**Basics of Internet and Web**

1. **Internet**: A global network connecting millions of private, public, academic, business, and government networks, allowing data exchange and communication.
2. **World Wide Web (WWW)**: A system of interlinked hypertext documents accessed via the Internet using web browsers. It enables the viewing of web pages that contain text, images, and multimedia.
3. **Web Page**: A document on the World Wide Web, which can be static, dynamic, or active.
   * **Static Web Page**: Displays fixed content, created using HTML. It does not change unless manually updated.
   * **Dynamic Web Page**: Content is generated in real-time, often using server-side languages like PHP or ASP.
   * **Active Web Page**: Highly interactive, using technologies like JavaScript and AJAX for dynamic updates without page reloads.
4. **Home Page**: The main or introductory page of a website, usually serving as the entry point for visitors.
5. **Web Site**: A collection of related web pages under a single domain name, accessible via the Internet.
6. **Overview of Protocols**:
   * **Simple Mail Transfer Protocol (SMTP)**: Used to send emails from clients to servers and between servers.
   * **Gopher**: A menu-based system to access and retrieve documents over the Internet.
   * **Telnet**: A protocol that allows remote login to another computer over the Internet.
   * **Emails**: Electronic messages exchanged over the Internet using protocols like SMTP (sending) and POP/IMAP (retrieving).
   * **Trivial File Transfer Protocol (TFTP)**: A simplified version of FTP used for transferring small files.
   * **Simple Network Management Protocol (SNMP)**: Manages devices on IP networks like routers and switches.
   * **HyperText Transfer Protocol (HTTP)**: The foundation of data exchange on the Web, used to load web pages via browsers.
7. **Client-Server Computing**:
   * **Client**: A machine or software that requests services or resources from a server.
   * **Server**: A machine or software providing services or resources to clients.
   * **Web Client**: A web browser (such as Chrome, Firefox) that accesses and displays web content.
   * **Web Server**: Hosts websites and serves web pages to clients when requested (e.g., Apache, IIS).
8. **Web Browsers**:
   * Software used to browse and display web pages. Examples include:
     + **Netscape Navigator**
     + **Internet Explorer**
     + **Mozilla Firefox**
     + **Google Chrome**
9. **Client-Side Scripting Languages**:
   * **VBScript**: A simplified scripting language developed by Microsoft, primarily used for client-side web programming in Internet Explorer.
   * **JavaScript**: A popular language used to create interactive web elements, manipulate the DOM, and improve user experience on web pages.
10. **ActiveX Control and Plug-ins**:
    * **ActiveX**: A framework for defining reusable software components, used to enhance the functionality of Internet Explorer.
    * **Plug-ins**: External modules added to browsers to support additional functionalities like playing videos or interactive media (e.g., Flash, Silverlight).
11. **Web Server Architecture**:
    * Defines the structure and components of a web server system, including how clients connect to servers and how servers process requests and return content.
12. **Image Maps**: A web design feature allowing different areas of an image to link to different destinations (URLs).
13. **CGI (Common Gateway Interface)**: A standard for interfacing external applications with web servers to generate dynamic web content.
14. **API (Application Programming Interface)**: A set of protocols for building and interacting with software applications, enabling web database connectivity.
15. **Database Connectivity**:
    * **DBC (Database Connectivity)**: General term for technologies that connect web applications to databases.
    * **ODBC (Open Database Connectivity)**: A standard API that allows applications to access different database management systems (DBMS) using SQL.

These notes summarize the basic concepts of Internet and web technologies, focusing on the foundational protocols, client-server interaction, scripting languages, and web development components.