Dear Students!

Cada uno de ustedes debe elegir una de las siguiente oraciones y realizar las actividades:

a. Identifique el verbo conjugados de la oración e indique el tiempo y el aspecto verbal.

b. Escriba una pregunta para cada una de las siguientes oraciones. La parte subrayada es la nueva información sobre lo que tienen que preguntar.

1	Today, the Web and the Internet allow connectivity from literally everywhere on earth—even ships at sea and in outer space.
2	The World Wide Web ("WWW" or simply the "Web") is a global information medium which users can read and write via computers connected to the Internet.
3	The term is often mistakenly used as a synonym for the Internet itself, but the Web is a service that operates over the Internet, as e-mail does.
4	The history of the Internet dates back significantly further than that of the World Wide Web.
5	The hypertext portion of the Web in particular has an intricate intellectual history; notable influences and precursors include Vannevar Bush's Memex, IBM's Generalized Markup Language, and Ted Nelson's Project Xanadu.
6	The concept of a home-based global information system goes at least as far back as "A Logic Named Joe", a 1946 short story by Murray Leinster, in which computer terminals, called "logics," were in every home.
7	Although the computer system in the story is centralized, the story captures some of the feeling of the ubiquitous information explosion driven by the Web.
8	The NeXTcube used by Tim Berners-Lee at CERN became the first Web server.
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10	In 1980, Tim Berners-Lee, an independent contractor at the European Organization for Nuclear Research (CERN), Switzerland, built ENQUIRE, as a personal database of people and software models, but also as a way to play with hypertext;
11	Each new page of information in ENQUIRE had to be linked to an existing page.
12	In 1984 Berners-Lee returned to CERN.

13	Berners-Lee considered its problems of information presentation: physicists from around the world needed to share data, and with no common machines and no common presentation software.
14	He wrote a proposal in March 1989 for "a large hypertext database with typed links", but it generated little interest.
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17	His boss, Mike Sendall, encouraged Berners-Lee to begin implementing his system on a newly acquired NeXT workstation.
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20	He considered several names, including *Information Mesh*, *The Information Mine* (turned down as it abbreviates to TIM, the WWW's creator's name) or *Mine of Information* (turned down because it abbreviates to MOI which is "Me" in French), but settled on *World Wide Web.*
21	Robert Cailliau, Jean-François Abramatic and Tim Berners-Lee were at the 10th anniversary of the WWW Consortium.
22	Berners-Lee found an enthusiastic collaborator in Robert Cailliau, who rewrote the proposal (published on November 12, 1990) and sought resources within CERN.
23	Berners-Lee and Cailliau pitched their ideas to the European Conference on Hypertext Technology in September 1990, but found no vendors who could appreciate their vision of marrying hypertext with the Internet.
24	By Christmas 1990, Berners-Lee had built all the tools necessary for a working Web: the HyperText Transfer Protocol (HTTP) 0.9, the HyperText Markup Language (HTML), the first Web browser (named WorldWideWeb, which was also a Web editor), the first HTTP server software (later known as CERN httpd), the first web server, and the first Web pages that described the project itself.

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26	The browser could access Usenet newsgroups and FTP files as well.
27	However, the browser could run only on the NeXT.
28	Nicola Pellow created a simple text browser that could run on almost any computer.
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30	To encourage use within CERN, they put the CERN telephone directory on the web — previously users had had to log onto the mainframe in order to look up phone numbers.
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32	Paul Kunz from the Stanford Linear Accelerator Center visited CERN in September 1991, and was captivated by the Web.
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34	He brought the NeXT software back to SLAC.
35	Louise Addis adapted it for the VM/CMS operating system on the IBM mainframe as a way to display SLAC's catalog of online documents.
36	It was the first web server outside of Europe and the first in North America.
37	On August 6, 1991, Berners-Lee posted a short summary of the World Wide Web project on the alt.hypertext newsgroup.
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40	This date also marked the debut of the Web as a publicly available service on the Internet.
41	The WorldWideWeb (WWW) project aims to allow all links to be made to any information anywhere.
42	The WWW project was started to allow high energy physicists to share data, news, and documentation.
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44	An early CERN-related contribution to the Web was the parody band Les Horribles Cernettes, whose promotional image is believed to be among the Web's first five pictures:
45	In keeping with its birth at CERN, early adopters of the World Wide Web were primarily university-based scientific departments or physics laboratories such as Fermilab and SLAC.
46	Early websites intermingled links for both the HTTP web protocol and the then-popular Gopher protocol, which provided access to content through hypertext menus presented as a file system rather than through HTML files.
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48	Early Web users would navigate either by bookmarking popular directory pages, such as Berners-Lee's first site at http://info.cern.ch/, or by consulting updated lists such as the NCSA "What's New" page.
49	Some sites were also indexed by WAIS, enabling users to submit full-text searches similar to the capability later provided by search engines.
50	There was still no graphical browser available for computers besides the NeXT.
51	This gap was filled in April 1992 with the release of Erwise, an application developed at Helsinki University of Technology.

52	In May 1992 ViolaWWW was created by Pei-Yuan Wei.
53	ViolaWWW included advanced features such as embedded graphics, scripting, and animation.
54	Both programs ran on the X Window System for Unix.
55	Students at the University of Kansas adapted an existing text-only hypertext browser, Lynx, to access the web.
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57	Lynx was available on Unix and DOS.
58	The turning point for the World Wide Web was the introduction of the Mosaic web browser in 1993.
59	Marc Andreessen and his team developed a graphical browser at the National Center for Supercomputing Applications (NCSA) at the University of Illinois at Urbana-Champaign (UIUC).
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63	Andreessen and Eric Bina released an X Window browser in February 1993.
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65	It gained popularity due to its strong support of integrated multimedia.
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68	They released Cello in June 1993.
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72	The company changed its name to Netscape in April 1994, and the browser was developed further as Netscape Navigator.
73	In May 1994, Robert Cailliau organized the first International WWW Conference at CERN.
74	In April 1993 CERN had agreed that anyone could use the Web protocol and code royalty-free; this was in part a reaction to the perturbation caused by the University of Minnesota announcing that it would begin charging license fees for its implementation of the Gopher protocol.
75	In September 1994, Berners-Lee founded the World Wide Web Consortium (W3C) at the Massachusetts Institute of Technology with support from the Defense Advanced Research Projects Agency (DARPA) and the European Commission.
76	It comprised various companies that were willing to create standards and recommendations to improve the quality of the Web.
77	The World Wide Web Consortium decided that their standards must be based on royalty-free technology, so they can be easily adopted by anyone.
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80	Though at first people saw mainly the possibilities of free publishing and instant worldwide information, increasing familiarity with two-way communication over the "Web" led to the possibility of direct Web-based commerce (e-commerce) and instantaneous group communications worldwide.
81	More dotcoms, displaying products on hypertext webpages appeared into the Web.
82	The low interest rates in 1998–99 helped increase the start-up capital amounts.
83	Although a number of these new entrepreneurs had realistic plans and administrative ability, most of them lacked these characteristics but were able to sell their ideas to investors because of the novelty of the dot-com concept.
84	Historically, the dot-com boom is similar to a number of other technology-inspired booms of the past including railroads in the 1840s, radio in the 1920s, transistor electronics in the 1950s, computer time-sharing in the 1960s, and home computers and biotechnology in the early 1980s.
84	In 2001 the bubble burst, and many dot-com start-ups went out of business after burning through their venture capital and failing to become profitable.
85	In the aftermath of the dot-com bubble, telecommunications companies had a great deal of overcapacity as many Internet business clients went bust.
86	That, plus ongoing investment in local cell infrastructure kept connectivity charges low, and helping to make high-speed Internet connectivity more affordable.
87	During this time, a handful of companies found success developing business models that helped make the World Wide Web a more compelling experience.
88	This new era also begot social networking websites, such as MySpace and Facebook, which, though unpopular at first, very rapidly gained acceptance in becoming a major part of youth culture.
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91	The Web 2.0 boom saw many new service-oriented startups catering to a new, democratized Web.
92	Some believe that the full realization of a Semantic Web will follow.
93	Predictably, as the World Wide Web became easier to query, attained a higher degree of usability, and shed its esoteric reputation, it gained a sense of organization and unsophistication which opened the floodgates and ushered in a rapid period of popularization.
94	In 2005, 3 ex-PayPal employees formed a video viewing website called YouTube.
95	Only a year later, YouTube was the most quickly popularized website in history, and even started a new concept of user-submitted content in major events, as in the CNN-YouTube Presidential Debates.
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97	The popularity of YouTube and similar services, combined with the increasing availability and affordability of high-speed connections has made video content far more common on all kinds of websites.
98	Many video-content hosting and creation sites provide an easy means for their videos to be embedded on third party websites without payment or permission.
99	This combination of more user-created or edited content, and easy means of sharing content, such as via RSS widgets and video embedding, has led to many sites with a typical "Web 2.0" feel.