An Undergraduate Project

for the subject

Web Systems and Technologies

School of Computing and Information Sciences

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In Partial Fulfillment

of the Requirements of the Degree

Bachelor of Science in Information Technology

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GROUP 1

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1. **What is WWW**

In September 1994, Berners-Lee established the Internet Consortium (W3C) at the Massachusetts Foundation of Innovation with help from the Safeguard Propelled Exploration Undertakings Agency (DARPA) and the European Commission. A worldwide data medium which client can read and compose through PCs associated with the Web. The term is frequently erroneously utilized as an equivalent word for the Web itself, yet the Internet is an administration that works over the Web, as email does. Information framework that enables records to be associated with different reports. A game plan of web servers that lift especially composed records. Two most prominent programs individuals utilize is the Google Chrome and the Mozilla Firefox. There are a couple of utilizations called Web programs that make it easy to get to the Internet. All critical Web districts have adjusted their substance layout and change approach to manage oblige the rapidly extending division of the people getting to the Internet from little screen phones as opposed to broad screen work area and cell phones. Information system that allows documents to be connected to other documents. A system of internet serves that support especially formatted documents.

An arrangement of web servers that boost particularly designed records. Two most popular browsers people use is the Google Chrome and the Mozilla Firefox. There are a few applications called Web programs that make it simple to get to the World Wide Web. All significant Web locales have balanced their substance outline and improvement way to deal with oblige the quickly expanding division of the populace getting to the Web from little screen telephones rather than extensive screen desktop and smartphones.

1. **Use of WWW in Entertainment**

The World Wide Web is used for entertainment and communication, Users are thinking about obtaining material benefits and want to know how you can make money on the Internet. Every single aspect of music, movies, television, theater, video games, etc. has been greatly affected by the Internet.

On our daily lives we use the www to entertain ourselves especially when we are bored. When surfing in the internet we ought to see a lot of websites that caught our attention and interests, we tend to take longer hours facing our personal computers entertaining ourselves with what we see on the internet.

Watching movies, playing games, reading books online are one of the things that could entertain us with the use of the WWW. There are advantages in using the WWW for our entertainment one is you’re there with just one click. passing data through the Internet to a listener’s mobile device or tablet.

With a lot of sites that you can browse you can learn a lot of things within a particular place. For example, is that when I would like to learn about the culture of this place I can just visit websites regarding to this place. One benefit also is that with the use of the www you can be more sociable it may not be with other people but online.

1. **Entertainment without WWW**

Without entertainment with the WWW it tends us to do more physical stuff like going outside for a jog, going to the mall or reading newspapers and magazines to cope up with what is happening to the world. The entertainment industry also gain profit with the use of the WWW and without it its revenue can go down. Gamers will not be able to experience the wonders of online multiplayer games such as Defense of the Ancients 2 and Player Unknown’s Battlegrounds. Social media games that offers live player to player experience directly from your smart phones are difficult to achieve in this alternative time. Video sharing and online streaming sites like YouTube, Twitch, and NetFlix that keeps us entertained for hours in front of our monitors and displays will not exist as they rely on the World Wide Web to host their web sites. Televisions and radios still leads the entertainment industry as well as arcade games and amusement venues such as Tom’s world and Quantum will receive higher revenue than what we known of today. Children will never stop playing outside as there is no World Wide Web to keep them entertained inside the comforts of their home. Online music streaming sites and applications like Spotify and iTunes that people today use, will be imaginary as digital song formats will continue to be distributed via Compact Disks. Looking for entertainment had never been this easy and hassle free with the World Wide Web in our lives and thanks to the continuous development of technology we won’t even have to worry about being entertained.

1. **Use of WWW in Social Interaction**

When we use the WWW, we share information to others like what it means that the WWW is a global medium of information that people can read and write. As we use the WWW we communicate to other people with just one click and we can also make new friends online especially to those people who don’t associate themselves outside their comfort zones.

For example, when a person is playing online games he/she can meet new people with same interests and likes. Social interaction with the use of the WWW can be easy now because also of the internet when one is connected it can connect with other people around the world she/he can now communicate with them regardless if the person is miles away from the person. It has easy access to talk to that person far away from you and also with the enhance technology today you can even see that person face to face.

1. **Social Interaction without WWW**

Life prior to the creation of the World Wide Web was more of a personal interaction, opposing the modern standards of social interaction. From face-to-face to face-to-phone, technology in the field of communication has launched us to the modern age that enables us to send a message and or even initiating video calls from your phones with the help of internet connectivity. Take this as an example, imagine that you were from a century ago and you remembered your mother. Your mother is half way across the continent, living her daily life in your humble rural home where you grew up. You wanted to ask how she had been, sending letters through the mail is the fastest method for you in this time. The problem is that the letter will be delivered to your mother’s mailbox after a few days, weeks, or even months. Cutting this time of delivery in just seconds is still almost a century away. But what if we lived on an alternative timeline that instead of an instant global communication that the World Wide Web provides does not exist? There would still be cellular phones but without the World Wide Web, the free and unlimited access to Electronic mails and social media sites are no longer a possibility. Party invitations should be sent through the mail weeks prior to the event to make sure that the invited guests would receive the mail in time, where in a world with the World Wide Web invitations could be sent instantly through Electronic mails. The world in this alternative timeline is time consuming and the sense of urgency between interactions is non-existent.

1. **Conclusion**

The WWW truly serves a vital point in both entertainment and social interaction. Because of the WWW, people get entertained by using social medias, playing online games, watching videos or reading e-books. People can also travel through the use of WWW. With just a few clicks, a person can learn about the culture, tourist spots and heritage of another country. People can never be bored if they know how to maximize the endless possibilities in the WWW. Social interaction also became easier through the WWW. With just a few clicks, people get connected to each other despite their distance. In addition, a lot of time and money is saved from social interaction through the use of the WWW. New friends from all over the world can also be made. Indeed, the WWW makes entertainment and social interaction accessible to almost everyone, and the world becomes more connected. With the constant development of technology, entertainment and social interaction continuously improve.

Despite the tremendous benefits the WWW has to offer, it also has negative sides. Since social interaction are almost always done through the WWW, personal interaction decreases. People start to rely on their gadgets instead of talking to someone personally. Using WWW in entertainment also decreases physical activity and can also lead to health complications. However, it cannot be denied that the benefits of the WWW is still greater than the negative ones. WWW can be considered as one of the greatest inventions because it made life easier and more comfortable.