

PLUG-INS

Lesson 3

Almost all Web browsers need special programs called plug-ins to display or play certain types of file on the Web.

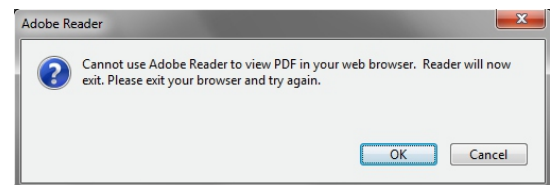
Plug-in is a small piece of software that is attached to the browser. It is intended to provide additional enhancement so that people can use the browser easily like watching streaming videos.

Downloading Plugs-Ins

Web browsers allow user to download to the needed plug-ins by providing site links. Some of the popular plug-ins are Acrobat Reader, Java, QuickTime, and Flash Player.

Expected Error Messages

Web browsers will usually ask for the needed plug-ins before they perform and display error messages. For example, if you want to view PDF files from the current Web page, you need to have at least a PDF reader, if you insist, error message will prompt you from your Web browser.



Adobe Reader

Adobe Reader lets you view and print Portable Document Format (PDF) files. It is owned and developed by Adobe Corporation.



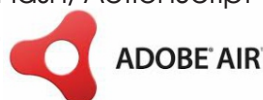
QuickTime

QuickTime Player is developed by Apple and it is the default player on any Mac OS system computers. There is also a version available for Windows system computers.



Adobe Air

Adobe Integrated Runtime, also known as Adobe AIR, is a cross-platform runtime system developed by Adobe Systems for building desktop applications and mobile applications, programmed using Adobe Flash, ActionScript and optionally Apache Flex.



Flash Player

Players provide playback on streaming videos. The Adobe Flash Player is a software for viewing animations and movies using computer programs such as a Web browser. Flash Player is a widely distributed proprietary multimedia and application player created by Macromedia and now developed and distributed by Adobe after its acquisition.



Java

Java technology allows you to work and play in a secure computing environment. Java allows you to play online games, chat with people around the world, calculate your mortgage interest, and view images in 3D.



LABORATORY MANUAL

Lesson 3 Plug-ins

Lesson 3 Plug-ins

Lab. 3.1 Plug-ins Score

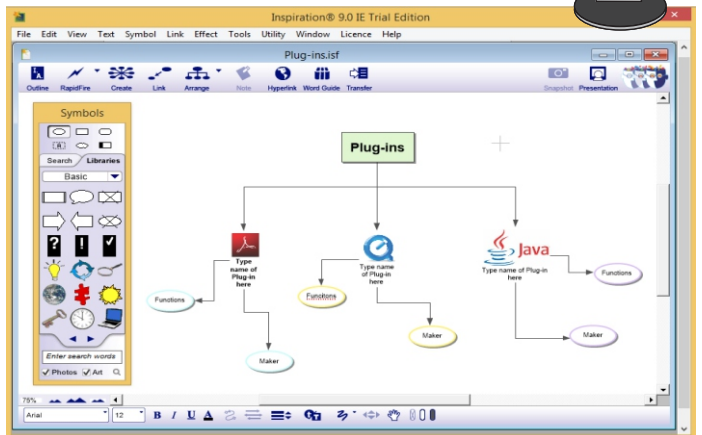
Estimated Completion time: 15 - 20 Minutes

Directions:

1. Launch **Inspiration**.
2. Open and answer **Plug-ins**
3. Provide what is asked in the diagram.
4. Save the activity as **Plug-ins**.



Preview:



Lab. 3.2 Filling Plug-ins Score

Estimated Completion time: 15 - 20 Minutes

Directions:

1. Launch **Inspiration**.
2. Open and answer **Plug-ins Examples**
3. Provide what is asked in the diagram.
4. Save the activity as **Filling Plug-ins**.



Preview:

