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

* A global information medium which users can read and write via computers connected to the Internet. The term is often mistakenly used as a synonym for the Internet itself, but the Web is a service that operates over the Internet, as email does.
* In September 1994, Berners-Lee founded the World Wide Web Consortium (W3C) at the Massachusetts Institute of Technology with support from the Defense Advanced Research Projects Agency(DARPA) and the European Commission. It comprised various companies that were willing to create standards and recommendations to improve the quality of the Web.
* Information system that allows documents to be connected to other 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.

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