Tim Berners Lee

Early Life

1955 Tim was born in London, England.

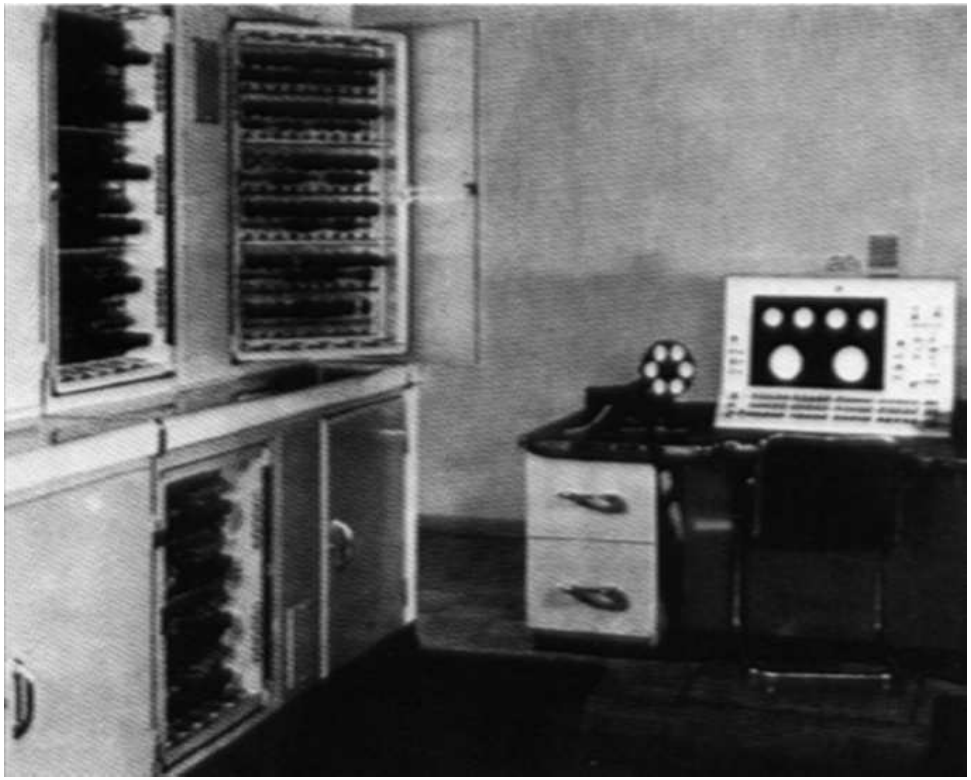
1973 He studies at University of Oxford where he received his first-class degree in Physics.

1980 He works on a project: a real-time remote procedure call.

1989 Writes his initial proposal of the Transmission Control Protocol and domain name system ideas: The World Wide Web (www).

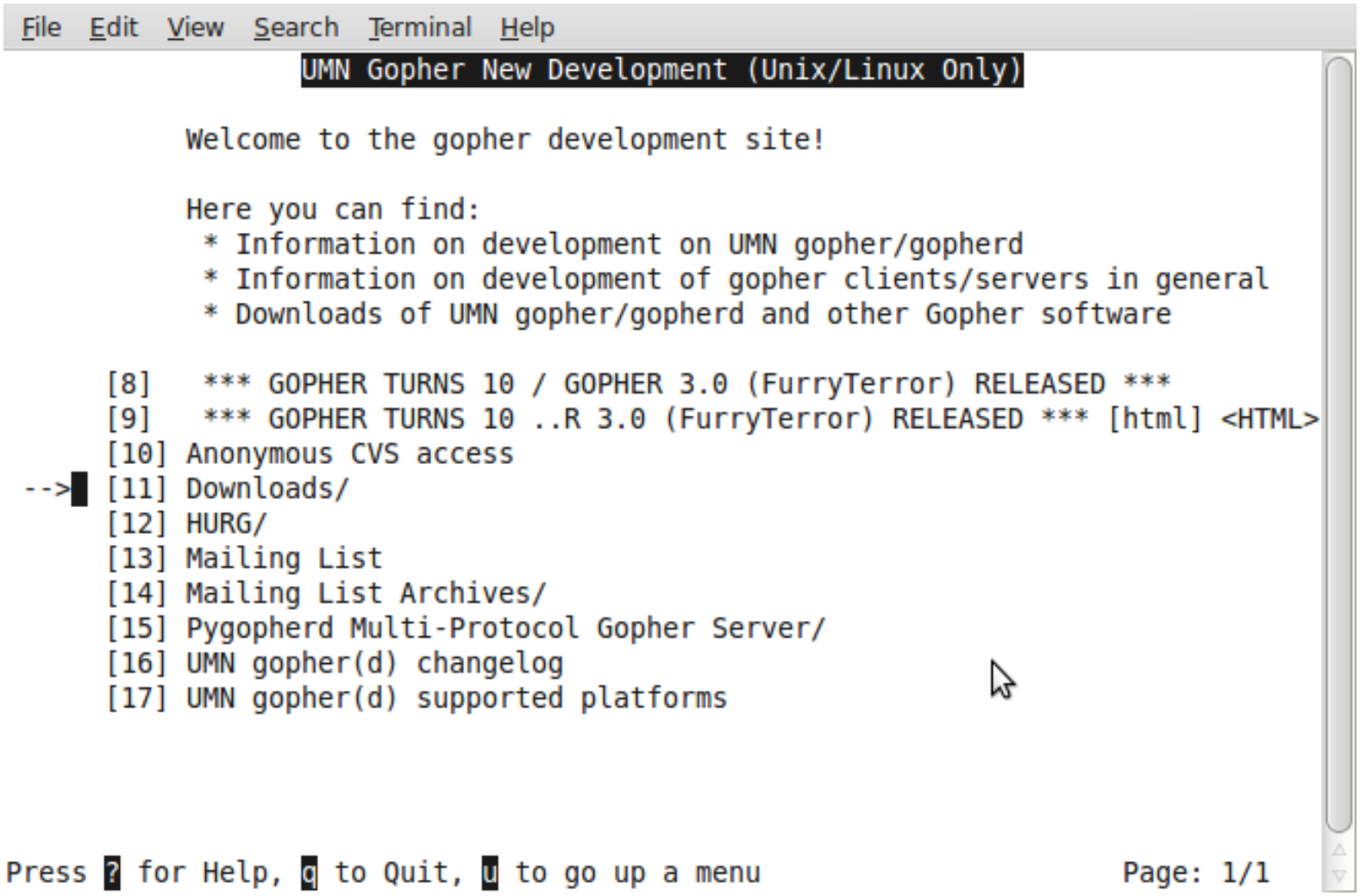
1991 The first web site built by him and was putted on line on 6 August.

1994 Berners-Lee founds the World Wide Web Consortium.



Ferranti Mark I

World Wide Web - WWW


File Edit View Search Terminal Help
UMN Gopher New Development (Unix/Linux Only)
Welcome to the gopher development site!
Here you can find:
* Information on development on UMN gopher/gopherd
* Information on development of gopher clients/servers in general
* Downloads of UMN gopher/gopherd and other Gopher software
[8] *** GOPHER TURNS 10 / GOPHER 3.0 (FurryTerror) RELEASED ***
[9] *** GOPHER TURNS 10 ..R 3.0 (FurryTerror) RELEASED *** [html] <HTML>
[10] Anonymous CVS access
--> [11] Downloads/
[12] HURG/
[13] Mailing List
[14] Mailing List Archives/
[15] Pygopherd Multi-Protocol Gopher Server/
[16] UMN gopher(d) changelog
[17] UMN gopher(d) supported platforms
Press ? for Help, q to Quit, u to go up a menu
Page: 1/1

World Wide Web

The WorldWideWeb (W3) is a wide-area hypermedia information retrieval initiative aiming to give universal access to a large universe of documents.

Everything there is online about W3 is linked directly or indirectly to this document, including an executive summary of the project, Mailing lists , Policy , November's W3 news , Frequently Asked Questions .

What's out there?
: Pointers to the world's online information, subjects , W3 servers, etc.

Help
: on the browser you are using

Software Products
: A list of W3 project components and their current state. (e.g. Line Mode ,X11 Viola , NeXTStep , Servers , Tools , Mail robot , Library)

Technical
: Details of protocols, formats, program internals etc

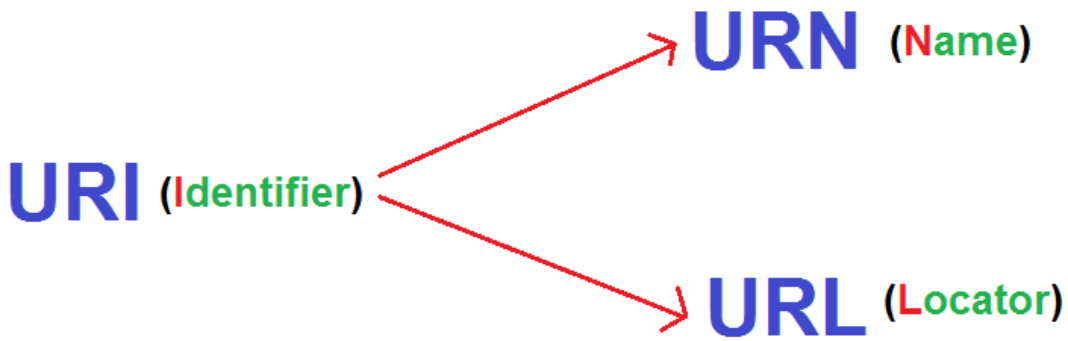
Bibliography
: Paper documentation on W3 and references.

People
: A list of some people involved in the project.

History
: A summary of the history of the project.

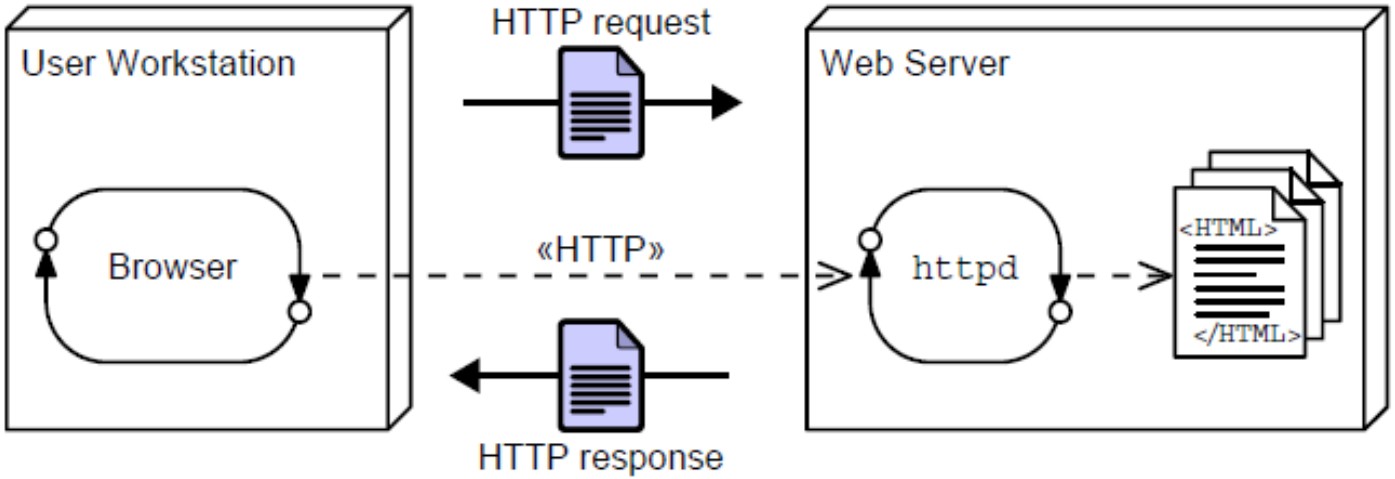
How can I help ?
: If you would like to support the web..

Getting code
: Getting the code by anonymous FTP , etc.



Both **Name** and **Locator** can act as **Indentifier**, Hence all URLs & URNs are **URIs**

Universal Resource Identifiers (URIs) are the names that represents the address of the server



HyperText Transfer Protocol (HTTP) is the system used to send data between the client and the server. It can encompass a wide range of data types.

```
<!doctype html>
<!-- sample-references.html -->
<html>
    <head>
        <title>Link References</title>
        <link rel="stylesheet" href="css-1.css">
        <link rel="stylesheet" href="css/css-1.css">
        <link rel="stylesheet" href="../css/css-1.css">
        <script src="http://html5shiv.googlecode.com/svn/trunk/html5.js"></script>
    </head>
    <body>
        <div>JSP is great!</div>
    </body>
</html>
```

HyperText Markup Language (HTML) is the structure of rules that encompass the data of a web document. This consists of tags such as:

– to represent the language that is being used

– an anchor to another document

– a method of inserting an image into the document

World Wide Web Consortium - W3C

The W3C and Web Standards

Web standards are rules and guidelines established by W3C developed to promote consistency in the design code which makes up a web page. Without getting technical, simply it's the guideline for the mark-up language which determines how a web page. displays in a visitor's browser window.

Commonly Referenced W3C Standards

HTML – HyperText Markup Language

XML – Extensible Markup Language

XHTML – Extensible Hypertext Markup Language

CSS – Cascading Style Sheets

WCAG 2.0 – Web Content Accessibility Guidelines

DOM – Document Object Model

SVG – Scalable Vector Graphics