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

9436A 2:00-3:00 TF

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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 clients 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.

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.

Consumers are utilizing the Internet to bring the latest entertainment to them. Gone are the days of renting your favorite VHS tapes in the bulky plastic containers as digital distribution of video games, movies, music, and television shows is taking off.

Traditional entertainment outlets like radio and television are forced to reinvent themselves to stay relevant with the use of the Internet. Radio broadcasters offering streaming internet radio and television shows are advocating the use of a second screen to entertain users by passing data through the Internet to a listener’s mobile device or tablet.

1. Entertainment without WWW

1. Use of WWW in Social Interaction
2. Social Interaction without WWW

Have you ever thought of a world

1. Conclusion