

Internet history 3455

[Technology](#), [Computer](#)



The Internet was created in 1969 by scientists working for ARPA. ARPA stands for

advanced research projects agency, and was formed to create a network of computers that could save information in the event of a nuclear attack.

UCLA,

Stanford Research Institute (SRI), UC Santa Barbara (UCSB), and the University

of Utah in Salt Lake City were the first ARPANET locations. The ARPANET is what

is now called the Internet. The plan was unprecedented: A professor at UCLA, and

his small group of graduate students hoped to log onto the Stanford computer and

try to send it some data. They would start by typing " login," and

asking by telephone if the letters appeared on the far-off monitor. On their

first attempt, the " L" and " O" were transmitted successfully, but after

they typed the letter " G" the system crashed. From 1969 to 1983 a lot of

different packet switching schemes were tried and TCP/IP is what grew OUT of

ARPANET, not what started ARPANET. During most of the seventies, the protocol

was generally referred to as just the Network Control Protocol or NCP. The term

Internet was probably first applied to a 1973 research program that culminated

in a demonstration system in 1977. It demonstrated networking through various

mediums, including satellite, radio, telephone, ethernet, etc. using packet

switching. And this formed the roots of the Transmission Control Protocol and

Internet Protocol (TCP/IP). But it was not until 1983 that all nodes on ARPANET

were required to use TCP/IP to connect to it. Also in 1983, the Department of

Defense moved the unclassified portions of the Data Defense Network to create

MILLET. Then in January 1983, the ARPA Internet first appears and operation was

passed to the Defense Communications Agency. The first operating,

non-experimental, real live Internet with a capital network, was a military

network with a couple of hundred computers connected to it. Universities and the

general public were not welcome on the ARPANET. It was a network for Department

of Defense contractors and military sites. Then a group of military contractors

with strong ties to business and universities not on the MILLET were constantly

in a situation where many of their peers were not on the Net while they were on.

They began campaigning for access for other researchers. In 1984 the National

Science Foundation established an office for networking. a number of universities and research groups actually did get access to ARPANET. In 1993,

Tim Lee created an interface to the World Wide Web he called Mosaic. The NSF

actually funded further development of a Macintosh and Microsoft Windows version

of Mosaic through a grant to the University. The first Microsoft Windows version

appeared about November of 1993. The Mosaic Web Browser put a pretty face on the

Internet. You could navigate the World Wide Web by clicking on links with the

mouse. More importantly, it allowed users to add " players" for sound,

video clips, or anything else they wanted to add. Today, advanced Mosaic

browsers such as Netscape have added other functions quite beyond World Wide

Web, including electronic mail. Electronic mail, or E-mail as it is commonly

called, was invented by Ray Tomlinson in 1971 as a way of sending messages of

the Internet to other users on-line. His program for sending E-mail was called

SENDMSG, which stands for send message. Now E-mail has grown so much that next

year people will send an estimated 6 trillion messages. A new use for the

Internet that is influencing the lives of many Internet users is the creation of

E-wrestling leagues. E-wrestling is a type of game in which you create wrestling

matches over E-mail. You can challenge other members of your E-fed (a group of

members in your league) by posting messages on the message board. The other

member will then respond to your challenge by writing back on the message board.

If the commissioner approves of the match then he will send an E-mail to the two

members telling when the match will take place. There are two ways a

commissioner can create matches, depending on the rules of your federation. One

way is to write out the entire match. This takes a long time and the results are

based on the opinion of the commissioner. The other way involves using a

computer to decide the winner. My federation uses "Zeus", a computer program

found on the Internet, to simulate the matches. The good thing about this type

of match is it can be made quickly, the matches are fair and based on wrestlers

attributes, and many gimmick matches can be downloaded off of the Net.

However

the match is made, the next step is for the commissioner to post the match

results on the federation Web page. To run a good E-fed, the commissioner needs

to have a good knowledge of the Internet and knowledge of pro-wrestling.

E-wrestling is becoming very popular. There are over ***** different E-feds on

the Internet, some with more than one hundred members. As the Internet and

pro-wrestling continue to grow in popularity, E-wrestling can expect a similar

increase. This is why in the future E-wrestling will have an impact on many more

people. In conclusion, the Internet has grown from its humble beginnings to a

massive network of networks. The Internet's rich history will always be

preserved through the hundreds of sites on the Web dedicated to Internet

history. The Internet will continue to grow, and with this growth will come new

advances in technology. After 30 years the Internet is still not finished. It

will keep getting bigger and better, until one day when a nuclear bomb destroys

the Earth, killing the entire population, but at least our software, hardware,

information, and data will be safe.