

## Information Management

---

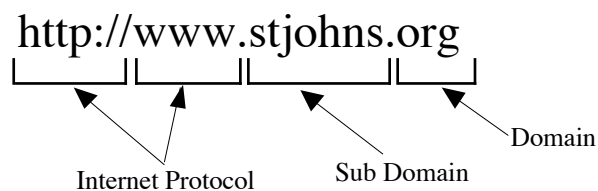
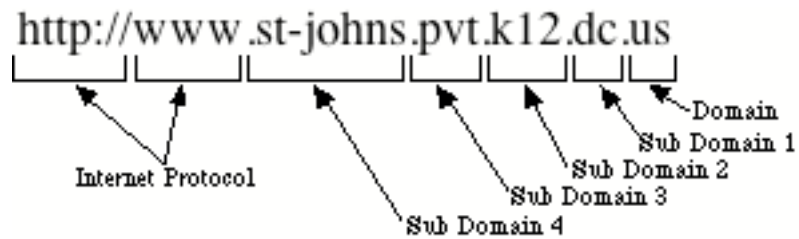
- **The Information Age:**
  - the societal change from industry to information. In the 1970s & '80s people predicted that information would be the commodity of the future.
  
  - the Internet initiated a communications revolution where millions of users send messages, listen to music, check live video cameras, participate in discussion groups spread around the world, read magazines and newspapers from across the world and watch news segments as routinely as most of us turn on a television or talk on the telephone.
  
  - the Internet bridges time, distance and culture
  
  - it is where we can learn about almost any subject and communicate with almost anyone almost instantly.
  
- **What is the Internet:**
  - it is a system of telephone wires, fiber optics, satellite links and other links that allow computers to connect to each other.
  
  - it is a means for sending electronic mail or as a system for accessing information from sources all over the world.
  
  - it is an agreed upon software standard for sending and receiving computer data.
  
  - its not just a giant computer network, it's a cultural phenomenon that has made our desire for instant information and communication a reality.
  
- **The Physical Components:**
  - a collection of computers linked together to achieve some common goal. This common goal is to share information. This can be done on a local level, with in a business or school. The Internet is a network of networks. It's the linking of all the networks of the world together into one large network.
  
- **The Software Components:**
  - in order for the computers to be able to talk to one another there must be some standard form of communication. This is usually referred to as a protocol. The current standard, which evolved in during the 1980s is a protocol referred as TCP/IP {Transmission Control Protocol/Internet Protocol}.
  
  - there are rules that govern the Internet. This is done through the Internet Society, which is a voluntary organization and is not run by the government or any individual. It's a board that is designed to set standards and determine resources.

→ Domain Name System:

every computer on the Internet must have a unique address. These addresses are similar to your mailing address. Without the address information can not be routed to its destination.

Internet addressing is done through a system called the Domain Name System {DNS}. The actual Internet address is a number called an IP Address {for example 209.48.218.2}. Most users never see or use the IP Address directly because DNS provides a more meaningful and easier to remember name {www.cua.edu}.

a DNS name is made up of a domain and one or more sub domains.



Domains {a few examples}

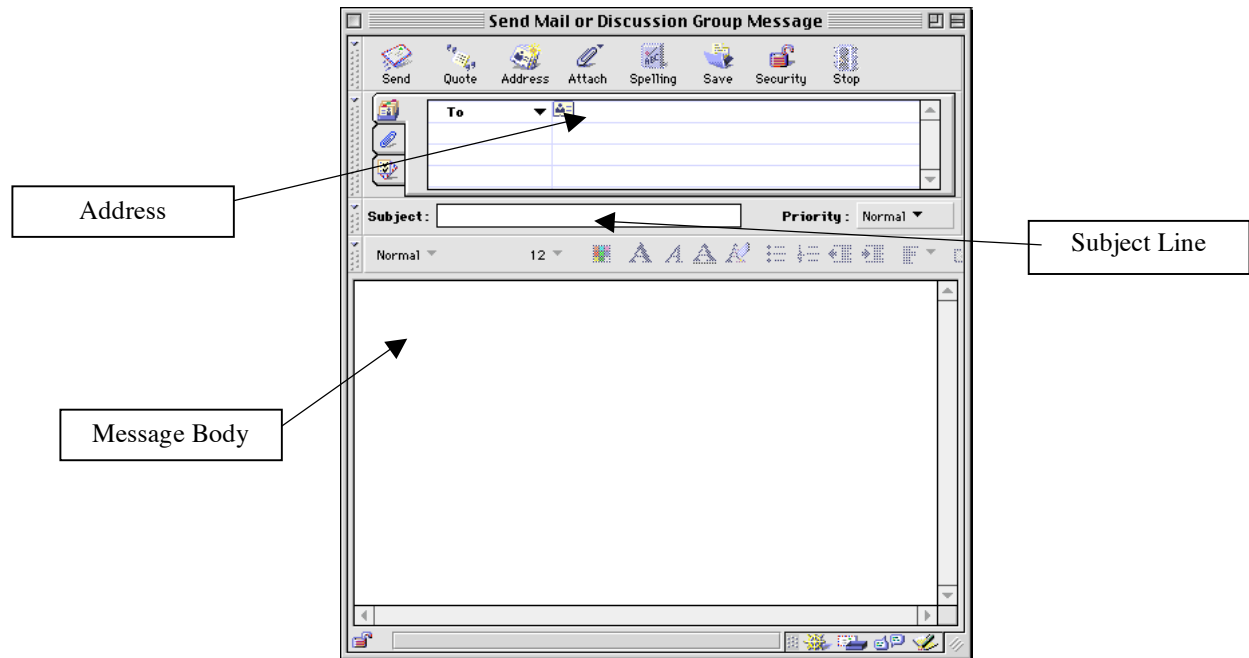
- .com business, commercial {usually for profit}
- .edu educational {usually reserved for college and universities}
- .gov government
- .mil military
- .org organizations {usually non profit}
- .net network resource companies {Internet Service Providers}

- .au Australia
- .ca Canada
- .fr France
- .de Germany
- .uk United Kingdom
- .us United States

→ E - mail:

electronic mail was one of the first major uses of the Internet. It works very similar to the regular mail system {snail mail}. Individuals must have a unique name and address to be able to send and receive mail across the Internet.

All e-mails 3 sections that must be completed. The Send To Address, a Subject line and the Message. There are many other options that are available depending on the particular e-mail application. Netscape, Internet Explorer, Microsoft Outlook, QuickMail Pro, Eudora, America Online, etc...



→ Telnet:

telnet allows you to use any host computer on the Internet as if you were directly connected. It allows the user to remotely control the another computer system. In order to initiate a telnet session, you must know the ip address or domain name and have permission from the remote system.

→ Gopher:

gopher is a navigational tool that uses a a system of standardized menus to navigate among various computers on the Internet.

→ Veronica:

there are tens of thousands of gophers available on the Internet. So, it is often difficult to locate the gopher you want for specific information. Veronica is a search tool and database for gophers.

→ FTP:

FTP {File Transfer Protocol} allows users to send and receive files stored on other computers across the Internet.

→ Usenet:

usenet has been called the world's largest bulletin board because it is a public place where users can read and post messages.

→ Listserv:  
Listservs are automated mailing lists. When you join a Listserv, any mail sent to the Listserv will also be sent to you.

→ WWW:  
WWW {World Wide Web} has become one of the most popular Internet services because it allows both text based access and graphical access depending on your software tools and how you reach the Internet.

with WWW you can establish your own Internet location. This is called a home page. Every home page has a specific address, called a URL {Uniform Resource Locator}.

**<http://www.stjohns-chs.org>**

→ Connecting to the Internet:  
there are several different ways to connect to the Internet. You can have a direct connection, which is usually done through an existing network. This means you are connected 24 hours a day, 7 days a week. Depending on the type of network, this type of connection is the fastest available. This type of connection is not very common from home.

Another type of connection is through a dial up service. This requires the user to subscribe to an Internet Service Provider {ISP} and connect using a modem. Depending on the modem speed will depend on how fast you'll be able to send and receive information. Most ISP's provide 28,800 bps, 33,600 bps and 56k bps access to their customers. The minimum required speed is 14,400 bps for the WWW. New emerging standards are the Cable modem, ISDN lines, wireless and fiber optics.

→ Software Resources:  
once the physical connection has been made, you now have to choose how you want to access the Internet. The 2 standards are either a character based browser {Lynx} or a graphical browser {Netscape or Internet Explorer}. Most choose a graphical browser because they not only offer text but layout and design, graphics, animations, photos, video clips and even sound.

Once the connection to the Internet has been made, you've started up your browser and chosen a specific site access, the browser gets its information from a series of special documents that have been stored {published} at that site. These documents are created using a special language called HyperText Markup Language {HTML}.

→ *Do an in class example of launching a browser, defining its parts and exiting.*