

**ADDIS ABABA UNIVERSITY**

**ADDIS ABABA INSTITUTE OF TECHNOLOGY**

**CENTER OF INFORMATION TECHNOLOGY AND SCIENTIFIC COMPUTING**

DEPARTMENT OF **SOFTWARE ENGINEERING**

FUNDAMENTALS OF WEB DESIGN AND DEVELOPMENT

**Lecture One Based Assignment**

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Section -2

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**1. Internet** was created by Robert Elliot Kahn. Khan was an American electrical engineer, who, along with Vint Cerf, first proposed the Transmission Control Protocol and the Internet Protocol, the fundamental communication protocols at the heart of the Internet.

**Internet** is a worldwide system of interconnected computer networks that use the TCP/IP set of network protocols to reach billions of users.

The Internet is made up of a massive network of specialized computers called routers. Each router's job is to know how to move packets along from their source to their destination. A packet will have moved through multiple routers during its journey. When a packet moves from one router to the next, it's called a hop.

The first workable prototype of the **Internet** came in the late 1960s in California in the United States. In the summer of 1968, the NWG (Network Working Group) held its first meeting, chaired by Elmer Shapiro, at the SRI (Stanford Research Institute) with the creation of ARPANET, or the Advanced Research Projects Agency Network. ... ARPANET adopted TCP/IP on January 1, 1983, and from there researchers began to assemble the “network of networks” that became the modern **Internet.**

The **Advanced Research Projects Agency Network** (**ARPANET**) was the first wide-area packet-switching network with distributed control and the first network to implement the TCP/IP protocol suite. Both technologies became the technical foundation of the Internet. The ARPANET was established by the Advanced Research Projects Agency (ARPA) of the United States Department of Defense. Based on the ideas of J. C. R. Licklider, Bob Taylor initiated the ARPANET project in 1966 and appointed Larry Roberts as program manager. Roberts made the key decisions about the network design. He incorporated Donald Davies’ concepts and designs for packet switching, and sought input from Paul Baran. ARPA awarded the contract to build the network to Bolt Beranek & Newman who developed the first protocol for the network. Roberts engaged Leonard Kleinrock to develop mathematical methods for analyzing the packet network technology. The first computers were connected in 1969 and the Network Control Program was implemented in 1970. Networking research in the early 1970s by Bob Kahn and Vint Cerf led to the formulation of the Transmission Control Program (TCP) in 1974, which incorporated concepts from the French CYCLADES project directed by Louis Pouzin. As the network development progressed, a protocol for internetworking was developed by which multiple separate networks could be joined into a network of networks. Originally referred to as *IP/TCP*, version 4 of TCP/IP was installed in the ARPANET for production use in January 1983 after the Department of Defense made it standard for all military computer networking[[](https://en.wikipedia.org/wiki/ARPANET#cite_note-12) Access to the ARPANET was expanded in 1981, when the National Science Foundation (NSF) funded the Computer Science Network (CSNET). In the early 1980s, the NSF funded the establishment of national supercomputing centers at several universities, and provided network access and network interconnectivity with the NSFNET project in 1986. The ARPANET project was formally decommissioned in 1990, after partnerships with the telecommunication industry paved the way for future commercialization of a new world-wide network, known as the Internet.

History of the Internet: Timeline

1969**:** Arpanet

1969: Unix

1970: Arpanet network

1971: Email

1971: Project Gutenberg and eBooks

1972: CYCLADES

1973: The first trans-Atlantic connection and the popularity of emailing

1974: The beginning of TCP/IP

1975: The email client

1977: The PC modem

1978: The Bulletin Board System (BBS)

1978: Spam is born

1979: MUD – The earliest form of multiplayer games

1979: Usenet

1980: ENQUIRE software

1982: The first emoticon

1984: Domain Name System (DNS)

1985: Virtual communities

1986: Protocol wars

1987: The Internet grows

1988: IRC – Internet Relay Chat

1988: First major malicious internet-based attack

1989: AOL is launched

1989: The proposal for the World Wide Web

1990: First commercial dial-up ISP

1990: World Wide Web protocols finished

1991: MP3 becomes a standard

1991: The first webcam

1993: Mosaic – first graphical web browser for the general public

1993: Governments join in on the fun

1994: Netscape Navigator

1995: Commercialization of the internet

1996: First web-based (webmail) service

1997: The term “weblog” is coined

1998: First new story to be broken online instead of traditional media

1998: Google!

1998: Internet-based file-sharing gets its roots

1999: SETI@home project

2000: The bubble bursts

2001: Wikipedia is launched

2003: VoIP goes mainstream

2003: MySpace becomes the most popular social network

2003: CAN-SPAM Act puts a lid on unsolicited emails

2004: Web 2.0

2004: Social Media and Digg

2004: “The” Facebook open to college students

2005: YouTube – streaming video for the masses

2006: Twitter gets twittering

2007: Major move to place TV shows online

2007: The iPhone and the Mobile Web

2008: “Internet Election”

2009: ICANN policy changes

The **Future** of internet?

In the future internet is authenticated to continue growing.