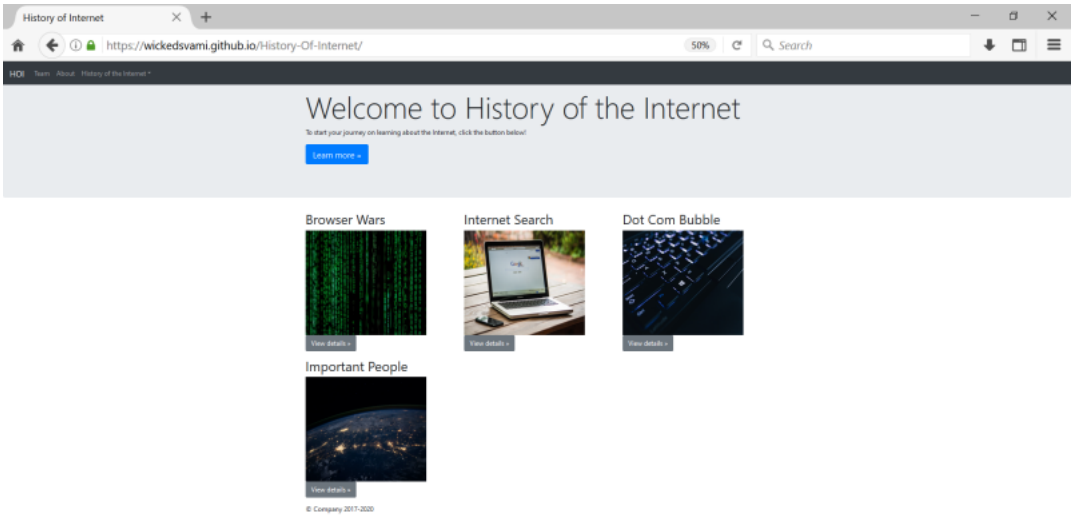
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Internet Search
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Important People
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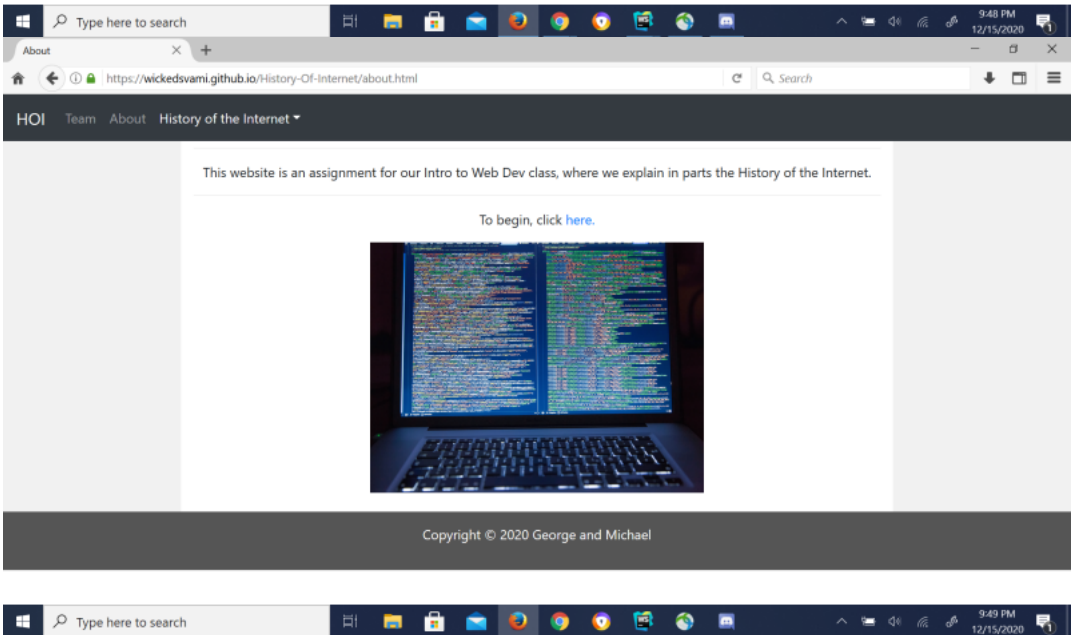
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About
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HOI Team About History of the Internet
This website is an assignment for our Intro to Web Dev class, where we explain in parts the History of the Internet.
To begin, click here.
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History of the Internet
The Invention of the Internet
Internet
As you might expect for a technology so expansive and ever changing, it is impossible to credit the invention of the internet to a single person. The internet was the work of dozens of pioneering scientists, programmers and engineers who each developed new features and technologies that eventually merged to become the "information superhighway" we know today.
The Internet history starts in the 1960s. In 1962, MIT computer scientist J.C.R. Licklider comes up with the idea for a global computer network. He shares his idea with colleagues at the U.S. Department of Defense Advanced Research Projects Agency (ARPA). This leads to an ARPA-funded computer network that becomes a reality in 1969. Over the following years, the ARPANET grows.
Then 1982, the PhoneNet system is established and is connected to ARPANET and the first commercial network, Telenet. This was created by the University of Delaware using Dial Up connections. This made it easier to access the internet and allow email communication between multiple nations of the world. In 1981, Metcalfe's company 3Com announces Ethernet products for both computer workstations and personal computers, this allows for the establishment of local area networks (LANs).
Then in 1990s, ARPANET was shut down and it was during this period that HTML was developed as well as the universal resource locator (URL). In the 2000s we see the rise and burst of the dotcom bubble. While myriad internet-based businesses become present in everyday life, the Dow Jones industrial average also sees its biggest one day drop in history up to that point.
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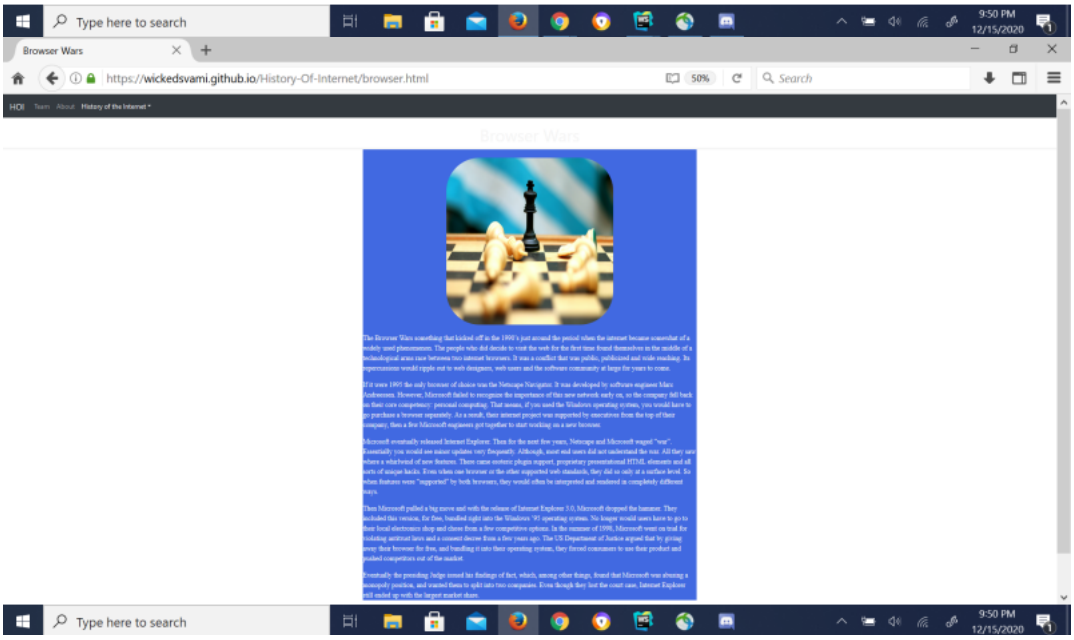
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About
History of the Internet
Browser Wars
The Browser Wars something that kicked off in the 1990's just around the period when the internet became somewhat of a widely used phenomenon. The people who did decide to visit the web for the first time found themselves in the middle of a technological arms race between two internet browsers. It was a conflict that was public, publicized and wide reaching. Its repercussions would ripple out to web designers, web users and the software community at large for years to come.
It'd years 1995 the only browser of choice was the Netscape Navigator. It was developed by software engineer Marc Andreessen. However, Microsoft failed to recognize the importance of this new network early on, so the company fell back on their core competency: personal computing. That means, if you used the Windows operating system, you would have to go purchase a browser separately. As a result, their internet project was supported by executives from the top of their company, then a few Microsoft engineers got together to start working on a new browser.
Microsoft eventually released Internet Explorer. Then for the next few years, Netscape and Microsoft waged "war". Essentially you would see minor updates very frequently. Although, most end users did not understand the war. All they saw became a whirlwind of new features. There came esoteric plugin support, proprietary presentational HTML elements and all sorts of meager hacks. Even when one browser or the other supported web standards, they did so only at a surface level. So when features were "supported" by both browsers, they would often be interpreted and rendered in completely different ways.
Then Microsoft pulled a big move and with the release of Internet Explorer 3.0, Microsoft dropped the hammer. They included this version, for free, bundled right into the Windows '95 operating system. No longer would users have to go to their local electronics shop and chose from a few competitive options. In the summer of 1998, Microsoft went on trial for violating antitrust laws and a consent decree from a few years ago. The US Department of Justice argued that by giving away their browser for free, and bundling it into their operating system, they forced consumers to use their product and crushed competitors out of the market.
Eventually the presiding Judge issued his findings of fact, which, among other things, found that Microsoft was abusing a monopoly position, and wanted them to split into two companies. Even though they lost the court case, Internet Explorer still ended up with the largest market share.
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Internet Search
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Search
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Internet Search
Before 1994, there were no search engines or any efficient ways to search the world wide web. If you needed to find something, you'd likely have to memorize the links of websites or just resign yourself to having to surf through the web through various roundabout methods such as redirect links. This all changed when a pair of Stanford students developed a search engine named Yahoo.
The students, David Filo and Jerry Yang, began their development of Yahoo when their professor went off on a year-long sabbatical, which left the two with plenty of time on their hands. However, like most startups, the pair encountered the common problem of lacking funds for the project. This is where eventually the idea came up to incorporate ads into the search engine which ended up being a huge success for Yahoo. With all this success, more and more eyes began to realize the potential that the search engine industry had.
In 1996, a new search engine by the name of Excite came onto the scene and rivalled Yahoo and its features for a time. But while these 2 went head to head, it allowed another to grow and become the tech giant we know today as Google. Google differed from the two mainly by the way they organized their search results, which would be done by most viewed sites are the top search results. At the time though, Google was a shadow of their current success, and like many others, they wrestled with financial struggles. Interestingly enough, Excite had the opportunity to purchase Google for a million dollars, which would prove to be a fatal mistake because as of 2020, Google has a worth of $832 billion.
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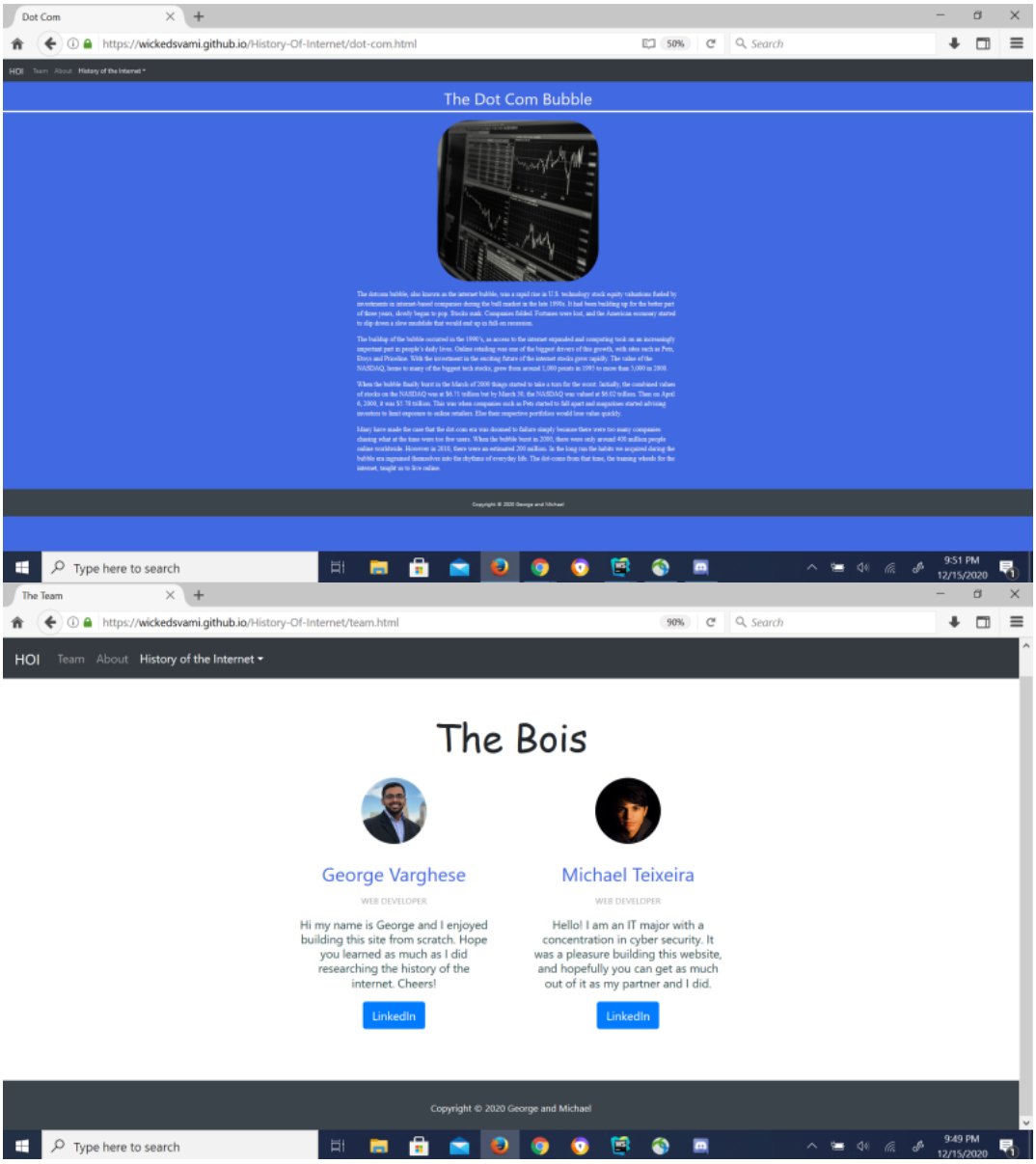
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The Bois
George Varghese
WEB DEVELOPER
Hi my name is George and I enjoyed building this site from scratch. Hope you learned as much as I did researching the history of the internet. Cheers!
LinkedIn
Michael Teixeira
WEB DEVELOPER
Hello! I am an IT major with a concentration in cyber security. It was a pleasure building this website, and hopefully you can get as much out of it as my partner and I did.
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People
Originally, when people liked or discovered a song, band, album etc., they would have to go out and look for a record store to bring a CD back home to listen to. Eventually, people started bringing music to the web, which made the accessibility to music widely available. Soon enough mp3 files would be introduced, which would compact music files into a much smaller digital packet which made it much easier to travel around the web. Along with mp3 files, downloadable media players were created so that people could easily access any music they may have downloaded and play it freely.
In 1999, 2 college students named Shawn Fanning and Sean Parker would essentially create the first independent peer-to-peer file sharing service that specialized in mp3 files, known as Napster. Within a short amount of time, Napster had blown up at an exponential rate, and soon had the music industry, namely the Recording Industry Association of America (RIAA), breathing down their neck. Due to copyright claims, what Napster was doing was highly illegal and was stealing a bunch of fan profits that would be going to artists and record labels etc., and could have potentially been the end of the record industry, among many other industries. It was a music revolution, and the ripples are still felt to this day.
Napster would eventually be shut down by court order, but it can't be denied that it paved the way for many brands that are widely known and used today. Napster allowed users to interact and share content with one another, and this idea would spark many more companies in the future. In 2003, MySpace would come around originally as a place to share mp3 files, but would further grow into a massive social networking space. Although Napster and MySpace would be short lived ventures, the ideas that they sparked and paths that they paved would change the Internet forever. The companies that would later walk those paths paved by them would grow to become massive giants in the tech and media worlds respectively, such as Facebook, Youtube, Spotify, and more.
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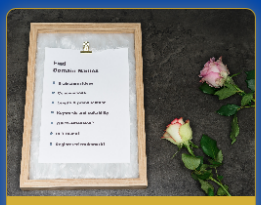
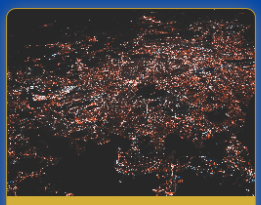
How the Internet Works



Domain names and ICANN

Explore the internet community and learn how to leave your mark.

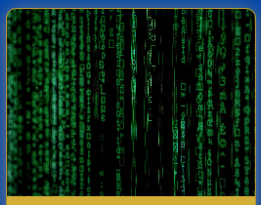
Learn More



IP Addresses, Packets and Routing

Learn how the Internet works behind the scenes to get to the website you desire.

Learn More



DNS

Learn about the internet phonebook.

Learn More

HTTP and HTTPS protocols

Learn about two types of internet protocols and what they are used for.

Learn More

W3C and HTML and CSS

Learn about the tools to create webpages and what they are.

Learn More

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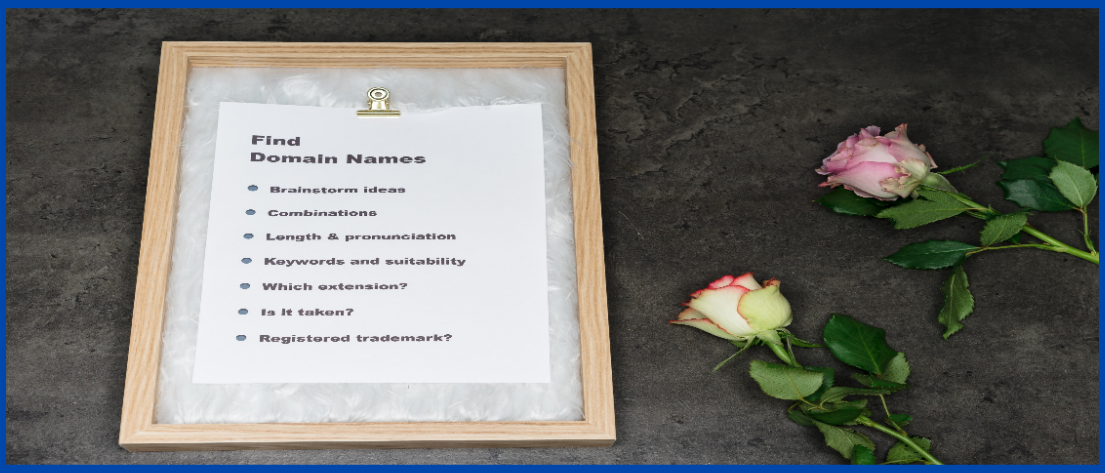
What is a Domain and the ICANN?



Domain names are a key part of the Internet infrastructure. They provide a human-readable address for any web server available on the Internet. Computers can handle such addresses easily, but people have a hard time finding out who's running the server or what service the website offers. IP addresses are hard to remember and might change over time. So domain names were created to make it easier.

ICANN was formed in 1998. It is a not-for-profit partnership of people from all over the world dedicated to keeping the Internet secure, stable and interoperable. It promotes competition and develops policy on the Internet's unique identifiers. ICANN doesn't control content on the Internet. It cannot stop spam and it doesn't deal with access to the Internet. But through its coordination role of the Internet's naming system, it does have an important impact on the expansion and evolution of the Internet.

HTIW

- About
- Dropdown
  Domain names and ICANN IP Addresses, Packets and Routing DNS HTTP and HTTPS protocols W3C and HTML and CSS

About

George Varghese

WEB DEVELOPER

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LinkedIn

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Domain Name System

DNS is the phonebook of the Internet. Humans access information online through domain names, like nytimes.com or espn.com. Web browsers interact through Internet Protocol (IP) addresses. DNS translates domain names to IP addresses so browsers can load Internet resources.

The process of DNS resolution involves converting a hostname (such as www.example.com) into a computer-friendly IP address (such as 192.168.1.1). An IP address is given to each device on the Internet, and that address is necessary to find the appropriate Internet device - like a street address is used to find a particular home. When a user wants to load a webpage, a translation must occur between what a user types into their web browser (example.com) and the machine-friendly address necessary to locate the example.com webpage.

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HTTP and HTTPS protocols

HTTP is a protocol which allows the fetching of resources, such as HTML documents. It is the foundation of any data exchange on the Web and it is a client-server protocol, which means requests are initiated by the recipient, usually the Web browser. A complete document is reconstructed from the different sub-documents fetched, for instance text, layout description, images, videos, scripts, and more.

Hypertext transfer protocol secure (HTTPS) is the secure version of HTTP, which is the primary protocol used to send data between a web browser and a website. HTTPS is encrypted in order to increase security of data transfer. This is particularly important when users transmit sensitive data, such as by logging into a bank account, email service, or health insurance provider.

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HTML/CSS and W3C

HTML stands for Hyper Text Markup Language. It allows the user to create and structure sections, paragraphs, headings, links, and block quotes for web pages and applications. HTML is not a programming language, meaning it doesn't have the ability to create dynamic functionality. Instead, it makes it possible to organize and format documents, similarly to Microsoft Word.

CSS a.k.a. Cascading Style Sheets is the language for describing the presentation of Web pages, including colors, layout, and fonts. It allows one to adapt the presentation to different types of devices, such as large screens, small screens, or printers. CSS is independent of HTML and can be used with any XML-based markup language. The separation of HTML from CSS makes it easier to maintain sites, share style sheets across pages, and tailor pages to different environments.

The World Wide Web Consortium (W3C) is an international community where Member organizations, a full-time staff, and the public work together to develop Web standards. Led by Web inventor and Director Tim Berners-Lee and CEO Jeffrey Jaffe, W3C's mission is to lead the Web to its full potential.

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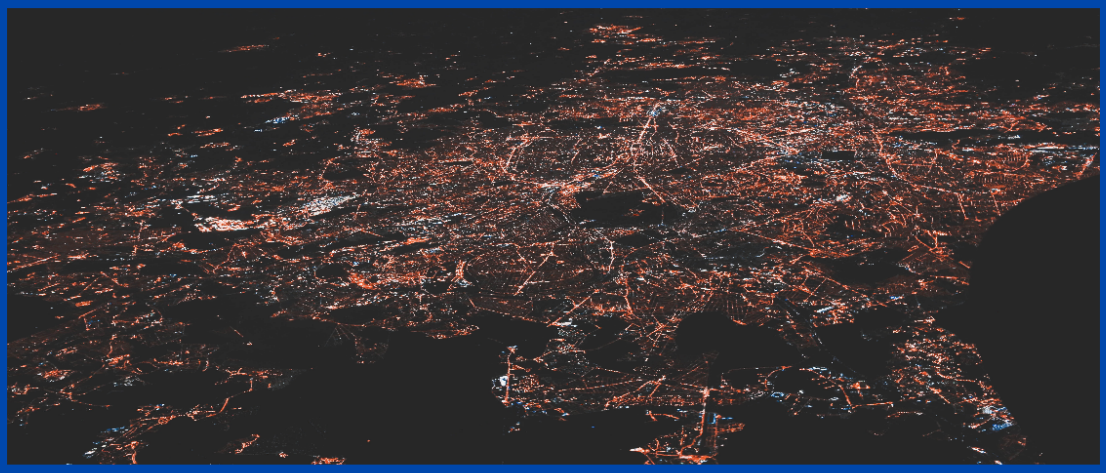
IP Addresses, Packets and Routing



IP (Internet Protocol) Address is an address of your network hardware. It helps in connecting your computer to other devices on your network and all over the world. An IP Address is made up of numbers or characters. All devices that are connected to an internet connection have a unique IP address which means there's a need of billions of IP addresses. This requirement is fulfilled by the new IP version IPv6.

Packets are created when the network breaks an e-mail message into parts of a certain size in bytes. Each packet carries the information that will help it get to its destination -- the sender's IP address, the intended receiver's IP address, something that tells the network how many packets this e-mail message has been broken into and the number of this particular packet. The packets carry the data in the protocols that the Internet uses: Transmission Control Protocol/Internet Protocol (TCP/IP). Each packet contains part of the body of your message. A typical packet contains perhaps 1,000 or 1,500 bytes.

Routing is the process of selecting a path across one or more networks. The principles of routing can apply to any type of network, from telephone networks to public transportation. In packet-switching networks, such as the Internet, routing selects the paths for IP packets to travel from their origin to their destination. These Internet routing decisions are made by specialized pieces of network hardware called routers.