

CIS 300

Web Design and Development

Chapter 1 | Internet & Web Basics Key Concepts

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Learning Outcomes

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- Describe the evolution of the Internet and the Web
- Explain the need for web standards
- Describe universal design
- Identify benefits of accessible web design
- Identify reliable resources of information on the Web
- Identify ethical use of the Web
- Describe the purpose of web browsers and web servers
- Identify Internet protocols
- Define URLs and domain names
- Describe XHTML and HTML
- Create your first web page
- Use the body, head, title and meta elements
- Name, save, and test a web page

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The Evolution of the Internet

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- Internet
 - Interconnected network of computer networks
 - ARPAnet
 - Advanced Research Project Agency
 - 1969 – four computers connected
 - NSFnet
 - National Science Foundation
- Use of the Internet was originally limited to government, research and academic use
- 1991 Commercial ban lifted

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The World Wide Web

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- Inventor of the World Wide Web
 - Tim Berners-Lee
- How do you access the World Wide Web?
 - Browser
 - The graphical user interface to information stored on some of the computers connected to the Internet.



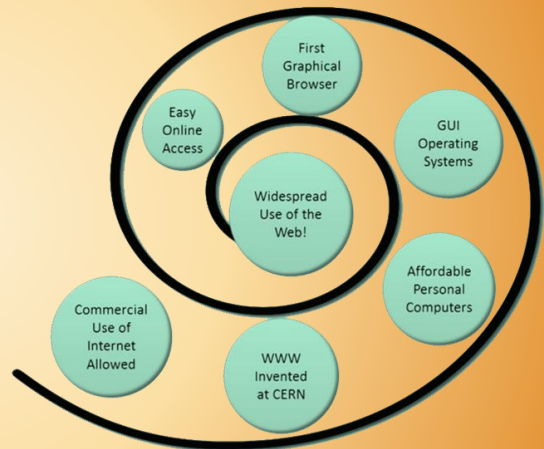
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Convergence of Technologies

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- Removal of the ban on commercial activity
- Development of the World Wide Web at CERN
- Development of Mosaic, the first graphics-based web browser at NCSA
- Affordable personal computers with GUI operating systems
- Affordable Internet Service Providers



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Web Standards and the W3C Consortium

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- W3C – World Wide Web Consortium
 - Develops recommendations and prototype technologies related to the Web
 - Produces specifications, called Recommendations, in an effort to standardize web technologies
 - WAI – Web Accessibility Initiative



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Web Accessibility

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“The power of the Web is in its universality. Access by everyone regardless of disability is an essential aspect.” – Tim Berners-Lee

- Accessible Websites
 - Provide accommodations that help individuals with visual, auditory, physical, and neurological disabilities overcome barriers.
- WAI – Web Accessibility Initiative
 - Develops accessibility recommendations
- WCAG 2.0
 - Web Content Accessibility Guidelines
<http://www.w3.org/WAI/WCAG20/quickref/>

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Web Accessibility

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- Americans with Disabilities Act
 - 1990
 - Prohibits discrimination against people with disabilities and applies to Internet resources.
- Section 508 of the Rehabilitation Act
 - Requires that government agencies must give individuals with disabilities access to information technology that is comparable to the access available to others

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Universal Design

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“The design of products and environments to be usable by all people, to the greatest extent possible, without the need for adaptation or specialized design.”

– The Center for Universal Design

http://www.design.ncsu.edu/cud/about_ud/about_ud.htm



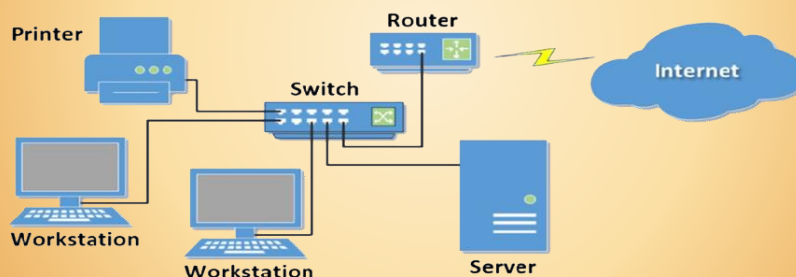
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Network Overview

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- Network
 - Two or more computers connected together for the purpose of communicating and sharing resources



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The Client/Server Model

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- Client/Server can describe a relationship between two computer programs – the "client" and the "server".
- Client
 - Requests some type of service (such as a file or database access) from the server.
- Server
 - Fulfills the request and transmits the results to the client over a network

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The Client/Server Model

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- The Internet
Client/Server Model
 - Client: Web Browser
 - Server: Web Server



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Internet Protocols

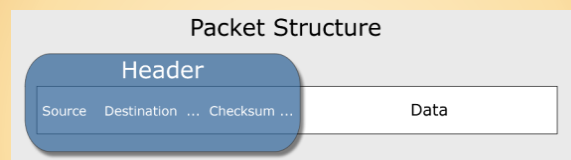
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- Protocols
 - Rules that describe the methods used for clients and servers to communicate with each other over a network.
- There is no single protocol that makes the Internet and Web work.
- A number of protocols with specific functions are needed.

Common Internet Protocols

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- Official Communication Protocol: TCP/IP

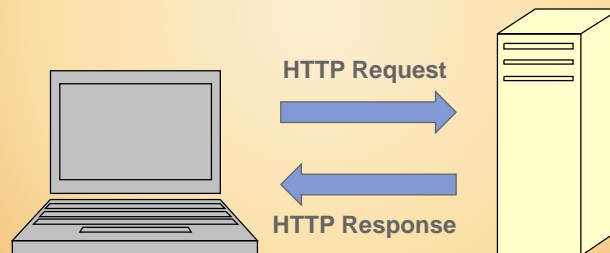


- Specialized Protocols:
 - File Transfer: FTP
 - E-mail: SMTP, POP3, IMAP
 - Websites: HTTP

HTTP - Hypertext Transfer Protocol

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- A set of rules for exchanging files such as text, graphic images, sound, video, and other multimedia files on the Web.
- Web browsers send HTTP requests for web pages and their associated files.
- Web servers send HTTP responses back to the web browsers.



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IP Address

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- Each device connected to the Internet has a unique numeric IP address.
- These addresses consist of a set of four groups of numbers, called octets.

74.125.73.106 will get you Google!
104.16.50.14 will get you to ASU!

- An IP address may correspond to a domain name.

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Domain Name

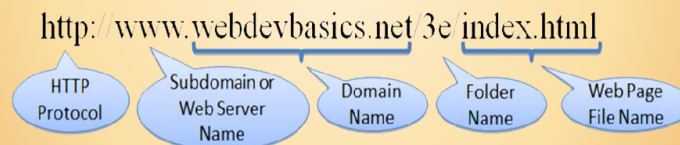
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- Locates an organization or other entity on the Internet
- Domain Name System
 - Divides the Internet into logical groups and understandable names
 - Associates unique computer IP Addresses with the text-based domain names you type into a web browser
 - Browser: `http://google.com`
 - IP Address: `74.125.73.106`

URI - Uniform Resource Indicator

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- URI
 - Uniform Resource Locator
- URL
 - Uniform Resource Locator
 - Represents the address of a resource on the Internet.



TLD - Top-Level Domain Name

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- A top-level domain (TLD) identifies the right-most part of the domain name.
- Some generic TLDs:
.com, .org, .net, .mil, .gov, .edu, .int, .aero, .asia, .cat, .jobs, .name, .biz, .museum, .info, .coop, .pro, .travel



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NEW gTLDs!

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- ICANN accepted proposals for almost 2000 new gTLDs in 2012.
 - A wide variety of new gTLDs were proposed
 - Some of the first new gTLDs to become available included .bike, .guru, .holdings, .clothing, .singles, .ventures, and .plumbing.
 - ICANN has set a schedule to periodically launch new gTLDs.
 - Visit <http://newgtlds.icann.org/en/program-status/delegated-strings> for a list of new gTLDs.

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Country Code TLDs

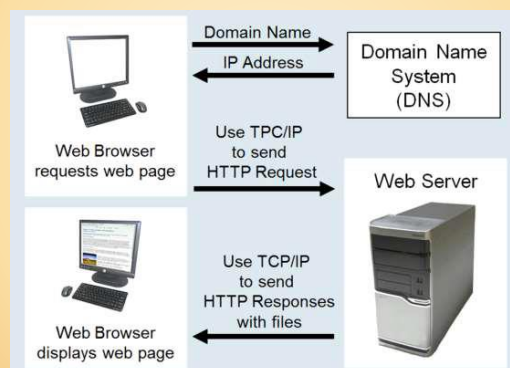
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- Two character codes originally intended to indicate the geographical location (country) of the web site.
- In practice, it is fairly easy to obtain a domain name with a country code TLD that is not local to the registrant.
- Examples:
 - .tv, .ws, .au, .jp, .uk
 - See <http://www.iana.org/domains/root/db> for a list of TLDs.

Domain Name System

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- The Domain Name System (DNS) associates Domain Names with IP addresses.



Markup Languages

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- SGML – Standard Generalized Markup Language
 - A standard for specifying a markup language or tag set
- HTML – Hypertext Markup Language
 - The set of markup symbols or codes placed in a file intended for display on a web browser.
 - Element or tag – individual markup code
 - Attribute – modifies the purpose of a tag

Markup Languages

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- XML – eXtensible Markup Language
 - A text-based language designed to describe, deliver, and exchange structured information.
 - It is not intended to replace HTML – it is intended to extend the power of HTML by separating data from presentation.

Markup Languages

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- XHTML – eXtensible Hypertext Markup Language
 - Developed by the W3C as the reformulation of HTML 4.0 as an application of XML.
 - It combines the formatting strengths of HTML 4.0 and the data structure and extensibility strengths of XML.

Markup Languages

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- HTML5
 - The next version of HTML 4 and XHTML 1
 - Incorporates features of both HTML and XHTML
 - Adds new elements
 - Eliminates some elements
 - Intended to be backward compatible
 - <http://www.w3.org/html/>



HTML5 Web Page

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```
<!DOCTYPE html>
<html lang="en">
<head>
  <title>Page Title Goes Here</title>
  <meta charset="utf-8">
</head>
<body>
  <p>Hello World!</p>
</body>
</html>
```

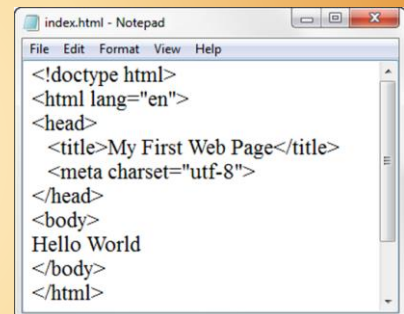
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Under the Hood of a Web Page

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- DTD – describes the markup language syntax
- HTML element– contains the web page document
- Head element – contains the head section
 - The head section contains information that describes the web page document
 - Title element– Text displays in title bar of window
 - Meta element – describes the character encoding
- Body element – contains the body section
 - The body section contains the text and elements that display in the browser viewport.



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See you in the next video!

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