WEB TECHNOLOGIES

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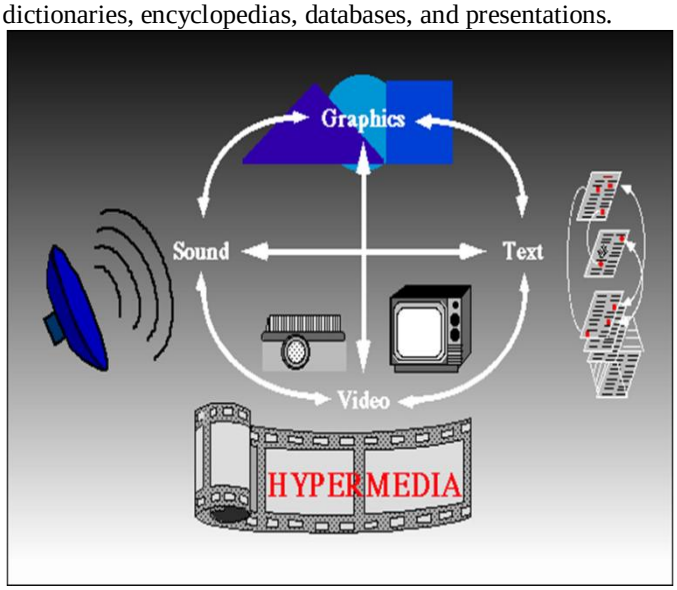
Abstract: knowing the basics of following:- Working with web clients and servers Exploring HTTP How browsers work Structuring HTML Controlling presentation with CSS Scripting with JavaScript Dealing with data Working with a content management system (like WordPress) Using cloud services

I. INTRODUCTION

A. HYPERTEXT AND HYPERMEDIA

Hypertext is basically the same as regular text - it can be stored, read, searched, or edited - with an important exception: hypertext is text with pointers to other text. The browsers let you deal with the pointers in a transparent way -- select the pointer, and you are presented with the text that is pointed to. Hypermedia is a superset of hypertext. Hypermedia documents contain links not only to other pieces of text, but also to other forms of media - sounds, images, and movies. Images themselves can be selected to link to sounds or documents. This means that browsers might not display a text file, but might display images or sound or animations. Hypermedia simply combines hypertext and multimedia. Documents referenced by hypertext can themselves be static (prepared and stored in advance) or dynamically generated (in response to user input). The World Wide Web is a classic example of hypermedia. As an educational tool, such as what we use in this class. As a way of navigating the internet. A way of organizing content in a database. As a way of allowing users with disabilities to learn. Entertainment. Making online purchases. Not just for the internet. Can be used in other applications such as dictionaries, encyclopedias, databases, and presentations.



B. HTTP-

The Hypertext Transfer Protocol (HTTP) is an application protocol for distributed, collaborative, hypermedia information systems. HTTP is the foundation of data communication for the World Wide Web. The HTTP protocol is designed to permit intermediate network elements to improve or enable communications between clients and servers HTTP is an Application Layer protocol designed within the framework of the Internet Protocol Suite. The protocol definitions presume a reliable Transport Layer protocol for host-to-host data transfer. The Transmission Control Protocol (TCP) is the dominant protocol in use for this purpose. However, HTTP has found application even with unreliable protocols, such as the User Datagram Protocol (UDP). HTTP Resources are identified and located on the network by Uniform Resource Identifiers (URIs)—or, more specifically, Uniform Resource Locators (URLs)—using the http or https URI schemes. URIs and the Hypertext Markup Language (HTML), form a system of inter-linked resources, called hypertext documents, which led to the development of WWW. The World Wide Web Consortium (W3C) is the main international standards organization for the World Wide Web (abbreviated WWW or W3). Founded by Tim Berners-Lee at MIT and currently headed by him, the consortium is made up of member organizations which maintain full-time staff for the purpose of working together in the development of standards for the World Wide Web. As of 22 February 2012, the World Wide Web Consortium (W3C) has 344 members.

C. CSS-

CSS stands for Cascading Style Sheets. Styles define how to display HTML elements. Styles were added to HTML 4.0 to solve a problem. External Style Sheets can save a lot of work External Style Sheets are stored in CSS files. CSS selectors are the heart and soul of CSS. They define which HTML elements you are going to be manipulating with CSS code."Property" is the CSS element you wish to manipulate and "VALUE" represents the value of the specified property. The class selector is used to specify a style for a group of elements. Unlike the id selector, the class selector is most often used on several elements. This allows you to set a particular style for many HTML elements with the same class. The class selector uses the HTML class attribute, and is defined with a "."In the example below, all HTML elements with class="center" will be center-aligned.

D. ADVANTAGES-

Separation of content from presentation
Site-wide consistency

Bandwidth
Accessibility
Page reformatting

E. VRML-

VRML stands for Virtual Reality Modelling Language and is pronounced 'vermil'. It is a standard for delivering 3D rendering on the net, just like HTML is a standard for web pages. VRML is a subset of the Open Inventor standard developed by SGI for their graphics workstation. VRML includes many of the things that go into making a world. It has a way of describing geometry which creates objects and spaces in which you can move around, as well as light, texture and sound which can be approached and viewed from whatever angle. It is from this 'worldly' imitation that VRML files get their name. The files are called 'worlds' and have '.wrl' extension. This is the first generation of VRML. It describes the foundations of a world including geometry, lighting, color, texture and linking. VRML 1.0 is designed to meet the following requirements: Platform independence, Extensibility, Ability to work well over low-bandwidth connections No support for interactive behavior,. Sound objects with controllable attenuation, An efficient system to describe irregular ground. Extrusion objects for advanced but compact modeling .A more powerful background coloring and panorama system. A fog system allowing underwater and cloudy environments to be represented the ability to use MPEG video as a texture map. Collision detection gives the user a sense of substance as they move in the world Touch sensors allow reactions to a users deliberate actions. Proximity sensors allow reactions to a user's not so deliberate actions Visibility sensors allow conservation of resources.

BIBLOGRAPHY

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