

Announcements

- CMSC 198N – Introduction to Computer Programming via the Web
- Web site:

<http://www.cs.umd.edu/class/spring2007/cmssc198N/>

- Announcements section in web site
- Make sure you have access to your wam account

Course Objectives

- Introduce computer programming principles
 - Basic computer programming language constructs
 - How to design procedural solutions to problems
- Overview web design concepts/technologies
 - HTML
 - CSS
 - JavaScript
 - Authoring Tools
- We assume no previous programming experience

Course Web Page

- Let's go through the different sections
- Please read syllabus
- If you have conflict with the final let us know ASAP
- Password protected sections
- Significant amount of material not provided via posted slides
- Feel free to bring your laptop

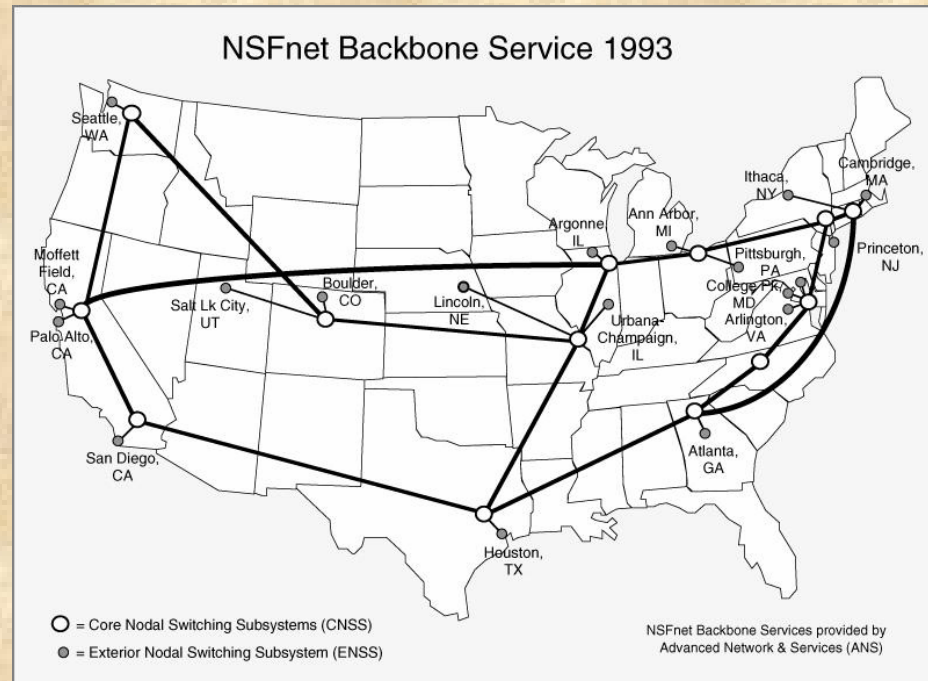
Fundamentals: Networking

■ Definition

- ❑ Set of computers using common **protocols** to communicate over connecting media

■ History

- ❑ 1969 ARPANET
- ❑ 1986 NSFnet
- ❑ 1995 Internet



Fundamentals: Data Transfer

- How is data transferred in the internet?
- Using Packet Switching
- Let's see an example

Fundamentals: Client/Server

- Client and server are two terms frequently used
- Client/Server Model
- Client/Server model when talking about software
- Client/Server model when talking about hardware

Fundamentals: The Web

- What is the Web ?
 - Collection of sites
 - Conceptual organization of many distinct resources
- Internet and World Wide Web do not refer to the same entity
- Tim Berners-Lee – Defined the structure associated with the world wide web (he is the father of the web).
- The following article defined was written by Berners-Lee in 1991 defining the web model

<http://groups.google.com/group/alt.hypertext/msg/395f282a67a1916c>

Technology Minute

- Telling what's running in your computer