they click on a link elsewhere. To get more people in the door Web site must have Information, Entertainment, and Social Motivations. Presently, the great bulk of Internet users are looking for Information. The degree to which having a Web site is essential is limited by a lack of imagination from the creator. Therefore I ^{have} inserted only one picture. My Web site is designed in a more informative way.

2. Steps taken to complete the Project

I collected details from ^{several books in} the library, which describe the Internet, and I also accessed several websites.

I took the following steps to complete this project:

Books

- Internet book which describes all features of Internet.
- World Wide Web books which gives website addresses in order to get information about the Internet.

Web sites

- I accessed several websites, which deals with information regarding the Internet.
- All Websites are mostly depending on the issue of Internet.
- I visited most of the Sri Lankan Websites, which are on the Electronic Commerce.

Selecting the necessary Information

Only the relevant details were taken from the books and Websites.

Categorizing the Information.

The Information gathered was categorized into separate headings and each heading was typed into separate Microsoft FrontPage document.

Designing the WebPages and browsing

- **Designing the WebPages was difficult,related to WebPages on the Internet.**
- **WebPages designing was specifically concentrated to be qualitative.**
- **I also added photographs of the global Interent, 3D Xara Banner Designed file & graphs of the Internet growth.**
- **Designing web page was made easier through the visits to the Internet related Website.**
- **I added JavaScript codes for displaying mouse pointer as Click Me in Homepage.**

Appendix - HTML Codes(1-42)

```

<HTML>
<HEAD>
<META HTTP-EQUIV="Content-Type" CONTENT="text/html; charset=
windows -1252">
<META HTTP-EQUIV="Content-Language" CONTENT="en-us">
<META NAME="GENERATOR" CONTENT="Microsoft FrontPage 4.0">
<META NAME="ProgId" CONTENT="FrontPage.Editor.Document">
<TITLE>Internet</TITLE>
<BASE TARGET="_top">
<BGSOUND SRC="J0074328.MID" LOOP="3">
<STYLE FPROLLOVERSTYLE>a:hover {color: #FF0000; text-transform:
uppercase; font-weight: bold }
</STYLE>
<META HTTP-EQUIV="Page-Enter" CONTENT="revealTrans (Duration=4.0,
Transition=3)">
<META NAME="Microsoft Border" content="tb">
</HEAD>
<BODY> <!--msnavigation--><TABLE BORDER="0" CELLPADDING="0"
CELLSPACING="0" WIDTH="100%"> <TR> <TD>
<P ALIGN="left"> <FONT SIZE="1"> <A HREF="homepage.htm"> Home
</A></FONT>
<FONT FACE="Franklin Gothic Demi Cond"> <FONT SIZE="1">
<A HREF="introduction.html"> Introduction </A>
<A HREF="history_of_the_internet__the_in.htm"> History </A>
<A HREF="growth.htm"> Growth </A>
<A HREF="connect_to_the_internet.htm"> Connects </A>
<A HREF="how_the_internet_works__compute.htm"> Works </A>
<A HREF="uses_of_the_internet__the_major.htm"> Uses </A>
<A HREF="internet_and_society__the_inter.htm"> Society&Internet </A>
<A HREF="future%20of%20Internet%20.html"> Future </A>
<A HREF="Next%20Generation%20of%20Interent.html"> Next Generation </A>

```

```

<A HREF="comment.htm"> Comment </A> </FONT> </P> </TD> </TR>
</TABLE>
<TABLE BORDER="0" CELLPADDING="0" CELLSPACING="0"
WIDTH="100%"> <TR> <TD VALIGN="top"> <DIV ALIGN="center">
<CENTER> <TABLE BORDER="0" WIDTH="610" HEIGHT="688">
<TR> <TD VALIGN="top" WIDTH="181" HEIGHT="266">
<P ALIGN="left">
<IMG BORDER="0" SRC="INTER.gif" WIDTH="141" HEIGHT="57"> </P>
<P ALIGN="left" STYLE="line-height: .1; margin-top: 0; margin-bottom: 0">
<FONT SIZE="4" FACE="Franklin Gothic Medium">
<A HREF="introduction.htm"> Introduction </A> </FONT> </P>
<P ALIGN="left" STYLE="margin-top: 8">
<FONT SIZE="1" FACE="Maiandra GD">
A network connecting many computer networks and based on a common addressing
system and communications protocol called TCP/IP (Transmission Control
Protocol/Internet Protocol). From its creation in 1983 it grew rapidly beyond its
largely academic origin into an increasingly commercial and popular medium.
</FONT> </P> </TD>
<TD ALIGN="center" VALIGN="top" WIDTH="152" HEIGHT="266">
<P ALIGN="center"> <A HREF="uses_of_the_internet__the_major.htm"> <B>
<U> <FONT SIZE="1"> Uses of the Internet </FONT> </U> </B> </A> <BR>
<FONT FACE="Lucida Sans" SIZE="1">
The major uses of the Internet include communication, research, publishing and sales
</FONT> </P> <H1> <FONT COLOR="#8000FF" FACE="Eras Light ITC">
<A HREF="electronic_mail.htm"> <FONT SIZE="1"> E-mail </FONT> </A>
</FONT> </H1> <P ALIGN="center" STYLE="margin-top: -20">
<FONT SIZE="1" FACE="Lucida Sans">
Electronic-mail, is a message sent from one computer to another over telephone lines.
</FONT> <H1> <A HREF="information.htm">
<FONT FACE="Eras Light ITC" SIZE="1"> Information Browsing </FONT>
</A> </H1> <P ALIGN="center" STYLE="margin-top: -20">
<FONT SIZE="1" FACE="Lucida Sans">

```

End-users, often working from PCs, are able to search. </TD>
 </CENTER> <TD WIDTH="257" HEIGHT="266">
 <IMG BORDER="0" SRC="v3_2.jpg" WIDTH="164" HEIGHT="147"
 ALT="Internet"> </P> <P ALIGN="left">

 Internet and society

 The Internet has made huge amounts of information accessible to more people than
 ever before. </P> </TD> </TR> <TR>
 <TD HEIGHT="2%" ROWSPAN="1" WIDTH="181">
 <TD HEIGHT="2%" WIDTH="152"> </TR> <TR>
 <TD VALIGN="top" ROWSPAN="5" WIDTH="181" HEIGHT="417">
 <P ALIGN="left" STYLE="line-height: 100%; margin-top: 0; margin-bottom: 0
 ">

 History
 </P>
 <P ALIGN="left" STYLE="margin-top: 3">

 The Internet began to take shape in the late 1960's. The United States Department of
 Defense was concerned at the time about the possibility of devastating nuclear
 warfare. </P> <P ALIGN="left">

 Internet Growth </P>
 <P> To see Chart </P>
 <P ALIGN="left" STYLE="margin-top: -7">

 How the Internet works

Computer networks enable computers to communicate and share information and resources.

connect_to_the_internet.htm

Connect With the Internet.

[Peoplesetup](#) access by means of a Dial-up connection from their PC to a commercial

Internet Service Provider.

Peoplesetup access by means of a Dial-up connection from their PC to a commercial Internet Service Provider.

Internet Service Provider.

Internet Service Provider.

Internet Service Provider.

Internet Service Provider.

Internet Service Provider.

Access and use of other computers.

Access and use of other computers.

Access and use of other computers.

Access and use of other computers.

Enables a user on one computer to become a user of another computer.

Enables a user on one computer to become a user of another computer.

Enables a user on one computer to become a user of another computer.

Enables a user on one computer to become a user of another computer.

Enables a user on one computer to become a user of another computer.

The Future of Internetworking

The Future of Internetworking

Browsing through the original WWW proposal reveals an irony very characteristic to the development of the Internet, in the face of it's author's assertion that the project will not aim to do research into fancy multimedia facilities such as sound and video.

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Browsing through the original WWW proposal reveals an irony very characteristic to the development of the Internet, in the face of it's author's assertion that the project will not aim to do research into fancy multimedia facilities such as sound and video.

The Next Generation Internet

The Next Generation Internet

**<P ALIGN="left" STYLE="margin-top: -3">

How to get high-speed Internet access, at rates anywhere from ten to 50 times faster than standard dial-up speeds. Fast, yes, but the architects of the next generation Internet are shooting for speeds up to eighty-five thousand times faster.**

**<P ALIGN="left" STYLE="margin-top: -3">
<P ALIGN="left" STYLE="margin-top: -3">
<U>
Getting Update Information**

**</U> <P ALIGN="left" STYLE="margin-top: -3">
**

**<MARQUEE STYLE="font-family: Franklin Gothic Demi Cond; color:
#FF0000" BEHAVIOR="alternate">**

Enter Your E-mail Address Here:

</MARQUEE> </P>

<FORM METHOD="post" action="_derived/nortbots.htm" ONSUBMIT="location. href='_derived/nortbots.htm';return false;" WEBBOT-ACTION="WEBBOT-SELF-" WEBBOT-onSubmit>

<INPUT TYPE="hidden" NAME="VTI-GROUP" VALUE="0">

<P ALIGN="left" STYLE="margin-top: -3">

<INPUT TYPE="text" NAME="T1" SIZE="34">

**<INPUT TYPE="submit" VALUE="Submit" NAME="B1"> **

<INPUT TYPE="reset" VALUE="Reset" NAME="B2"> </P>

</FORM> <P ALIGN="left" STYLE="margin-top: -3"> </TD>

</TR> <TR>

<TD ALIGN="center" VALIGN="top" WIDTH="152" HEIGHT="87">

<HI>

News groups.

** </HI> </CENTER>**

<P ALIGN="center" STYLE="margin-top: -20">

Usenet individuals can access to a very wide range of information topics.

** </TD> </TR> <CENTER> <TR>**

<TD ALIGN="center" VALIGN="top" WIDTH="152" HEIGHT="71">

**</CENTER> <H1> **

File Transfer.

** </H1>**

<P ALIGN="center" STYLE="margin-top: -20">

Date in the form of files, can be transferred across the Internet.

** </TD> </TR> <CENTER> <TR>**

<TD ALIGN="center" VALIGN="top" WIDTH="152" HEIGHT="131">

**<H1> **

E-Commerce

** </H1>**

<P ALIGN="center" STYLE="margin-top: -20">

E-Commerce (electronic commerce) uses online electronic technology.

<P ALIGN="center" STYLE="margin-top: -20"> </TD> </TR>

<TR>

<TD ALIGN="center" VALIGN="top" WIDTH="152" HEIGHT="21"> </TD>

</TR> </TABLE> </CENTER></DIV>

** Top of the Page **

<DIV ID="dot0" STYLE="position: absolute; visibility: hidden; height: 6; width: 6;">

** <height=6 width=6> </DIV>**

<DIV ID="dot1" STYLE="position: absolute; height: 6; width: 6;">

S <HEIGHT=6 WIDTH=6> </DIV>

```

<DIV ID="dot2" STYLE="position: absolute; height: 6; width: 6;">
  A <HEIGHT=6 WIDTH=6> </DIV>
<DIV ID="dot3" STYLE="position: absolute; height: 6; width: 6;">
  B<HEIGHT=6 WIDTH=6> </DIV>
<DIV ID="dot4" STYLE="position: absolute; height: 6; width: 6;">
  R <HEIGHT=6 WIDTH=6> </DIV>
<DIV ID="dot5" STYLE="position: absolute; height: 6; width: 6;">
  A <HEIGHT=6 WIDTH=6> </DIV>
<DIV ID="dot6" STYLE="position: absolute; height: 6; width: 6;">
  U <HEIGHT=6 WIDTH=6> </DIV>
<DIV ID="dot7" STYLE="position: absolute; height: 6; width: 6;">
  N <HEIGHT=6 WIDTH=6> </DIV>

```

```

<SCRIPT LANGUAGE="JavaScript">
var nDots = 8;
var Xpos = 0;
var Ypos = 0;
  // fixed time step, no relation to real time
var DELTAT = .01;
  // size of one spring in pixels
var SEGLEN = 10;
  // spring constant, stiffness of springs
var SPRINGK = 10;
  // all the physics is bogus, just picked stuff to
  // make it look okay
var MASS = 1;
// Positive XGRAVITY pulls right, negative pulls left
// Positive YGRAVITY pulls down, negative up
var XGRAVITY = 0;
var YGRAVITY = 50;
// RESISTANCE determines a slowing force proportional to velocity
var RESISTANCE = 10;

```



```

// stopping criterea to prevent endless jittering
// doesn't work when sitting on bottom since floor
// doesn't push back so acceleration always as big
// as gravity
var STOPVEL = 0.1;
var STOPACC = 0.1;
var DOTSIZE = 11;
// BOUNCE is percent of velocity retained when
// bouncing off a wall
var BOUNCE = 0.75;
var isNetscape = navigator.appName=="Netscape";
// always on for now, could be played with to
// let dots fall to botton, get thrown, etc.
var followmouse = true;
var dots = new Array();
init();
function init()
{
    var i = 0;
    for (i = 0; i < nDots; i++) {
        dots[i] = new dot(i);
    }

    if (!isNetscape) {
        // I only know how to read the locations of the
        // <LI> items in IE
        //skip this for now
        // setInitPositions(dots)
    }

    // set their positions
    for (i = 0; i < nDots; i++) {

```

```

    dots[i].obj.left = dots[i].X;
    dots[i].obj.top = dots[i].Y;
}

if (isNetscape) {
    // start right away since they are positioned
    // at 0, 0
    startanimate();
} else {
    // let dots sit there for a few seconds
    // since they're hiding on the real bullets
    setTimeout("startanimate()", 3000);
}
}

function dot(i)
{
    this.X = Xpos;
    this.Y = Ypos;
    this.dx = 0;
    this.dy = 0;
    if (isNetscape) {
        this.obj = eval("document.dot" + i);
    } else {
        this.obj = eval("dot" + i + ".style");
    }
}

function startanimate() {
    setInterval("animate()", 20);
}

// This is to line up the bullets with actual LI tags on the page
// Had to add -DOTSIZE to X and 2*DOTSIZE to Y for IE 5, not sure why

```

```

// Still doesn't work great
function setInitPositions(dots)
{
    // initialize dot positions to be on top
    // of the bullets in the <ul>
    var startloc = document.all.tags("LI");
    var i = 0;
    for (i = 0; i < startloc.length && i < (nDots - 1); i++) {
        dots[i+1].X = startloc[i].offsetLeft
            startloc[i].offsetParent.offsetLeft - DOTSIZE;
        dots[i+1].Y = startloc[i].offsetTop +
            startloc[i].offsetParent.offsetTop + 2*DOTSIZE;
    }
    // put 0th dot above 1st (it is hidden)
    dots[0].X = dots[1].X;
    dots[0].Y = dots[1].Y - SEGLLEN;
}
// just save mouse position for animate() to use
function MoveHandler(e)
{
    Xpos = e.pageX;
    Ypos = e.pageY;
    return true;
}
// just save mouse position for animate() to use
function MoveHandlerIE() {
    Xpos = window.event.x + document.body.scrollLeft;
    Ypos = window.event.y + document.body.scrollTop;
}
if (isNetscape) {
    document.captureEvents(Event.MOUSEMOVE);
    document.onMouseMove = MoveHandler;
}

```

```

} else {
    document.onmousemove = MoveHandlerIE;
}
function vec(X, Y)
{
    this.X = X;
    this.Y = Y;
}
// adds force in X and Y to spring for dot[i] on dot[j]
function springForce(i, j, spring)
{
    var dx = (dots[i].X - dots[j].X);
    var dy = (dots[i].Y - dots[j].Y);
    var len = Math.sqrt(dx*dx + dy*dy);
    if (len > SEGLen) {
        var springF = SPRINGK * (len - SEGLen);
        spring.X += (dx / len) * springF;
        spring.Y += (dy / len) * springF;
    }
}
function animate() {
    // dots[0] follows the mouse,
    // though no dot is drawn there
    var start = 0;
    if (followmouse) {
        dots[0].X = Xpos;
        dots[0].Y = Ypos;
        start = 1;
    }

    for (i = start ; i < nDots; i++) {

```

```

var spring = new vec(0, 0);
if (i > 0) {
    springForce(i-1, i, spring);
}
if (i < (nDots - 1)) {
    springForce(i+1, i, spring);
}

// air resisistance/friction
var resist = new vec(-dots[i].dx * RESISTANCE,
    -dots[i].dy * RESISTANCE);

// compute new accel, including gravity
var accel = new vec((spring.X + resist.X)/MASS + XGRAVITY,
    (spring.Y + resist.Y)/ MASS + YGRAVITY);

// compute new velocity
dots[i].dx += (DELTAT * accel.X);
dots[i].dy += (DELTAT * accel.Y);

// stop dead so it doesn't jitter when nearly still
if (Math.abs(dots[i].dx) < STOPVEL &&
    Math.abs(dots[i].dy) < STOPVEL &&
    Math.abs(accel.X) < STOPACC &&
    Math.abs(accel.Y) < STOPACC) {
    dots[i].dx = 0;
    dots[i].dy = 0;
}

// move to new position
dots[i].X += dots[i].dx;
dots[i].Y += dots[i].dy;

```

```

// get size of window
var height, width;
if (isNetscape) {
    height = window.innerHeight + window.pageYOffset;
    width = window.innerWidth + window.pageXOffset;
} else {
    height = document.body.clientHeight + document.body.scrollTop;
    width = document.body.clientWidth + document.body.scrollLeft;
}

// bounce off 3 walls (leave ceiling open)
if (dots[i].Y >= height - DOTSIZE - 1) {
    if (dots[i].dy > 0) {
        dots[i].dy = BOUNCE * -dots[i].dy;
    }
    dots[i].Y = height - DOTSIZE - 1;
}
if (dots[i].X >= width - DOTSIZE) {
    if (dots[i].dx > 0) {
        dots[i].dx = BOUNCE * -dots[i].dx;
    }
    dots[i].X = width - DOTSIZE - 1;
}
if (dots[i].X < 0) {
    if (dots[i].dx < 0) {
        dots[i].dx = BOUNCE * -dots[i].dx;
    }
    dots[i].X = 0;
}

// move img to new position

```

```
dots[i].obj.left = dots[i].X;
dots[i].obj.top = dots[i].Y;
}
}
```

```
// end code hiding -->
```

```
</SCRIPT>
```

```
</B> </FONT> <P> </TABLE>
```

```
<TABLE BORDER="0" CELLPADDING="0" CELLSPACING="0" WIDTH =
"100%"> <TR> <TD>
```

```
<HR>
```

```
<H5 STYLE="margin-top: -10">Copy right: MuznyKhan(98/SL/030)
muzny@www.com #Web PublishingProject# </H5>
```

```
<H5 STYLE="margin-top: -10">
```

```
Last Update: July 18, 2001 !!Thanks for visiting my Websites!!</H5>
```

```
</TD> </TR> </TABLE>
```

```
</BODY>
```

```
</HTML>
```

```

<HTML>
<HEAD>
<TITLE>Introduction to Internet</TITLE>
<SCRIPT LANGUAGE="JavaScript" FCTYPE="dynamicanimation">
</SCRIPT>
<SCRIPT LANGUAGE="JavaScript1.2" FCTYPE="dynamicanimation"
SRC="animate.js">
</SCRIPT>
</HEAD>
<BODY ONLOAD="dynAnimation()">
<DIV STYLE="position: absolute; top: 54; left: 12; width: 301; height: 28;
visibility: hidden; clip: rect(0 301 28 0)"
DYNAMICANIMATION="fpAnimwipeLRFP1" ID="fpAnimwipeLRFP1"
LANGUAGE="Javascript1.2">
  <H1>
  <FONT SIZE="4" FACE="Copperplate Gothic Bold" COLOR="#FF0000">
  <SPAN STYLE="letter-spacing: 1">Introduction to Internet
  </SPAN> </FONT> </H1> </DIV>
  <P STYLE="line-height: 120%"> <B> <FONT FACE="Bell MT" SIZE="3">
  A network connecting many computer networks and based on a common addressing
  system and communications protocol called TCP/IP (Transmission Control Protocol
  /Internet Protocol). From its creation in 1983, it grew rapidly beyond its largely
  academic origin into an increasingly commercial and popular medium. By the mid-
  1990s the Internet connected millions of computers throughout the world. Many
  commercial computer network and data services also provided at least indirect
  connection to the Internet.
  </FONT> </B> </P> <P STYLE="line-height: 120%"> <B>
  <FONT FACE="Bell MT" SIZE="3">
  The original uses of the Internet were electronic mail (commonly called "E-mail"),
  filetransfer (using ftp, or file transfer protocol), bulletin boards and newsgroups, and
  remote computer access (telnet). The World Wide Web (q.v.), which enables simple
  and intuitive navigation of Internet sites through a graphical interface, expanded

```


dramatically during the 1990s to become the most important component of the Internet.

 </P>

<P STYLE="line-height: 120%">

The Internet had its origin in a U.S. Department of Defense program called ARPANET (Advanced Research Projects Agency Network), established in 1969 to provide a secure and survivable communications network for organizations engaged in defense-related research. Researchers and academics in other fields began to make use of the network, and at length the National Science Foundation (NSF), which had created a similar and parallel network called NSFNet, took over much of the TCP/IP technology from ARPANET and established a distributed network of networks capable of handling far greater traffic. NSF continues to maintain the backbone of the network (which carries data at a rate of 45 million bits per second), but Internet protocol development is governed by the Internet Architecture Board, and the InterNIC (Internet Network Information Center) administers the naming of computers and networks. Amateur radio, cable television wires, spread spectrum radio, satellite, and fibre optics all have been used to deliver Internet services. Networked games, networked monetary transactions, and virtual museums are among applications being developed that both extend the network's utility and test the limits of its technology.

 </P>

<P> Top of the Page

</P>

</BODY>

</HTML>

<HTML>

<HEAD>

<TITLE> History of the Internet </TITLE>

<META HTTP-EQUIV="Page-Enter" CONTENT="revealTrans (Duration=1.0, Transition=2)">

</HEAD>

<BODY>

<P STYLE="line-height: 120%" >

History of the Internet

The Internet began to take shape in the late 1960's. The United States Department of Defense was concerned at the time about the possibility of devastating nuclear warfare. It began investigating means of linking various computer installations together so that their ability to communicate might withstand a war. Through its Advanced Research Projects Agency (ARPA), the Defense Department initiated ARPANet, a network of university and military computers.

The network's operating protocols (rules) laid the groundwork for relatively fast and error-free computer-to-computer communication. Other networks adopted these protocols, which in turn evolved as new computer and communications technologies became available.

Throughout the 1970's, the ARPANet grew at a slow but steady pace. Computers in other countries began to join the network. Other networks came into existence as well. These included Unix to Unix Copy (UUCP), which was established to serve users of the UNIX computer programming language, and the User's Network (USENET), a medium for posting text-based articles on a variety of subjects.

By 1981, just over 200 computers were connected to ARPANet. The U.S. military then divided the network into two organizations--ARPANet and a purely military network. During the 1980's, ARPANet was absorbed by NSFNET, a more advanced network developed by the National Science Foundation. Soon, the collection of networks became known simply as the Internet.

One of the reasons for the slow growth of the early Internet was the difficulty of using the network. To access its information, users had to master complex series of programming commands that required either memorization or frequent reference to special manuals. **

**

The Internet's breakthrough to mass popularity occurred in 1991 with the arrival of the World Wide Web. The Web was developed by Tim Berners-Lee, a British computer scientist at the European Centre for Nuclear Research (CERN). This development opened the Internet to multimedia. **

**

In addition, the programming language that the Web used, called HyperText Markup Language (HTML), made it far easier to link information from computers throughout the world. This development effectively created an interactive index that enabled users to jump easily from the resources of one computer to another, effortlessly following an information trail around the world. **

**

The arrival of browsers in 1993 further simplified use of the Web and the Internet, and brought about staggering growth in the Internet. Today, there are tens of millions of computer users accessing the Net and the Web daily. As the Internet incorporates new technologies that add such features as spoken-word commands, instantaneous translation, and increased availability of historical and archival material, it will continue its rapid growth. **
**

Many experts believe the Internet may become part of a larger network called the information superhighway. This network, still under development, would link computers with telephone companies, cable television stations, and other communication systems. People could bank, shop, watch TV, and perform many other activities through the network. ** </P>**

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</SPAN> </FONT> </B> </P> <P> <U>
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A Computer </I> </B> </FONT> <FONT COLOR="#FF0066">
Today a Pentium is standard.</FONT> </LI> <LI>
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```

A telephone line ** </I> **
This can be direct or via a switch board. ** **
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A Modem**</I> **
For modulating demodulating ** **

**<P STYLE="LINE-HEIGHT: 150%"> <I> **
Internet Access Software **
** (browser)** </I> **
** **
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An Account with an ISP **</I> **

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The major uses of the Internet include <I>
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</I> <BR> </B> </FONT> <BR> <FONT COLOR="#FF0000" SIZE="4">
<B> 1. </B> <B><U>Communication.</U></B></FONT></P><P><B>

```

Probably the most popular use of the Internet and the Web is electronic mail, also called e-mail. Virtually every Internet user is assigned an electronic address from which e-mail messages are sent and at which they are received. The Internet carries hundreds of millions of e-mail messages each day. **

**

An Internet service provider (ISP) offers local telephone numbers through which an individual, using a computer and modem, can connect to the Internet. An ISP maintains its customers' e-mail addresses, routes e-mail and requests for Internet-based information to and from its users, and manages high-speed communications lines that speed up Internet sessions. An on-line service provides a wide range of exclusive content in addition to Internet access. **
**

**
 2. <U>**

** Research </U> **

The Internet is like a vast library, containing as much knowledge on every subject as might be held in millions of books. Information is available in many forms, from files consisting only of text to multimedia files that combine text, photos, animation or video, software programs, and sound. Internet resources grow larger every day.

**

**

Because of the ease with which information is stored on computers, and the speed with which it can be accessed, the Internet is a popular first stop for many people performing research. A businessperson might search Internet resources for help in developing sales or product information. Students can access databases to find material related to homework assignments or courses of study. Doctors use the Net to compare medical treatments and to review advances in medical science. Scientists share research data on the Internet. **

**

** 3. <U> Publishing. </U>**

Publishers are increasingly using the Internet as a medium for presenting newspapers, magazines, and books. Because information on the Net is electronic, the publisher is freed from the costs of paper, printing, and distribution. More importantly, the publisher can update information instantly, making it possible to

distribute far more current news than could be provided on paper. **
 **
**
 4. <U>**

** Sales </U>**.

** **

Many businesses use the Internet to carry on commerce. Retail establishments sell nearly every type of product over the Internet. Software publishers view the Net as a convenient and inexpensive way to distribute products. Over the Internet, users can buy new programs, sample programs before purchasing them, or receive upgrades to programs they already own. Users generally make Internet purchases with credit cards. **

**

Because tens of millions of people use the Internet every day, advertisers are eager to place messages in frequently visited spots. Those ads can be electronically linked to an advertiser's own information, which often takes the form of elaborate multimedia files. In effect, advertisers can invite Internet users to view commercials on their computer. Additionally, a user can supply the advertiser with his or her e-mail address to get further information or incentives, such as discount coupons. **

**

The Internet also has important uses within the financial community. Many banks and stockbrokers offer their customers software to make and track investments from their computer. **

**

** <U> Other uses </U>**
** **

A popular feature of the Net is chat. Using special software, users can gather in electronic **<I>** chat rooms **</I>** and send typed messages back and forth, discussing topics of common interest. The Internet also features many Web-based games with animation, sound effects, and music. Game players can challenge players in distant countries to tournaments.

** </P>**

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End-users, often working from PCs, are able to search and fine information of interest
aided by special software and data stored in readily usable formats. One popular
system called the World Wide Web (WWW) in hypertext based. A WWW browser
program enables the user to either search or data by name or by specifying a known
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World Wide Web </FONT> <FONT SIZE="3" FACE="Bell MT">

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is the part of the Internet that provides sounds, pictures, and moving images in addition to text. The Internet links computers and computer networks around the world, but the portion of the network not on the World Wide Web (often called the Web, for short) contains only text information. The Web, however, has multimedia capabilities—including graphics, audio, and video. The Web is made up of electronic addresses called Web sites, which contain Web pages that hold the multimedia information. Web sites and their pages reside in computers connected to the Internet.

**

**

Tim Berners-Lee, an English computer scientist at the European Center for Nuclear Research (CERN) physics laboratory near Geneva, Switzerland, wrote the Web software in 1990. The Web became part of the Internet in 1991. The introduction of the Web helped make the Internet popular and easier to use. **

**

Many computer users find the Web's multimedia content more attractive than text-only content. In addition, Web browsers make the Web easy to use. A Web browser is a software package used to locate and display information on the Web. To find information on other parts of the Internet requires complex software and knowledge of specific computer commands. A Web browser is easier to use because it employs a graphical user interface—a way of interacting with a computer using pictures as well as words. The pictures represent commands in a manner that is easy to understand. For example, a small picture of a printer represents the command to print a document. By clicking the computer's mouse on an element, the user gives the computer command represented by that element. **

**

Another major feature of the Web is hypertext. Hypertext enables a user to jump from one document to another—even if the documents are stored on different parts of the Internet. For example, in a Web site concerning space exploration, the words space shuttle might be highlighted. Clicking on these words would bring information about the shuttle to the screen. Pictures, too, can be used as hyperlinks (hypertext links). Words and pictures that hyperlink to other documents are called hot spots. Hot spots and their hyperlinks are created by the author of a Web page. ** </P>**

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```

Electronic mail also called e-mail, is a message sent from one computer to another over telephone lines. The message can consist of text only, or the computer user can attach other kinds of information, such as videos, audio clips, and animations.

```
<BR> <BR>
```

Electronic mail is available to anyone who has a special code called an e-mail address. A computer user can obtain an address by joining a computer network or by connecting to the Internet through a service called a local access provider. Both individuals and businesses use electronic mail.

```
<BR> <BR>
```

Electronic mail travels from the sender's computer through a modem, a device that translates computer data to electric signals that can travel over telephone lines. A modem at the receiving computer translates the telephone signals back into computer data. **

**

The computer stores incoming messages in a file called an electronic mailbox. To read a message, the user opens the file. The computer automatically enters the sender's address, making it easy to reply. **

**

E-mail messages are easy to copy and send to several addresses. Many people build large mailing lists of the electronic addresses of their friends and business associates. It usually takes no longer to send a mailing to an entire list than to send a message to a single destination.

** </P>**

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News groups. </P>

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Under a facility on the Internet called "Usenet", individuals can access to a very wide range of information topics. The Usenet software receives postings of information and transmits new postings to users who have registered their interest in receiving the information. Each Individual posting takes the form of a message in a form like that used for E-mail.

 </P>

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News group are popular form of communicating with combined intelligent of the much of the internet on each topic. users who reads and posts to these newsgroup range form the absolute novice to god like expects, Asking a question in a newsgroup will produce answers depending on the popularity of the group. In some groups, a single question asked can get twenty answers in the space of minutes, Other group are not as popular and receive only one or the post a week. </P>

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Date in the form of files, can be transferred across the Internet from one site to
another by using FTP (File Transfer Protocol), FTP software is needed at both ends to
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understand each other. Some web browsers also handle FTP.
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User should have the access permission on the remote machine, so that when he
makes connection to the remote machine for transferring files. He/She should be able
to specify their identity and the password. The speeds of transferring depend on the
speed of the underling also traffic of all other uses on that link affect performance.
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E-Commerce (electronic commerce) uses online electronic technology (often connected via the Internet) to assist and enhance a variety of business processes, functions and systems. Using the Internet for commerce is far more than having customers being able to buy your products using their computer. Internet commerce systems are being established for automating and enhancing many aspects of communications, publishing, marketing, sales and customer service such as: Customer Research, Pre-Sales Enquiries, Information Publishing, and Dissemination Sales Advertising, Promotions, Public Relations, Purchasing, Transactions, Funds Transfer, Production Fulfillment, Delivery After-Sales, Service Ongoing Relationship Management Customer Support. </P>

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Almost every industry is being affected by new Internet commerce systems and various forms of non-Internet e-commerce systems. (At a simple level, EFTPOS [Electronic Funds Transfer at the Point Of Sale is a 'funds transfer' e-commerce system for retailers that does not use the Internet network.] The Internet is opening up

far more opportunities for business – for retailers, wholesalers, manufacturers and the services sector. The technology is also being used internally within organizations to streamline and transform sales, marketing, production, finance, administration and personnel departments. As a result, the flow of information is being enhanced to replace paper-based tasks and systems with more efficient methods. The benefits of electronic commerce are not just available to large corporations and government departments, and many small to medium businesses are discovering new cost-effective opportunities to use Internet-related technology to help their business operations locally and internationally. However along with the many opportunities are also a variety of threats that are not so obvious. Businesses, sales channels, distribution channels and even entire industries are being threatened with major change or even extinction. (As an example, consider the long-term implications of what is happening in the travel industry with the advent of the online sales of airline tickets. Business people around the world are now starting to understand the full meaning of the word 'Disintermediation' - the 'removal of the middle-man'.), There are plenty of potential problems for organizations and individuals who approach the new technology on an 'ad-hoc' basis - or even worse, try to ignore it! It is critical to develop a long-term Internet business strategy which focuses on the implications of the technology and not just the applications.

Analyzing the costs and the benefits provided by the technology is important. It is vital to consider all stakeholders in the process (including staff, customers, suppliers and shareholders) as well as trying to predict the likely actions of current and future competitors. For many businesses, it is not a question of whether or not to start utilizing the powerful technology of the Internet. It is more a question of When? The Internet is not a passing fad that can be ignored, but rather part of a rapidly growing global trend. It is often challenging, confronting and confusing for those business managers who now need to quickly come to terms with the applications and the implications of the new technology. Internet commerce can't be ignored.

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The Internet has made huge amounts of information accessible to more people than
ever before. The development of the Web in the early 1990's made the Internet
relatively easy and fun to use by adding graphics, motion, and sound and by using
pictures to represent computer commands. This accessibility has raised some serious
questions. <BR> <BR>
Among these questions are doubts about the appropriateness of information. Not all of
the information on the Internet and the Web is accurate, and some is deliberately

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misleading. Many schools teach students how to evaluate information derived from the Internet. **

**

Many parents worry about violent or pornographic material available on the Net. Criminals may lurk in chat rooms, seeking to arrange face-to-face meetings with unsuspecting victims. Special programs known as parental control software can help parents restrict access to sites that may be unsuitable for children. **

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In May 1998, Felix Somm, a former head of an ISP online services in Germany, was convicted of aiding and abetting the spread of child pornography and given a two-year suspended sentence by a court in Munich. Somm's conviction marked the first time an Internet service provider has been held responsible for the content of the Internet.

**

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The Internet also poses security concerns. Mischievous programmers known as hackers often try to break into large computer systems. Some hackers damage databases stored in these systems or attempt to steal information or electronic funds. Others may seek access to credit card numbers and other individual financial information. Many people are concerned about the security and confidentiality of credit card numbers used to make purchases over the Internet. **

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Software itself can become a danger on the Internet. Programs known as viruses, e-mail bombs, or Trojan horses have been distributed across the Internet and can cause damage to data on systems that receive them. Many companies produce software designed to protect users against unwanted and damaging viruses.

**

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Most people believe that the benefits of the Internet far outweigh its dangers. Although the Internet and the Web have grown quickly, they have revealed only a fraction of their potential as tools for education, research, communication, news, and entertainment.

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The Future of Internetworking browsing through the original WWW proposal reveals an irony very characteristic to the development of the Internet, in the face of it's author's assertion that "the project will not aim to do research into fancy multimedia facilities such as sound and video. In 1996 the present and future of the Internet, and the WWW in particular, points to a convergence of media types, and multimedia has indeed become the catch phrase of the day. Despite serious limitations in contemporary network capacity as far as full-motion sound and video are concerned, new technologies are revealed almost on a monthly basis, enabling

increasingly interactive network experiences. This development is supplemented by a constant innovation in hardware; today's Internet backbones transmit data packets at a speed up to 200 megabits per second (by comparison, the NSFNET backbone of 1986 ran at the blazing speed of 56 kilobits per second). Today the modems of most Internet users run at a speed of 28.8 kbit/s and a digital connection (ISDN) can deliver at a speed of up to 128 kbit/s, but the possibility of using the fiber optic cables bringing cable TV to millions of homes in the Western Hemisphere for Internet data transmission opens up for private connections running at a speed of up to 10 Mbit/s. Another new technology, ADSL, promises to use the existing telephone copper wires for even higher transmission speeds. But what will these network technologies deliver to the Internet user. In 1996 commercial Internet hosts have by far overtaken educational and governmental (in July 1996 there were 29 % commercial domains, as opposed to 9 % educational), and these commercial interests clearly perceive the Internet, and the WWW in particular, as a vehicle for online advertising and commerce. Hence the Net user of today can be aptly described as a consumer. The Internet is still a powerful medium for communication, and has in many ways fulfilled the vision of interactive computing which fuelled J.C.R Licklider's imagination, but it remains to be seen whether it will be the democratizing medium of the 21st century, or merely become another static-filled television channel.

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The Next Generation of Internet. </P>

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How to get high-speed Internet access, at rates anywhere from ten to 50 times faster than standard dial-up speeds. Fast, yes, but the architects of the next generation Internet are shooting for speeds up to eighty-five thousand times faster. And building tools to let we do things online that today are nothing but pipe dreams of science fiction authors. Many organizations are working on standards, both hardware and software, that will define the next generation Internet. Just two dominate research and development of Internet infrastructure—the underlying backbone crucial to the transmission and flow of all Net traffic. The Next Generation Internet (NGI) Initiative is funded entirely by the U.S. federal government, and is working on projects primarily for government agencies.

Internet2 (I2), on the other hand, is an effort undertaken by a coalition of universities and companies that have contributed both funding and research resources. I2 members—primarily universities—will be the initial beneficiaries of its research and development. It's likely that pieces of both Next Generation Internet and I2 will find their way into the public Net. Both offer significant improvements over the Internet we use today. Key Features of Next Generation Internet and I2. Some of these enhancements include: Ultra-fast optical networks. </P>

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Much faster switches and routers will be able to replicate information throughout the Net, reducing congestion and bottlenecks. And they'll be smarter, able to negotiate priorities and bandwidth capacity for specific data streams, acting much like air traffic controllers at busy airports. Greater reliability and security. One of the key goals of the future Internet is to guarantee specific levels of quality of service, based on our individual needs. Email and E-commerce systems will be significantly more robust, offering much greater security than today's systems. Better use of bandwidth. New multicast technology will send data to multiple recipients at the same time, and the system will be able to reserve bandwidth for real-time applications. No more choppy or low-resolution audio and video. Exciting New Internet Applications Beyond providing sizzling speed and rock-solid reliability, the next generation Internet will spawn a whole new array of applications. At a basic level, TV and radio broadcasters will likely abandon their analog equipment and migrate entirely to the Internet, enhancing their programming with a variety of interactive features. Video conferencing and chat will transform into "tele-immersion," where you enter fully three-dimensional virtual worlds and appear to physically interact with other Net users in real time. We'll be able to attend classes at colleges and universities anywhere in the world. Surgeons will be able to operate on patients via remote controls. Virtual tourism, of both the earth and extraterrestrial locations, will become commonplace. But when? The future Internet is already in use by its developers. We'll probably start to see parts of I2 make their way into "our" Internet later this year or early next year. Within three years the next generation Internet will be ubiquitous. And researchers will already be working on Internet3, Internet4, and beyond. Next Generation Internet Links Though We can't get access to the next generation Internet unless We're a member of one of the research groups developing it, We can find lots of great information on line. </P>

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4. 1 Conclusion

By completing this publishing project on Web pages I gained a lot of experiences and knowledge. I visited several websites related to Internet, I had lot of difficulties to download and update information about the Future of Internet. Because Internet is shifting to Interen2, which is going to be introduced instead of Internet. Center for Computer Studies^{presently} does not have Internet facilities, Internet is a practical thermo by using that we can get a clear understanding and usages of it . This Web site tells only few chapters regarding the Internet.

4. 2 Recommendation

To improve the designing of Web Publishing

- Facilitate Internet Accessing.
- Introduce a training program for the students in several Web Publishing Software.
- Giving same or advanced project in the future as well.

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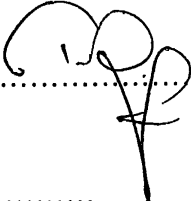
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