**CS213 - Web Engineering Steven Mitch Patterson**

**Assignment #01**

**Internet and Web Jargon**  
*70 pts*  
     Expand acronyms, if appropriate, and define the following terms (as they relate to the Internet)   
     Be specific and detailed! A single line definition may not be sufficient!

     Print your definitions and hand in a hard copy.

1. **applet -** is any small application that performs one specific task that runs within the scope of a dedicated widget engine or a larger program.
2. **CGI (Common Gateway Interface) -** is a standard way for a Web server to pass a Web user's request to an application program and to receive data back to forward to the user
3. **client –** is a computer that connects to and uses the resources of a remote computer, or server.
4. **DHTML –** (Dynamic HyperText Markup Language), is an umbrella term for a collection of technologies used together to create interactive and animated websites.
5. **DNS –** (Domain Name System)  is a hierarchical decentralized naming system for computers, services, or other resources connected to the Internet or a private network.
6. **Ethernet -** a system for connecting a number of computer systems to form a local area network, with protocols to control the passing of information and to avoid simultaneous transmission by two or more systems.
7. **FTP –** (File Transfer Protocol) - is a standard network protocol used for the transfer of computer files between a client and server on a computer network.
8. **SQL –** (Structured Query Language) is a domain-specific language used in programming and designed for managing data held in a relational database management system.
9. **HTML –** (HyperText Markup Language) is the standard markup language for creating web pages and web applications.
10. **CSS –** (Cascading Style Sheets) is a style sheet language used for describing the presentation of a document written in a markup language like HTML.
11. **HTTP –** (Hypertext Transfer Protocol) is an application protocol for distributed, collaborative, hypermedia information systems.
12. **IP address –** (IP- Internet Protocol) is a numerical label assigned to each device connected to a computer network that uses the Internet Protocol for communication.
13. **MIME –** (Multipurpose Internet Mail Extensions)is an Internet standard that extends the format of email.
14. **ping –** is a computer network administration software utility used to test the reachability of a host.
15. **Router -** A routeris a networking device that forwards data packets between computer networks. They perform the traffic directing functions on the Internet.
16. **SSL  -** (Secure Sockets Layer) is a standard security protocol for establishing encrypted links between a web server and a browser in an online communication.
17. **UTF-8 –** (Unicode Transformation Format) is a variable width character encoding capable of encoding all 1,112,064[[1]](https://en.wikipedia.org/wiki/UTF-8#cite_note-1) valid code points in Unicode using one to four 8-bit bytes.
18. **server -** is a computer program or a device that provides functionality for other programs or devices, called "clients".
19. **Servlet -** are the Java programs that run on the Java-enabled web server or application server.
20. **Unicode -** is a computing industry standard for the consistent encoding, representation, and handling of text expressed in most of the world's writing systems.
21. **xDSL –** (digital subscriber line) is a device used to connect a computer or router to a telephone line which provides the digital subscriber line service for connectivity to the Internet.
22. **TCP/IP –** (transmission control protocol/Internet protocol) used to govern the connection of computer systems to the Internet.
23. **telnet -** a network protocol that allows a user on one computer to log into another computer that is part of the same network.
24. **traceroute –** Is a computer network diagnostic tool for displaying the route (path) and measuring transit delays of packets across an Internet Protocol (IP) network.
25. **W3C –** (World Wide Web Consortium)is the main international standards organization for the World Wide Web.
26. **XHTML –** (Extensible Hypertext Markup Language) is part of the family of XML markup languages. It mirrors or extends versions of the widely used Hypertext Markup Language.
27. **XML -** (Extensible Markup Language) is a markup language that defines a set of rules for encoding documents in a format that is both human-readable and machine-readable.
28. **XSL –** (Extensible Stylesheet Language) is used to refer to a family of languages used to transform and render XML documents.
29. **URL –** (Uniform Resource Locator) colloquially termed a web address,is a reference to a web resource that specifies its location on a computer network and a mechanism for retrieving it.
30. **JQuery -** is a JavaScript library designed to simplify HTML DOM tree traversal and manipulation, as well as event handling, CSS animation, and Ajax.
31. **Bootstrap -** is a free and open-source front-end framework for developing websites and web applications.
32. **AJAX –** (Asynchronous JavaScript And XML) is a set of Web development techniques using many web technologies on the client side to create asynchronous Web applications.
33. **Angular -** is a TypeScript-based open-source front-end web application frame work by the Angular Team at Google and by a community of individuals and corporations.
34. **React -** is a JavaScript libraryfor building user interfaces.
35. **Vue -** is an open-source JavaScript framework for building user interfaces and single-page applications.