

The background of instant messaging information technology essay

[Technology](#), [Information Technology](#)



Instant Messaging (IM) is a set of real-time communication between two or more users over the internet, it allows user to send or reply message instantly to other user, and the message will only takes very little time to reach to the other person PC, and it doesn't matter how far the user live at; as long as they have internet services then they will receive your message for sure. Furthermore, IM been updated support instant file transfer services; means that, you now can share your file immediately with friends by clicking couple of buttons and then the file will shared to your friend instantly. Besides there are few features are added to instant messaging; example, users may see each other over webcams or directlytalkfree over the internet by using any microphone devices and IM also will save the conversation between users in a limited time so that users can have their later reference.

History

In the record of history, the very first " instant messaging" is just a command-line UNIX " talk" with using a split screen as it user interface, and was popular in the year of 1980s and the early of 1990s, and the concept actually are back to the mid-1960s. The Multi-user operating system such as the Compatible Time-Sharing (CTSS) which was created in Massachusetts Institute of Technology (MIT) in 1961; and it allowed up to 30 users to log in simultaneously and send messages to each other. The system, which is similar likes now what we call as electronic mail (Email). In 1965s, had already hundreds of registered users from MIT and others are from New England Colleges. In 1980s, The Zephyr Notification Service, created at MIT through a project called Project Athena; function of these service are used the UNIX to locate the location of the users and send messages to users. At

the same years, CompuServe's CB Simulator was been created, and it is used to simulated citizens band radio through text-based messages and user handles. Two years apart, Commodore International released the Commodore 64 PC in 1982. The Commodore 64 PC is included an Internet service, called Quantum Link (Q-Link), which so called as America Online (AOL) in the '90s. Q-Link users will pay a monthly fee to send text-based messages to others via modem, and the receiver mayhave the options to either responding or ignoring the messages. In 1996, a company Mirabilis launched ICQ. ICQ basically was a text-based messenger that was the first to really reach a widespread market of online users. The ICQ allowed for multi-user chats, file transfers, a searchable user directory and more. However, when AOL launched AIM in 1997; and the biggest turning point occurred on these years too; because AIM allowed users to send message to each other, and also included user profiles, away messages and icons for more engagement. Between that, AIM also develop 2 different bots such as StudyBuddy and SmaartChild which indirectly in year 2005, both bots succeeding attracted more than 53 million of users to their instant messaging markets. The following years 1998, the Yahoo! Messenger launched and it originally named is Yahoo! Pager. It's used of the Yahoo! ID to let users log in and Yahoo! Messenger included the custom status function and also the address book customized, and Yahoo also had a chat room services which same like AOL. In 1999, the strongest company Microsoft launched their owned instant messenger and named it as MSN. MSN enables users to send online messages and email with theMSN Hotmailwhose users are more than 40 million of the TM Web-based email service. Microsoft then

renamed the IM service to Windows Live Messenger in 2005, adding photo sharing capabilities, social network integration and games. In 2009, Microsoft announced that there are more than 330 million active users every month.

How does it Work

Basically, when you start up any instant messaging (IM) programs it will connect to a particular company's IM server, such as Google, Yahoo or AIM servers and through the internet to verify users' personal identity or in other words called authentication or sends information to users about their recently messenger updates. Furthermore, when you sign up to let's say AIM messenger, its IM server will verify your username and password and then log you in; at the same time you're already connected to the IM server. In your IM program, you will see a list of friends is currently online, there are also statuses will either change from 'Online' to 'Busy', 'Away' or Offline also based on that person is logged in or they using their IM program or not. Sending a message to friend; message will travel from your IM client to the IM server you are connected, the message then only will reach your friend and a window will pop up on his/her PC. Moreover, if sending file to your friend. Your IM client will ask the IM server where your friend is located and then it will help your computer connect directly to your friend's computer. The reason that IM clients do that is because direct connection between two user computers can prevent IM servers from using much internet bandwidth on travelling files between two users.

Positive and Negative aspect

Advantages

There are many advantages of using instant messaging (IM). The very basic concepts are to connect people together in whenever and whoever they are also can talk to each other likes a friend. There are many others advantage likes: Keep in touch with friends and family, when they are not stay in the same country or state with you. Allow users to know more friends from all around the worlds. Save costs. Speak to multiple users at the same time or through several IM windows. Having face to face chats through webcam over the internet. Sharing files with friend in the easily way.

Disadvantages

The perfection of the IM is just too attractive for people, even there are perfect, there are of course have disadvantages too. Likes face to face features, when you are chatting with a friend with webcams that you not clear about his/her personality; it will cause you in dangerous. There are many others disadvantage likes: Too much of unreal social life likes IM chats, will cause people feel lazy and feel adverse to society this always happened in teenagers because they are not mature enough. The person you are talking to normally will be strangers so you will not have guarantee of whom the person you are taking with and how old they are. High probability of getting virus because you are not sure that the file you received from friend or stranger is it contains of any viruses.

User Manual

I'm chosen the AIM Messenger as the user manual. First of all you will need to download the AIM Messenger from the AIM website. After that the following installation box will appear and then you will click run to continue the installation. After clicked 'Run' the following box will appear and also the additional options choices will let you to choose, if you need the options just click the box then click 'Next' to continue the installation. After clicked 'Next' there will be another box appear on your desktop, this box means your installation are done and then you will just need to click the 'Launch AIM' to launch and start using your AIM Messenger. This icon will then appear on your desktop too, which mean your installation is already success. Then you will need to register yourself then only you can start using your AIM messenger. By going to these following AIM webpage to register you as their user. After fill in all your personal details it should be like this, all done then click 'Sign Up'. The following step you will need to go to your mail inbox to check your account verification mail; and then you will need to click the following link bellow 'Activate My new AOL account now' to verify your email address and your user, password. You can now Sign to AIM Messenger. This is the AIM Messenger interface. The left hand side will be your friend contacts, and at the right will be your message typing area with your friend, just like the image bellow. Sending file in AIM Messenger is easy, by clicking the left side clip button bellow then chooses the file you want to send then the messenger will help you to deliver certain files to your friend PC. In AIM Messenger, you can have a real time video chatting with your close friend by clicking the camera button and a box will pop up and ask you to wait for your

friend to connect; After your friend was connected then you can start the topic with the real time face to face chats with your friend.

Conclusion

The instant messaging (IM) is a useful internet application for communication, there are different brands of instant messaging applications, and every instant messaging feature is almost similar to each other's and useful for its users. Although instant messaging presents to users many useful features, it also has some attributes that make it dangerous and unsafe. Due to the fact that the messages are sent over the Internet, a medium that is not completely reliable in maintaining security and privacy, these messages can be intercepted and might be accessed by unauthorized third-parties. In addition to that, due to the anonymous nature of the Internet and the resulting fact that people can pose as someone they are not, there is always a risk posed in revealing confidential information over Instant Messaging. For example, a person with ulterior motives might impersonate someone whom you know and from that gain confidential personal information such as bank account numbers and PINs. The ravages of information leaking and fraud are a very real hazard in Instant Messaging that is not to be underestimated. Such danger can also take the form of Trojan viruses and other malicious spyware that cause various computer maladies of varying severity. It is advisable to play safe and be cautious at all times when using Instant Messaging, or rather, any implementation of the Internet to preserve the security of the user and the computer. Responsible

use of such software is the best way to reduce the chances of a computer crisis.