CMPSCI 105: Lecture #5 The Internet, Web, and HTML

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The Internet and the Web

- First Lesson: The Internet is NOT the Web!
- The Internet was developed as a Cold-War method of computer communication in case of failure (i.e., someone nukes a site).
- The Web was developed much later as an application to use the Internet for exchanging hypertext documents.

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Timeline Portents and Beginnings

- 1957
 - USSR Launches Sputnik (first artificial satellite)
 - ARPA started as a response
- 1962
 - Research on a new network started
- 1969
 - ARPAnet started with 4 machines: (UCLA, UCSB, University of Utah, Stanford Research Institute)
- (13 machines on the ARPAnet) • 1970 - UNIX Operating System development starts

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Timeline (Continued) Early Network Tools

- (31 machines) • 1972
 - Email developed
 - Telnet (remote log-in) developed
- 1973
 - Email 75% of network traffic
 - FTP (File Transfer Protocol) developed
- 1978 - First Spam sent

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Timeline (Continued) Rise of the Internet

• 1981

- Rival networks BitNet, Csnet start
- IPv4 described (Internet Protocol)
- IBM PC released

 1982 (235 machines)

- TCP/IP (Transmission Control Protocol/Internet Protocol) formalized
- Term "Internet" coined as a Network of Networks

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Timeline (Continued)

Growing Pains, but Signs of Maturity

- 1984 (1000 machines)
 - Apple Macintosh released
 - Term "Cyberspace" coined (William Gibson)

- Domain Name System (DNS) introduced
- 1988 (10,000+ machines) - Internet Worm released (Robert Morris)

Timeline (Continued) Rise of the Web

Rise of the web

- 1990 (300,000+ machines)
 - ARPAnet decommissioned
 - (Sir) Tim Berners-Lee develops first code for Web
 - First HTTP (<u>HyperText Transport Protocol</u>) action
- 1991
 - First World Wide Web pages available (CERN)
- 1992 (1 Million+ machines) – HTML (<u>HyperText Markup Language</u>)
 - First Graphical Browser (Mosaic)

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Timeline (Continued) Practical Social Networking

- 2003
 - LinkedIn, Myspace, Skype, iTunes store, 4Chan
- 2004
 - Facebook, Flickr, WoW
 - Firefox released
- 2005
 - YouTube, Google Earth, Reddit

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Timeline (Continued)

- 2006
- Twitter
- 2007
 - Google Street View, Wikileaks, Kindle
 - iPhone
 - Windows Vista, Mac Leopard
- 2008 (1 Trillion unique URLs known)

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– Dropbox

Timeline (Continued) *Saturation*

- 2009 (90 Trillion emails) - Windows 7
 - Bing, Google Docs, Kickstarter
- 2010 (1.97 Billion Internet users) – iPad released
 - 4.6 Billion cell phone subscriptions
 - International Space Station on Twitter
- 2011
- IPv4 address exhaustion, cut-over to IPv6 starts
- 2012 (900,000,000+ machines)





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- <u>HyperText</u> Transport Protocol
- Type of Internet communication required
- One protocol among many
 - http://
 - ftp://
 - telnet://
 - gopher:// (obsolete)
 - etc.









What if the Resource Isn't Specified?

- If not specified, assume index.html or index.htm as the *default* file to fetch (.htm dates from when MS-DOS and Windows PCs supported only 3-character extensions).
- Examples:
 - http://www.cs.umass.edu/
 - http://www.cs.umass.edu /~verts/
 - http://www.cs.umass.edu /~verts/coins105/
- All look for an index.html in different folders.

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Basic Networking

- You connect your computer to a network directly through a wire (an Ethernet cable)
- You connect your computer to a network through a wireless access point (WiFi):
 - 802.11b (10 Mbit/s, rare anymore)
 - 802.11g (54 Mbit/s, common)
 - 802.11n
 - (600 Mbit/s, now mature)
 - 802.11ac (800 Mbit/s...1.7 Gbit/s, soon)

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The Client-Server Model

- Your computer/browser is the client,
- Remote computer containing desired resource is the server,
- There may be many computers in between,
- · Each resource is requested separately so no single client can dominate the server,
- · Requests from one client are interleaved with requests from other clients.

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Packets

- Resource files are split into packets,
- · Packets from one resource are interleaved with packets for other resources,
- Intermediate machines send packets to machines "closer" to their desired destination,
- Packets may follow different paths (and arrive out-of-order) depending on traffic or network damage.

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Packet Sniffers

- Packet Sniffers are legitimate programs that examine packets to make certain they are constructed correctly,
- · "Compromised" packet sniffers may watch for sensitive information (passwords, SSNs, credit card numbers, etc.),
- Treat email as postcards readable by anyone: never send sensitive info in the clear. Encrypt!

IP Addresses

- IP address is the unique identifier for a machine,
- Used by routers to guide packets,
- IPv4 four bytes (32 bits):
 - Format:
 - Many UMass addresses are 128.119.xxx.xxx
 - 4.3×10⁹ (≈4 billion) addresses, ran out in 2011.
- IPv6 eight two-byte words (128 bits):
 - 3.4×10³⁸ addresses
 - Deployed, but still not widely used

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DNS and IP addresses

- DNS (Domain Name Service) maps host names from URLs into numeric IP addresses.
- You type in a URL, a chain of DNS servers figure out what the IP address is and pass it back to your computer, which then knows how to make a proper resource request.

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 You could type in the IP address directly! – http://128.119.240.37/

Building Web Pages

- Building a simple Web page is easy,
- Building a complicated Web page is hard!
- Many Web design tools exist:
 - Adobe Dreamweaver
 - Microsoft Expression Web
- We will build our Web pages using text editors:
 - Windows Notepad
 - Macintosh TextEdit
 - UNIX emacs

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Simple Web Files (.txt files)

This is a simple Web page. It is just a plain-text file, as created in Windows Notepad, or Mac Text Edit, or UNIX emacs (text editors). Browsers render it in monospace as shown in the editor.

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Canonical Web Page (.html files) <HTML> <HEAD> <TITLE>My Web Page</TITLE> </HEAD> <BODY> Hello! </BODY> </HTML>