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 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

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 communications 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 cense of urgency between interactions is non existent.

1. Conclusion