**Theory Assignment 2**

Create a comparative table summarizing Web 1.0 to Web 5.0 based on the following parameters:

Time Period: Approximate years when each phase was prominent.

Content Type: Nature of content (static, dynamic etc.).

User Interaction: Level and type of interaction supported.

Technology Used: Major technologies associated with each phase (e.g., HTML, JavaScript, AI).

Example Platforms: Applications or websites typical of each web phase.

Security Concerns: Key security risks associated with the phase

Attacks: Possible attacks

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“Our greatest weakness lies in giving up. The most certain way to succeed is always to try just one more time.” – Thomas A. Edison

“Great things in business are never done by one person. They’re done by a team of people.” – Steve Jobs

“There is no such thing as a self-made man. You will reach your goals only with the help of others.” – George Shinn

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| **Web**  **Phase** | **Time Period** | **Content Type** | **User Interaction** | **Technology Used** | **Example Platforms** | **Security Concerns** | **Attacks** |
| Web 1.0 | 1989-2005 | Static | Read-only | HTML, HTTP, CGI | Amazon(early version) | Less secure, less exposure of static content | Phishing, DOS |
| Web 2.0 | 2000-2010 | Dynamic, user-generated | High social interaction, read, write | AJAX, Javascript, RSS, social media frameworks | Facebook, YouTube, Wikipedia | Data privacy, content related risks | XSS, SQL |
| Web 3.0 | 2010-persent | Semantic | Personalized, machine-human interaction | AI, blockchain, RDF, semantic web technologies | Ethereum, decentralized apps | Decentralization risks; smart contract vulnerabilities | Smart contract exploits |
| Web 4.0 | 2020 | Intelligent, integrated | Interactive, IoT integration | AI, big data, IoT | Smart home devices, VR platforms | Attacks increased due to device interconnectivity | IoT botnets |
| Web 5.0 | 2025 onwards | Emotional, human-like | Intuitive, emotional engagement | Advanced AI, emotional analytics | Usage of emotional data and its protection | Ethical concerns, over emotional data usage | Phishing and social engineering |