Internet And World Wide Web 5th Edition

A visual guide to the Internet and World Wide Web covers getting connected, navigating the Web, chat etiquette, newsgroups, searching, and online security

This book is about using the Internet as a teaching tool. It starts with the psychology of the learner and looks at how best to fit technology to the student, rather than the other way around. The authors include leading authorities in many areas of psychology, and the book takes a broad look at learners as people. Thus, it includes a wide range of materials from how the eye "reads" moving graphs on a Web page to how people who have never met face-to-face can interact on the Internet and create "communities" of learners. The book considers many Internet technologies, but focuses on the World Wide Web and new "hybrid" technologies that integrate the Web with other communications technologies. This book is essential to researchers is psychology and education who are interested in learning. It is also used in college and graduate courses in departments of psychology and educational psychology. Teachers and trainers at any level who are using technology in their teaching (or thinking about it) find this book very useful. Key Features * Distinguished authors with considerable expertise in their fields * Broad "intra-disciplinary" perspective on learning and teaching on the Web * Focus on the Web and emerging Web-based technologies * Special attention to conducting educational research on-line * Emphasis on the Social and Psychological Context * Analyses of effective Web-based learning resources * Firmly grounded in contemporary psychological research and theory

This book contains a key component of the NII 2000 project of the Computer Science and Telecommunications Board, a set of white papers that contributed to and complements the project's final report, The Unpredictable Certainty: Information Infrastructure Through 2000, which was published in the spring of 1996. That report was disseminated widely and was well received by its sponsors and a variety of audiences in government, industry, and academia. Constraints on staff time and availability delayed the publication of these white papers, which offer details on a number of issues and positions relating to the deployment of information infrastructure.

This book provides a comprehensive yet short description of the basic concepts of Complex Network theory. In contrast to other books the authors present these concepts through real case studies. The application topics span from Foodwebs, to the Internet, the World Wide Web and the Social Networks, passing through the International Trade Web and Financial time series. The final part is devoted to definition and implementation of the most important network models. The text provides information on the structure of the data and on the quality of available datasets. Furthermore it provides a series of codes to allow immediate implementation of what is theoretically described in the book. Readers already used to the concepts introduced in this book can learn the art of coding in Python by using the online material. To this purpose the authors have set up a dedicated web site where readers can download and test the codes. The whole project is aimed as a learning tool for scientists and practitioners, enabling them to begin working instantly in the field of Complex Networks.

The underlying regularities and patterns of use within the seemingly chaotic World Wide Web are revealed.

1. Introduction to Internet, 2. Internet Enabled Services, 3. Designing Web Site/Web Page, 4. Security of Data/Information, 5. Web Browsing, 6. Search Engine/Directories. SYLLABUS UNIT I : The mechanism of the Internet: Distributed computing; Client-server computing; Internet Protocol suite; Protocol Stack; Open System Interconnection Reference Model (OSIRM) based on the International Organization for Standardization (ISO) (Application layer, presentation layer, session. Layer, transport layer network layer, data link layer, and physical layer); TCP/IP protocol suite model; Mechanism of transmitting the message across the network and function of each layer; Processing of data at the destination; Mechanism to log onto the network; Mechanism of sending and receiving email. UNIT II : Internet Enabled Services : Electronic mail (E-mail); Usenet & newsgroup; File transfer protocol (FTP); Telnet; Finger; Internet chat (IRC); Frequently asked questions (FAQ); The World Wide Web Consortium (W3C) - origin and evolution; Standardizing the Web; W3C members; W3C recommendations; Browsing and searching; Browsing and information retrieval; Exploring the World Wide Web; Architecture of World Wide Web; Hyperlink; Hypertext Markup Language (HTML); Hypertext Transfer Protocol (HTTP); Address- URL. UNIT III : Designing Web Site/Web Page : WW operations, Web standards, HTML -concept and version; Naming scheme for HTML documents; HTML editor, Explanation of the structure of the homepage; Elements in HTML documents; XHTML, CSS, Extensible Style sheet Language (SXC); Tips for designing web pages. UNIT IV : Security of Data/Information : Security; Network security; PINA factor-privacy; integrity, non-repudiation, authentication; SSL; Encryption; Digital signature; Digital certificate; Server security; Firewall; Passward; Biometric; Payment security; Virus protection; Hacking. UNIT V : Web Browsing : Browsers : Basic functions of web browsers; Browsers with advanced facility; Internet explorer; Netscape navigator. Netscape Communicator. UNIT VI : Search Engine/Directories : Directory; General features of the search engines; Approaches to website selection; Major search engines; Specialized search engines; Popular search engines/ directories; Guidelines for effective searching; A general approach to searching.

In its second edition, Inline/Online: Fundamentals of the Internet and the World Wide Web continues to offer students an entertaining and pedagogically superior introduction to the Internet, Web Design, and HTML coding in textbook format. This new edition features enhanced coverage of FTP, discussion of a wider array of search engines, new material on cascading style sheets, and an expanded and up-to-the-minute presentation of the current state of e-commerce. Outside of the classroom, this book remains an excellent resource for anyone who is interested in recent computing developments, online information, and the Internet as the new social and economic frontier. Inline/Online distinguishes itself as a text by offering an in-depth treatment of the Internet for non-computer specialists, thus making it accessible to students from all majors. E-mail, Newsgroups/Mailing

Lists, web programming, electronic publishing, and search engines are among the topics authors Ray Greenlaw and Ellen Hepp cover with flair and a sense of their relationship to real-world applications. Students begin by learning the basics of e-mail and by the end of the course have the skills to publish their own well-designed web pages. In addition, the book contains over 500 exercises, many of them new to the second edition, which allow the reader test and refine their new skills online. An Online Learning Center accompanies the book and offers an array of supplementary materials such as HTML examples, useful links, and rendered code from the book. McGraw-Hill's Page Out allows professors to customize the site by including their own course syllabus, a list of students, grading information, assignments, projects, and more.

Getting on to the Internet is still not easy and, once there, visitors discover an incredibly rich but complex and diverse world. Maran teaches beginners everything they need to know to take advantage of this powerful medium.

Internet & World Wide Web How to Program, 5/e is appropriate for both introductory and intermediate-level client-side and server-side programming courses. The book is also suitable for professionals who want to update their skills with the latest Internet and web programming technologies. Internet and World Wide Web How to Program, 5e introduces students with little or no programming experience to the exciting world of Web-Based applications. This new edition focuses on HTML5 and the related technologies in its ecosystem, diving into the exciting new features of HTML5, CSS3, the latest edition of JavaScript (ECMAScript 5) and HTML5 canvas. At the heart of the book is the Deitel signature "live-code approach"–concepts are presented in the context of complete working HTML5 documents, CSS3 stylesheets, JavaScript scripts, XML documents, programs and database files, rather than in code snippets. Each complete code example is accompanied by live sample executions.The Deitels focus on popular key technologies that will help readers build Internet- and web-based applications that interact with other applications and with databases. These form the basis of the kinds of enterprise-level, networked applications that are popular in industry today. After mastering the material in this book, readers will be well prepared to build real-world, industrial strength, Web-based applications.

For introductory courses in Visual Basic Programming, offered in departments of Information Technology, Computer Science or Business. Merging the concept of a lab manual with that of a conventional textbook, the Deitels have crafted an innovative approach that enables students to learn programming while having a mentor-like book by their side. This best-seller blends the Deitel™ signature Live-Code™ Approach with their Application-Driven™ methodology. Students learn programming and Visual Basic by working through a set of applications. Each tutorial builds upon previously learned concepts while learning new ones. An abundance of self assessment exercises are available at the end of most chapters to reinforce key ideas. This approach makes it possible to cover a wealth of programming constructs within the Visual Basic 2010 environment. View the Deitel Buzz online to learn more about the newest publications from the Deitels.

Provides women with a list of sites and information on easy ways to get online, the proper way to "chat," and online stalking, harassment, and pornography

Is the Internet erasing national borders? Will the future of the Net be set by Internet engineers, rogue programmers, the United Nations, or powerful countries? Who's really in control of what's happening on the Net? In this provocative new book, Jack Goldsmith and Tim Wu tell the fascinating story of the Internet's challenge to governmental rule in the 1990s, and the ensuing battles with governments around the world. It's a book about the fate of one idea--that the Internet might liberate us forever from government, borders, and even our physical selves. We learn of Google's struggles with the French government and Yahoo's capitulation to the Chinese regime; of how the European Union sets privacy standards on the Net for the entire world; and of eBay's struggles with fraud and how it slowly learned to trust the FBI. In a decade of events the original vision is uprooted, as governments time and time again assert their power to direct the future of the Internet. The destiny of the Internet over the next decades, argue Goldsmith and Wu, will reflect the interests of powerful nations and the conflicts within and between them. While acknowledging the many attractions of the earliest visions of the Internet, the authors describe the new order, and speaking to both its surprising virtues and unavoidable vices. Far from destroying the Internet, the experience of the last decade has lead to a quiet rediscovery of some of the oldest functions and justifications for territorial government. While territorial governments have unavoidable problems, it has proven hard to replace what legitimacy governments have, and harder yet to replace the system of rule of law that controls the unchecked evils of anarchy. While the Net will change some of the ways that territorial states govern, it will not diminish the oldest and most fundamental roles of government and challenges of governance. Well written and filled with fascinating examples, including colorful portraits of many key players in Internet history, this is a work that is bound to stir heated debate in the cyberspace community.

The past 50 years have witnessed a revolution in computing and related communications technologies. The contributions of industry and university researchers to this revolution are manifest; less widely recognized is the major role the federal government played in launching the computing revolution and sustaining its momentum. Funding a Revolution examines the history of computing since World War II to elucidate the federal government's role in funding computing research, supporting the education of computer scientists and engineers, and equipping university research labs. It reviews the economic rationale for government support of research, characterizes federal support for computing research, and summarizes key historical advances in which government-sponsored research played an important role. Funding a Revolution contains a series of case studies in relational databases, the Internet, theoretical computer science, artificial intelligence, and virtual reality that demonstrate the complex interactions among government, universities, and industry that have driven the field. It offers a series of lessons that identify factors contributing to the success of the nation's computing enterprise and the government's role within it.

Discusses the origins and evolution of the Web, offers insights into the current state of the Web, and shares a blueprint for the future

The mystery is revealed at last in detailed color diagrams and explanations, graphically depicting the technologies that make the Internet work and how they fit together. You'll be able to understand and even one-up your computer geek friends after reading chapters on the Internet's underlying architecture, communication on the Internet, how the Web works, multimedia, and security and parental controls. For anyone interested in the Internet. Annotation copyrighted by Book News, Inc., Portland, OR

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Internet & World Wide Web How to Program, 5/e is appropriate for both introductory and intermediate-level client-side and server-side programming courses. The book is also suitable for professionals who want to

update their skills with the latest Internet and web programming technologies. Internet and World Wide Web How to Program, 5e introduces students with little or no programming experience to the exciting world of Web-Based applications. This new edition focuses on HTML5 and the related technologies in its ecosystem, diving into the exciting new features of HTML5, CSS3, the latest edition of JavaScript (ECMAScript 5) and HTML5 canvas. At the heart of the book is the Deitel signature "live-code approach"-concepts are presented in the context of complete working HTML5 documents, CSS3 stylesheets, JavaScript scripts, XML documents, programs and database files, rather than in code snippets. Each complete code example is accompanied by live sample executions.The Deitels focus on popular key technologies that will help readers build Internet- and web-based applications that interact with other applications and with databases. These form the basis of the kinds of enterprise-level, networked applications that are popular in industry today. After mastering the material in this book, readers will be well prepared to build real-world, industrial strength, Web-based applications.

First Published in 1999. Routledge is an imprint of Taylor & Francis, an informa company.

Guide to the basics of Internet technology, for those with little or no experience with computers. Provides a list of online resources of interest to the medical community. Discusses connection options and service providers.

The number of users getting on the Internet and the technology of the Net continue to grow exponentially. This bestselling, plain-talking guide to the Internet and the Web includes information on how to find anything, anywhere; how to send email; how to browse sports, news and travel information; how to create a web site; and much more.

Traces the development of the Internet as a resource from its roots in the late 1960s, as well as the growth of the World Wide Web as a part of everyday life.

A report designed to assist management in deciding how to address the issue of Internet security and to determine what security approaches are appropriate to a given organization. An executive summary is followed by chapters addressing Internet security risks, encryption technology, digital signatur

According to New Syllabus of Various Universities, also very helpful for the students preparing for various competitive and professional examinations. 1. Introduction to Internet, 2. Internet Enabled Services, 3. Designing Web Site/Web Page, 4. Security of Data/Information, 5. Web Browsing, 6. Search Engine/Directories.

For a wide variety of Web Programming, HTML, and JavaScript courses found in Computer Science, CIS, MIS, IT, Business, Engineering, and Continuing Education departments. Also appropriate for an introductory programming course (replacing traditional programming languages like C, C++ and Java) for schools wanting to integrate the Internet and World Wide Web into their curricula. The revision of this groundbreaking book in the Deitels'How to Program series offers a thorough treatment of programming concepts, with programs that yield visible or audible results in Web pages and Web-based applications. The book discusses effective Web-page design, server- and client-side scripting, ActiveX(R) controls and the essentials of electronic commerce. Internet & World Wide Web How to Program also offers an alternative to traditional introductory programming courses. The fundamentals of programming no longer have to be taught in languages like C, C++ and Java. With Internet/Web markup languages (such as HTML, Dynamic HTML and XML) and scripting languages (such as JavaScript(R), VBScript(R) and Perl/CGI), you can teach the fundamentals of programming wrapped in the Web-page metaphor.

Internet and World Wide Web How to Program, 4e by market leading authors, Harvey M. Deitel and Paul J. Deitel introduces readers with little or no programming experience to the exciting world of Web-Based applications. This book has been substantially revised to reflect today's Web 2.0 rich Internet application-development methodologies. A comprehensive book that covers the fundamentals needed to program on the Internet, this book provides in-depth coverage of introductory programmming principles, various markup languages (XHTML, Dynamic HTML and XML), several scripting languages (JavaScript, PHP, Ruby/Ruby on Rails and Perl); AJAX, web services, Web Servers (IIS and Apache) and relational databases (MySQL/Apache Derby/Java DB) -- all the skills and tools needed to create dynamic Web-based applications. The book contains comprehensive introductions to ASP.NET 2.0 and JavaServer Faces (JSF) and a new chapter on Adobe Flex 2.0. Hundreds of live-code examples of real applications are throughout the book. The examples are downloadable from the Deitel website once registered and logged in and allow readers to run the applications and see and hear the outputs. The book provides instruction on building Ajax-enabled rich Internet applications that enhance the presentation of online content and give web applications the look and feel of desktop applications. The chapter on Web 2.0 and Internet business exposes readers to a wide range of other topics associated with Web 2.0 applications and businesses After mastering the material in this book, readers will be well prepared to build real-world, industrial strength, Web-based applications. For Internet and Web-based computer programmers, and others in organizations and businesses who need to develop their own Websites and pages.

The authoritative DEITEL(TM) LIVE-CODE(TM) introduction to Internet & World Wide Web programming The Internet and World Wide Web have revolutionized software development with multimediaintensive, platform-independent code for conventional Internet-, Intranet- and Extranet-based applications. This college-level textbook carefully explains how to program multitiered, client/server, database-intensive, Web-based applications. Dr. Harvey M. Deitel and Paul J. Deitel are the founders of Deitel & Associates, Inc., the internationally recognized corporate training and content-creation organization specializing in Java(TM), C++, C, Visual C#(TM), Visual Basic(R), Visual C++(R), .NET, XML, Python, Perl, Internet, Web and object technologies. The Deitels are also the authors of the world's #1 Java and C++ textbooks--"Java How to Program, 4/e" and "C++ How to Program, 3/e"--and many other best sellers. In "Internet & World Wide Web How to Program, 2/e," the Deitels and their colleague, Tem R. Nieto, discuss key topics, including: XHTML(TM) /CSS(TM) /Dynamic HTML Multitier Client/Server Applications Internet Explorer(R) 5.5/Netscape(R) 6 Apache/IIS/PWS JavaScript(TM) /VB Script(R) DOM(TM) /DHTML Objects & Events Filters/Transitions/ActiveX(R) Flash(TM) /Animation/ActionScript e-Commerce/Security Wireless Web/WML/WMLScript ASP/JSP/Servlets/Perl/CGI/Python/PHP Web-Page Authoring/Photoshop(R) Elements Data Binding/SQL/MySQL/DBI/ADO XML/XSL(TM) /SVG/SMIL(TM) /Voice XML(TM) Multimedia/Audio/Video/Accessibility Speech Synthesis/Recognition/MS Agent "Internet & World Wide Web How to Program, 2/e" includes extensive pedagogic features: Hundreds of LIVE-CODE(TM)programs with screen captures that show exact outputs Extensive World Wide Web and Internet resources to encourage further research Hundreds

of tips, recommended practices and cautions--all marked with icons "Internet & World Wide Web How to Program, 2/e" is the centerpiece of a family of resources for teaching and learning Internet and Web programming, including Web sites (www.deitel.com and www.prenhall.com/deitel with the book's code examples (also on the enclosed CD) and other information for faculty, students and professionals; an optional interactive CD ("Internet & World Wide Web Programming Multimedia Cyber Classroom, 2/e") containing hyperlinks, audio walkthroughs of the code examples, solutions to about half the book's exercises; and e-mail access to the authors at deitel@deitel.com For information on worldwide corporate on-site seminars and Web-based training offered by Deitel & Associates, Inc., visit: www.deitel.com For information on current and forthcoming Deitel/Prentice Hall publications including "How to Program Series" books, "Multimedia Cyber Classrooms, Complete Training Courses" (which include Deitel books and Cyber Classrooms) and "Web-Based Training Courses" please see the last few pages of this book.

For reluctant Internet users, the technologically challenged, and educators with limited time and computer expertise, this book is a must. Kyker offers dozens of simple reproducible activities based on educationally oriented World Wide Web sites. Designed to reinforce curriculum content, these activities emphasize the informational and educational values of the World Wide Web and give students entry-level Internet experience, encouraging them to spend time on each Web page. For all projects there are complete Web addresses, guidelines for instructors, step-by-step instructions for students, and 10 to 15 related questions. Advanced activities (Super Surfer and Kowabunga, Dude!) are available for those who wish to practice more sophisticated Web skills and further develop them outside the classroom setting. Additional chapters address hardware and software needs, Internet service providers, and Web site evaluative criteria, and give tips for working with students on the Web. Grades 3 and up.

The World Wide Web is the fastest growing and coolest part of the Internet. The World Wide Web Directory gives users everything they need to untangle the Web. Ideal for both new and experienced users, the guide features screen captures of the Web's hottest and coolest home pages, site listings of over 6,500 Web sites, free Web browser and free Web connect time.

Design and build Web APIs for a broad range of clients—including browsers and mobile devices—that can adapt to change over time. This practical, hands-on guide takes you through the theory and tools you need to build evolvable HTTP services with Microsoft's ASP.NET Web API framework. In the process, you'll learn how design and implement a real-world Web API. Ideal for experienced .NET developers, this book's sections on basic Web API theory and design also apply to developers who work with other development stacks such as Java, Ruby, PHP, and Node. Dig into HTTP essentials, as well as API development concepts and styles Learn ASP.NET Web API fundamentals, including the lifecycle of a request as it travels through the framework Design the Issue Tracker API example, exploring topics such as hypermedia support with collection+json Use behavioral-driven development with ASP.NET Web API to implement and enhance the application Explore techniques for building clients that are resilient to change, and make it easy to consume hypermedia APIs Get a comprehensive reference on how ASP.NET Web API works under the hood, including security and testability

Two Web insiders who were employees of CERN in Geneva, where the Web was developed, tell how the idea for the World Wide Web came about, how it was developed, and how it was eventually handed over at no charge for the rest of the world to use. 20 illustrations.

For a wide variety of Web Programming, XHTML, and JavaScript courses found in Computer Science, CIS, MIS, IT, Business, Engineering, and Continuing Education departments. Internet and World Wide Web How to Program, 5e introduces students with little or no programming experience to the exciting world of Web-Based applications. The book has been substantially revised to reflect today's Web 2.0 rich Internet application-development methodologies. A comprehensive book that teaches the fundamentals needed to program on the Internet, this text provides in-depth coverage of introductory programming principles, various markup languages (XHTML, Dynamic HTML and XML), several scripting languages (JavaScript, PHP, Ruby/Ruby on Rails and Perl); AJAX, web services, Web Servers (IIS and Apache) and relational databases (MySQL/Apache Derby/Java DB)—all the skills and tools needed to create dynamic Web-based applications. The text contains comprehensive introductions to ASP.NET and JavaServer Faces (JSF). Hundreds of live-code examples of real applications throughout the book available for download allow readers to run the applications and see and hear the outputs. The book provides instruction on building Ajax-enabled rich Internet applications that enhance the presentation of online content and give web applications the look and feel of desktop applications. The chapter on Web 2.0 and Internet business exposes readers to a wide range of other topics associated with Web 2.0 applications and businesses. After mastering the material in this book, students will be well prepared to build real-world, industrial strength, Web-based applications.

KEY BENEFIT: A comprehensive introduction to the tools and skills required for both client- and server-side programming, that teaches how to develop platform-independent sites using the most current Web development technology. KEY TOPICS: Internet introduction; Web Browsers and Servers; URL; MIME; HTTP; Web Programmer's Toolbox; HTML and XHTML; CSS; JavaScript(TM); XML and XLST; Applets; Flash; Perl(TM)/CGI; Java Web Programming; PHP; ASP.NET Using C# and Ajax; Visual Studio; Database Access through the Web; Ruby; Rails 2.0; Ajax. MARKET: An ideal reference for Web programming professionals.

The goal of Deitel & Associates, Inc.'sInternet & World Wide Web How to Program, 3/eis to introduce readers with little or no programming experience to the exciting world of Web-based applications. This comprehensive book with accompanying CD-ROM teaches the fundamentals needed to program on the Internet. Readers will be well-prepared to build real-world, industrial-strength, Web-based applications.In-depth coverage of introductory programming principles, various markup languages (XHTML, Dynamic HTML and XML), several scripting languages (JavaScript, VBScript, Perl, Python, PHP, ColdFusion, and FlashActionScript), Web servers (IIS and Apache), and relational databases

(MySQL) provide all the skills and tools needed to create dynamic Web-based applications. This new edition contains chapters on Macromedia ColdFusion, a leading server-side scripting software package, and Macromedia Dreamweaver, a powerful WYSIWYG editor and Web application creation tool. Hundreds of LIVE-CODE examples (i.e., complete, working programs) of real applications throughout the book and on the accompanying CD allow readers to run the applications and see and hear the outputs. Readers learn to incorporate multimedia into Web pages and Web-based applications to enhance their presentations. Chapters on e-Business and Accessibility for people with disabilities expose readers to a wide range of other topics.For Internet and Web-based computer programmers, and others in organizations and businesses who need to develop their own Websites and pages.

The authors are good about encouraging readers to adapt and to use their newly learned navigation skills should they encounter differing results from those presented.

Internet & World Wide WebHow to Program

Creating a Web server site via the Internet can be a frustrating experience. This comprehensive guide covers all the essentials of designing, configuring, maintaining and expanding a Web site using the most popular software packages, CERN and NCSA. This World Wide Web guide will be an invaluable reference during all phases of a Web site's life span.

Know how to send an email? Of COURSE! Then you know what the internet is, don't you? Umm... sort of. And you know what www means, right? Wellll... kind of. You are feeling a little silly right now, aren't you? Mmmm. Never fear, Nettikutti is here! Gather round to listen as our bright little friend unravels the magic and mystery of the ginormous digital brain called the world wide web.

Thanks to inexpensive computers and data communications, the speed and volume of human communication are exponentially greater than they were even a quarter-century ago. Not since the advent of the telephone and telegraph in the nineteenth century has information technology changed daily life so radically. We are in the midst of what Gerald Brock calls a second information revolution. Brock traces the complex history of this revolution, from its roots in World War II through the bursting bubble of the Internet economy. As he explains, the revolution sprang from an interdependent series of technological advances, entrepreneurial innovations, and changes to public policy. Innovations in radar, computers, and electronic components for defense projects translated into rapid expansion in the private sector, but some opportunities were blocked by regulatory policies. The contentious political effort to accommodate new technology while protecting beneficiaries of the earlier regulated monopoly eventually resulted in a regulatory structure that facilitated the explosive growth in data communications. Brock synthesizes these complex factors into a readable economic history of the wholesale transformation of the way we exchange and process information. Table of Contents: Acknowledgments Abbreviations 1. Introduction The Promise of Regulation Conceptual Framework 2. The First Information Revolution The Development of Telegraph Services The Telephone and State Regulation Radio and Federal Regulation 3. Technological Origins of the Second Information Revolution, 1940-1950 Radar The Transistor Electronic Digital Computers 4. The SAGE Project I. THE SEPARATE WORLDS OF COMPUTERS AND COMMUNICATIONS, 1950-1968 5. The Early Semiconductor Industry The Creation of a Competitive Market Innovation and the Integrated Circuit Falling Prices, Rising Output 6. The Early Commercial Computer Industry Vacuum-Tube and Transistor Computers The System/360 and IBM Dominance Alternatives to IBM Computers 7. The Regulated Monopoly Telephone Industry Antitrust and the 1956 Consent Decree Microwave Technology and Potential Long Distance Competition Central Office Switches Terminal Equipment II. BOUNDARY DISPUTES AND LIMITED COMPETITION, 1969-1984 8. Data Communications Packet-Switching and the Arpanet Network Protocols and Interconnection Local Area Networks and Ethernet 9. From Mainframes to Microprocessors Intel and the Microprocessor Personal Computers and Workstations 10. The Computer-Communications Boundary Computer-Assisted Messages: Communications or Data Processing? Smart Terminals: Teletypewriters or Computers? Interconnection of Customer-Owned Equipment with the Telephone Network The Deregulation of Terminal Equipment The Deregulation of Enhanced Services 11. Fringe Competition in Long Distance Telephone Service Competition in Specialized Services Competition in Switched Services The Transition to Optical Fiber 12. Divestiture and Access Charges The Divestiture Access Charges The Enhanced Service Provider Exemption III. INTERCONNECTED COMPETITION AND INTEGRATED SERVICES, 1985-2002 13. Mobile Telephones and Spectrum Reform Early Land Mobile Telephones Cellular Spectrum Allocation Cellular Licensing Problems Spectrum Institutional Reform PCS and Auctions 14. Local Competition and the Telecommunications Act of 1996 Competitive Access Providers Interconnection: CAP to CLEC The Telecommunications Act of 1996 Implementation of the Telecommunications Act of 1996 15. The Internet and the World Wide Web The Commercial Internet and Backbone Interconnection The Development of the Web The New Economy Financial Boom and Bust Real Growth in Telecommunication and Price Benefits 16. Conclusion Technological Progress and Policy Evolution The Process of Institutional Change Final Comment References Index Reviews of this book: The Second Information Revolution is important reading for anyone who needs to understand the functioning of American telecommunications, either to be able to analyse today's financial markets or to understand or influence public policy in this area. --Wendy M. Grossman, Times Higher Education Supplement [UK] Reviews of this book: Brock traces a phenomenon he refers to as the 'second information revolution.' According to Brock, there have been two times in history when information technology has dramatically changed daily life. The first 'information revolution' occurred with the advent of the telephone and telegraph, which made communication less expensive and more readily available. The second information revolution is currently in progress...A concise, thorough, and well-written history of the transformation in exchanging and processing of information. --K. A. Coombs, Choice

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applications and with databases. These form the basis of the kinds of enterprise-level, networked applications that are popular in industry today. After mastering the material in this book, readers will be well prepared to build real-world, industrial strength, Web-based applications.

A contemporary look at the merger of technology and education! This timely collection of analytical essays provides provocative discourse on the role technology will play in education in the 21st century. In this book, an esteemed panel of educators, information specialists, program designers, and researchers discusses issues, trends, and problems in online technology and its potential to re-energize the educational system. The Web?s promise to provide unique opportunities for improved instruction is a given; how that promise can be fulfilled is the debate that fuels The Web in Higher Education. The Web in Higher Education offers detailed proposals for: designing Web-based programs designing online courses implementing Web-based course-management systems developing a community prototype for educators using the Web to enhance televised education A thoughtful look at the role of online technology in education, this insightful book is essential for educators and administrators. The Web in Higher Education serves as a reference point for the merger of teaching and technology that will likely define the educational process in the 21st century.

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