Chapter 1
Introduction to the World of Technology

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Learning Objectives (1)

• Explain why it is essential to learn about computers today and discuss several ways computers are integrated into our business and personal lives.
• Define a computer and describe its primary operations.
• List some important milestones in computer evolution.
• Identify the major parts of a personal computer, including input, processing, output, storage, and communications hardware.
• Define software and understand how it is used to instruct the computer what to do.
Learning Objectives (2)

• List the six basic types of computers, giving at least one example of each type of computer and stating what that computer might be used for.
• Explain what a network, the Internet, and the World Wide Web are, as well as how computers, people, and Web pages are identified on the Internet.
• Describe how to access a Web page and navigate through a Web site.
• Discuss the societal impact of computers, including some benefits and risks related to their prominence in our society.
Overview

• This chapter covers:
  – What computers are, how they work, and how they are used
  – Computer terminology
  – An overview of the history of computers
  – The basic types of computers in use today
  – How to access resources on the Internet
  – The societal impact of computers
Why Learn About Computers and Technology?

• Pervasive computing
  – Also known as ubiquitous computing
  – Computers are everywhere and have become an integral part of our lives

• Before 1980
  – Computers were large and expensive
  – Very few people had access to them
  – Computers were mostly used for high-volume processing tasks
Early Personal Computer Use

• Early 1980s
  – Microcomputers (inexpensive personal computers) were invented
  – Dramatic increase in computer use

• Early 1990s
  – The World Wide Web (WWW) and the graphical Web browser were invented
  – Increased the purchase and use of computers for personal use
Most U.S. households have a computer or smartphone, and most individuals use a computer device at work.

Electronic devices are converging into single units with multiple capabilities, such as to:
- Check e-mail on living room television
- Make telephone calls via a computer
- View Internet content on a smartphone

**Computer literacy** (understanding what a computer is and how it works) is an essential skill for everyone.
FIGURE 1-1
Convergence.
Many devices today include computing or Internet capabilities.

**TELEVISIONS**
Can be used to access Web pages, e-mail, streaming movies, and other Internet content, in addition to viewing TV content.

**SMARTPHONES**
Can be used to access Web pages, e-mail, movies, and other Internet content; play music; run apps and games; and take photos, in addition to making phone calls.
Computing Devices in the Home

• Computers are used for a variety of tasks:
  – Looking up information and news
  – Exchanging e-mail
  – Shopping and paying bills
  – Watching TV, videos, and movies
  – Downloading music and movies
  – Organizing digital photographs
  – Playing games
  – Making vacation plans
  – Other reference, productivity, or entertainment tasks
Computing Devices in the Home (cont’d)

• Common technologies
  – Wireless networking
    • Computers can be used in nearly any location
  – Smart appliances
    • Traditional appliances with built-in computer or communication technology
  – Smart homes
    • Household tasks are monitored and controlled by a main computer in the house or a smartphone
Computing Devices in Education

• Most children and teens have used computers all their lives
• Computer labs and classrooms
  – Most students today have access to computers at school
  – Some schools integrate e-books into the curriculum
  – Some schools supply or require a device
• Wireless hotspots
  – Allow students to access the Internet and campus resources
• Distance learning
  – Students participate from locations other than the traditional classroom setting using computers and Internet access
Examples of Computing Devices in Education

COMPUTER LABS AND CLASSROOMS
Computers and Internet access are often available in the classroom and/or a computer lab for student use.

CAMPUS WIRELESS HOTSPOTS
Students can often access the Internet from anywhere on campus to do research, check e-mail, and more, via a campus hotspot.

DISTANCE LEARNING
With distance learning, students—such as these U.S. Army soldiers—can take classes from home or wherever they happen to be at the moment.

FIGURE 1-3
Technology use in education.

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Computing Devices on the Job

- Computers have become a universal on-the-job tool
  - Used by all types of employees
  - Used for decision-making, productivity, and communications
  - Used for access control and other security measures
  - Used by service professionals
  - Used extensively by the military
  - Often requires periodically updating computer skills
  - Some jobs exist because computers exist
Examples of Computing Devices on the Job

**FIGURE 1-4**
Technology use on the job.

**DECISION MAKING**
Computers are used to help make on-the-job decisions.

**PRODUCTIVITY**
Computers are used to perform on-the-job tasks efficiently and accurately.

**OFF-SITE COMMUNICATIONS**
Portable devices are used to record data, access data, or communicate with others.
Computing Devices on the Go

• Computers are encountered in nearly every aspect of daily life
  – Consumer kiosks
  – ATM transactions
  – POS systems at retail stores
  – Self-checkout systems
  – Consumer authentication systems
  – Portable computers
  – Smartphones and smart watches
  – GPS systems
Examples of Computing Devices on the Go

**FIGURE 1-5**
Technology use while on the go.

- **MOBILE DEVICES**
  Enable individuals to remain in touch with others and to access internet resources while on the go.

- **CONSUMER KIOSKS**
  Are widely available to view conference or gift registry information, print photographs, order products or services, and more.

- **MOBILE PAYMENT SYSTEMS**
  Allow individuals to pay for purchases using a smartphone or other device.

- **WEARABLE DEVICES**
  Enable individuals to easily view smartphone messages or their fitness activities while on the go.
Restaurant iPad Ordering Systems

- Used in conjunction with e-menus
- Customers can place and pay for orders
- Can provide more resources to customers
What Is a Computer and What Does It Do?

• A **computer** is a programmable, electronic device that accepts data, performs operations on that data, and stores the data
  – Its instructions, called programs, determine the tasks the computer will perform

• Basic operations (the IPOS cycle)
  – **Input**: Entering data into the computer
  – **Processing**: Performing operations on the data
  – **Output**: Presenting the results
  – **Storage**: Saving data, programs, or output for future use
  – **Communications**: Sending or receiving data
The IPOS Cycle

**INPUT**
User types in the numbers 2 and 5.

**PROCESSING**
Computer adds 2 and 5.

**OUTPUT**
Computer displays the results (output).

**STORAGE**
Computer saves the output for future use.

2 + 5 = 7

**FIGURE 1-6**
The information processing cycle.
Data vs. Information

• **Data** is raw, unorganized facts
  – Can be in the form of text, graphics, audio, or video

• **Information** is data that has been processed into a meaningful form
  – Information processing is the conversion of data into information
Computers Then and Now: Precomputers and Early Computers

• The computer as we know it is a fairly recent invention
• The history of computers is often referred to in terms of generations
• Each new generation is characterized by a major technological development
• Precomputers and early computers (before approx. 1946)
  – Abacus, slide rule, mechanical calculator
  – Punch Card Tabulating Machine and Sorter
Computers Then and Now: First and Second Generation Computers

• First-generation computers (1946-1957)
  – Enormous and powered by vacuum tubes
  – Used a great deal of electricity and generated a lot of heat
  – ENIAC and UNIVAC

• Second-generation computers (1958-1963)
  – Used transistors
  – Computers were smaller, more powerful, cheaper, more energy-efficient, and more reliable
  – Punch cards and magnetic tape were used for input
  – Punch cards and paper were used for output
  – Magnetic tape was used for storage
Computers Then and Now: Third and Fourth Generation Computers

- Third-generation computers (approximately 1964–1970)
  - Used integrated circuits (ICs), which consist of transistors and electronic circuits on a single tiny silicon chip
  - Keyboards were used for input; monitors for output
  - Hard drives were used for storage

- Fourth-generation computers (approximately 1971–present)
  - Use microprocessors, which contain the core processing of an entire computer on a single chip
  - Keyboards and mice are used for input; monitors and printers for output; hard drives, flash memory media, and optical discs for storage
  - Networks and the Internet were developed
Computers Then and Now: Fifth Generation Computers

- Fifth-generation (now and the future)
  - Most commonly defined as being based on artificial intelligence (AI)
  - Some aspects like voice and touch input are used today
  - Future computers may be different, such as:
    - Optical computers
    - Tiny computers that utilize nanotechnology
    - General-purpose computers built into everyday devices
Hardware

- **Hardware** is the physical parts of a computer
  - Internal hardware
    - Located inside the main box (system unit) of the computer
  - External hardware
    - Located outside the system unit
    - Connect to the computer via a wired or wireless connection
  - Hardware devices are associated with all five computer operations
Input, Processing and Output Devices

• Input devices
  – Used to input data into the computer
  – Include keyboards, mice, scanners, cameras, microphones, pens, touch pads, touch screens, fingerprint readers, etc.

• Processing devices
  – Includes the central processing unit (CPU), which performs calculations and controls the computer’s operation
  – Also includes additional processors, such as the graphics processing unit (GPU), and memory

• Output devices
  – Present results to the user
  – Includes monitors, printers, speakers, headphones, etc.
Storage and Communications Devices

• Storage devices
  – Used to store data on or access data from storage media
  – Include hard drives, CD/DVD discs and drives, USB flash drives, etc.

• Communications devices
  – Allow users to communicate with others and to electronically access remote information
  – Includes modems, network adapters, routers, etc.
Examples of Hardware

FIGURE 1-9
Typical computer hardware.
Software

- **Software** is the program or instructions used to tell the computer hardware what to do
  - System software allows the computer to operate
    - Includes the **operating system**, which starts up the computer and controls its operation
    - Without an operating system, a computer cannot function
    - The operating system **boots** the computer and launches programs at the user’s direction
    - Most use graphical objects to interact with the user via icons, buttons, tiles, etc.
    - Includes Windows, OS X, Linux, Android, iOS, etc.
    - The **Windows desktop** is the work area for Windows PCs
The Windows Desktop

- **Icons**: Represent folders, documents, or other items that can be opened.
- **Toolbar**: Contains buttons or icons that can be used to issue commands.
- **Windows**: Contain programs, documents, or other data.
- **Sizing Buttons**: Resize or close a window.
- **Start Button**: Opens the Start menu that is used to launch programs.
- **Taskbar Buttons**: Represent programs that can be launched, as well as open windows.
- **Taskbar**: Usually located at the bottom of the desktop.
- **Notification Area**: Shows the clock and other indicators.
Application Software (Apps)

- **Application software (apps)** perform specific tasks or applications
  - Creating letters, budgets, etc.
  - Managing inventory and customer databases
  - Editing photographs
  - Scheduling appointments
  - Viewing Web pages
  - Exchanging e-mail
  - Burning DVDs
  - Designing homes
  - Playing games, watching videos, listening to music
  - Writing computer programs and creating Web pages
Examples of Application Software

FIGURE 1.11
Examples of application software.
Computer Users and Professionals

- Computer users (end users) use a computer to perform tasks or to obtain information
- Computer professionals include:
  - Programmers
    - Write programs that computers use
  - Systems analysts
    - Design computer systems
  - Computer operations personnel
    - Manage day-to-day computer operations
  - Security specialists
    - Secure computers and networks against hackers
1. Which of the following was not a first generation computer?
   a. IBM PC  
   b. UNIVAC  
   c. ENIAC

2. True or False: Microsoft Windows is an example of an operating system.

3. Speakers are an example of a(n) ____________ device.

Answers:
1) a; 2) True; 3) output
Computers To Fit Every Need

• Six basic categories of computers:
  – Embedded computers
  – Mobile devices
  – Personal computers
  – Servers
  – Mainframe computers
  – Supercomputers
Embedded Computers

• An **embedded computer** is designed to perform specific tasks or functions for the product in which it is embedded
  – Household appliances
  – Thermostats
  – Sewing machines
  – Treadmills
  – Answering machines
  – Cars
  – Self-driving cars
Mobile Devices

• A **mobile device** is a very small device with some type of built-in computing or Internet capability
  – Typically has a small screen and keyboard
  – Many use voice or touch input
  – Can perform Internet searches, pay for products, and view documents
  – Include **smartphones**, handheld gaming devices, **tablets**, and smart watches
Trend

**Apple Watch**

- Designed to work in conjunction with an iPhone for much of its functionality
- Launch apps and select options via touch
- Also supports voice input
- Apple Pay enables you to make payments via a store’s contactless payment terminal
Inside the Industry

**Smartphone Driver Licenses**

- Several states are currently testing, and likely implementing, digital driver licenses (DDLs)
- DDLs resemble your paper driver license, and contain the same information
- DDLs are mobile apps that can contain additional features
- Some issues need to be resolved before widespread use

A smartphone driver license.
Personal Computers (PCs)

- A **personal computer (PC)** is a small computer designed to be used by one person at a time
  - Originally called a **microcomputer**
  - Available in different sizes and shapes

- **Desktop computers**
  - Sit on or next to a desk
  - Tower case, desktop case, or all-in-one
  - PC or Macintosh
  - Not portable

FIGURE 1-14
Desktop computers.
Portable Computers

• A portable computer is designed to be carried around easily
  – Notebook (laptop) computers
    • Typically use a clamshell design
  – Tablet computers
    • Usually use a digital pen/stylus or touch screen
    • No physical keyboard; on-screen or attached keyboard
  – Hybrid notebook-tablet computers
    • Can function as either a notebook or a tablet
  – Netbooks
    • Smaller; designed for accessing Internet resources
Examples of Portable Computers

FIGURE 1-15
Portable computers.
Thin Client and Internet Appliances

• A **thin client** is designed to utilize a network for much of its processing
  – Advantages include lower cost, increased security, and easier maintenance
  – Disadvantages include limited or no local storage and the inability to function if the network is down

• An **Internet appliance** is an ordinary device that can be used for accessing the Internet
  – Some use apps to deliver news, sports scores, weather, music, and other Web-based information
  – Include smart TVs, refrigerators, and other appliances
Servers

- A server is a midrange computer used to host programs and data for a small network
  - Users connect via a network with a computer, thin client, or dumb terminal
  - Virtualization refers to creating virtual rather than actual server environments
    - Used to share a server for increased efficiency
    - Desktop virtualization delivers a user’s desktop to his or her current device
Mainframe Computers

- A **mainframe computer** is a powerful computer used by many large organizations to manage large amounts of centralized data
  - Often used in hospitals, universities, large businesses, banks, government offices, etc.
  - Located in climate-controlled data centers and connected to the rest of the company computers via a network
  - Runs programs to meet the needs of a wide variety of users, as well as large processing tasks during off hours
  - Often uses virtualization; used for new and emerging needs such as processing data from smart meters and running social networks
  - Also called high-end servers or enterprise-class servers
Example of a Mainframe Computer
Supercomputers

• A **supercomputer** is the fastest, most expensive, most powerful type of computer
  – Generally run one program at a time, as fast as possible
  – New applications include hosting extremely complex Web sites and three-dimensional applications
  – Can cost several million dollars each
  – Tend to be very large and contain a large number of processors
  – Example: Titan is one of the fastest computers in the world
    • Contains more than 300,000 processors
    • Peak speed is 27,000 calculations per second
Example of a Supercomputer

FIGURE 1-19
Supercomputers. Have immense processing speed and capabilities.

Courtesy Oak Ridge National Laboratory
Quick Quiz (2)

1. A tablet computer is an example of a(n) ______________.
   a. desktop computer
   b. portable computer
   c. Internet appliance

2. True or False: The terms mainframe computer and supercomputer are interchangeable; both refer to the largest, most powerful computers.

3. A smartphone is an example of a(n) ______________.

Answers:
1) b; 2) False; 3) mobile device
A computer network is a collection of hardware and other devices that are connected together:

- Users can share hardware, software, and data.
- Users can communicate with each other.
- Users can share an Internet connection.
- Most computers and mobile devices today connect to a computer network.
- Examples include small and large business networks, school networks, home networks, public wireless networks, and mobile telephone networks.
Example of a Computer Network

FIGURE 1-20
Example of a computer network.
What Are the Internet and the World Wide Web?

• The **Internet** is the largest/most well-known computer network in the world
  – Individuals connect using an **Internet service provider (ISP)**
  – ISPs connect to regional networks, which connect to backbone networks, which connect to form the Internet

• The **World Wide Web (Web)** is one resource (a vast collection of **Web pages**) available through the Internet
  – Web pages typically contain **hyperlinks**
  – **Web sites** contain Web pages stored on **Web servers**
  – Web pages are viewed using a **Web browser** (Edge, Internet Explorer (IE), Chrome, Safari, Firefox, Opera, etc.)
  – Web pages offer a wide variety of information and uses
Examples of Common Web Activities

FIGURE 1-21
Some common Web activities.
Accessing a Network or the Internet

• Need a network adapter to connect
• Many networks require a username and password
• Internet connections can be:
  – Direct (always-on) connections
  – Dial-up connections
• **Internet addresses** access resources on the Internet
  – The most common types of Internet addresses:
    • IP addresses and domain names (to identify computers)
    • Uniform Resource Locator (URL) identifies Web pages
    • E-mail addresses (username) identifies person
IP Addresses and Domain Names

• An **IP (Internet Protocol) address** is a numeric address that identifies computers (such as 134.170.185.46)

• A **domain name** is a name (such as microsoft.com) that corresponds to an IP address
  – The top-level domain (TLD) is the far right part of the name and identifies the type of the organization or its location

<table>
<thead>
<tr>
<th>ORIGINAL TLDS</th>
<th>INTENDED USE</th>
</tr>
</thead>
<tbody>
<tr>
<td>.com</td>
<td>Commercial businesses</td>
</tr>
<tr>
<td>.edu</td>
<td>Educational institutions</td>
</tr>
<tr>
<td>.gov</td>
<td>Government organizations</td>
</tr>
<tr>
<td>.int</td>
<td>International treaty organizations</td>
</tr>
<tr>
<td>.mil</td>
<td>Military organizations</td>
</tr>
<tr>
<td>.net</td>
<td>Network providers and ISPs</td>
</tr>
<tr>
<td>.org</td>
<td>Noncommercial organizations</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>NEWER TLDs</th>
<th>INTENDED USE</th>
</tr>
</thead>
<tbody>
<tr>
<td>.aero</td>
<td>Aviation industry</td>
</tr>
<tr>
<td>.biz</td>
<td>Entrepreneurs and growing businesses</td>
</tr>
<tr>
<td>.expert</td>
<td>Individuals branding themselves as an expert</td>
</tr>
<tr>
<td>.fr</td>
<td>French businesses</td>
</tr>
<tr>
<td>.info</td>
<td>Resource sites</td>
</tr>
<tr>
<td>.jobs</td>
<td>Employment sites</td>
</tr>
<tr>
<td>.name</td>
<td>Individuals (personal branding)</td>
</tr>
<tr>
<td>.nyc</td>
<td>New York City businesses</td>
</tr>
<tr>
<td>.us</td>
<td>United States businesses</td>
</tr>
</tbody>
</table>

**FIGURE 1-22**
Sample top-level domains (TLDs).
Uniform Resource Locators (URLs)

• A **Uniform Resource Locator (URL)** uniquely identifies a Web page
  – It indicates:
    • The protocol or standard being used, such as:
      – http:// for Web pages
      – https:// for secure Web pages
      – ftp:// for some file transfers
    • The Web server hosting the page
    • The names of the folders in which the Web page file is stored
    • The Web page’s filename
Example of a Web Page URL

Web page URLs usually begin with http:// (for nonsecure Web pages) or https:// (for secure Web pages).

This part of the URL identifies the Web server hosting the Web page.

Next comes the folder(s) in which the Web page is stored, if necessary.

This is the Web page document that is to be retrieved and displayed.

http://google.com/about/careers/index.html

FIGURE 1-23
A Web page URL.
E-Mail Addresses

• An **e-mail address** consists of:
  – A **username**
    • An identifying name (unique within a domain name)
  – The `@` symbol
  – The domain name for the computer that will be handling the person’s e-mail (mail server)

• Pronouncing Internet addresses

<table>
<thead>
<tr>
<th>TYPE OF ADDRESS</th>
<th>SAMPLE ADDRESS</th>
<th>PRONUNCIATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Domain name</td>
<td>berkeley.edu</td>
<td>berkeley dot e d u</td>
</tr>
<tr>
<td>URL</td>
<td>irs.gov/freefile</td>
<td>i r s dot gov slash free file</td>
</tr>
<tr>
<td>E-mail address</td>
<td><a href="mailto:president@whitehouse.gov">president@whitehouse.gov</a></td>
<td>president at white house dot gov</td>
</tr>
</tbody>
</table>
How It Works

Cloud Computing

• Resources stored on computers in a “cloud” of computers rather than on users’ computers

• Resources are available on demand, accessible to any Web-enabled device

• Cloud data is safe if the device is lost, stolen, or damaged
  – Google Docs and Google Drive are shown here
  
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Surfing the Web

• A Web browser is used to display Web pages
• The browser’s starting page or home page is the first page displayed when the browser is opened
  – Users can change their browser’s home page
  – From the home page, other Web pages can be accessed
• To view a Web page:
  – Type a URL in the Address bar
  – Click a hyperlink (graphics or text linked to other Web pages) located on a Web page
  – Choose a Web page saved as a Favorite/bookmark or a Web page from the History List
Searching the Web

• A search site is a Web page that help you locate Web pages and other resources
  – Typically search using keywords

• Reference sites are designed to let you look up addresses, telephone numbers, ZIP codes, maps, and other reference information
  – You can find reference sites using a search site
E-Mail

- **Electronic mail (e-mail)** is the process of exchanging electronic messages between individuals over a network
  - One of the most widely used Internet applications
  - Can be sent and received via an installed e-mail program, or a Web mail service or app
    - Conventional
      - Microsoft Outlook
      - OS X Mail
    - Web-Based
      - Gmail
      - Outlook.com
- Can contain photos and other attached files
- Mobile e-mail may be charged against data usage
- Other types of mobile communications include text messages and multimedia messages
How E-Mail Works

The sender composes a message and sends it to the recipient via his or her e-mail address.

The e-mail message is sent over the Internet through the sender’s mail server to the recipient’s mail server.

The message is displayed when the recipient’s device checks for new mail.

FIGURE 1-27 How e-mail works.
Technology and Society: Benefits

• The vast improvements in technology over the past decade have had a distinct impact on daily life, at home, and at work

• Benefits of a technology-oriented society include:
  – Design before construction leads to safer products
  – Earlier medical diagnoses and more effective treatment
  – Devices that allow physically and/or visually challenged individuals to perform job tasks
  – Documents e-mailed or faxed in moments
  – Download information, music, movies, and more on demand
Technology and Society: Risks

• Risks of a technology-oriented society include:
  – Stress and health concerns
  – Security issues
    • Computer viruses and malware
    • Identity theft and phishing
  – Privacy issues
    • Spam
    • How collected data is used
    • How secure the collected data is
Technology and Society: Online Communications

• Differences in online communications
  – Less formal than traditional communications
  – Netiquette
    • Be polite and considerate of others
    • Refrain from offensive remarks
  – Abbreviations (acronyms) and emoticons are often used
    • Acronyms, such as BTW (by the way)
    • Emoticons (typically illustrations of faces), such as 😊
## Technology and Society: Netiquette

<table>
<thead>
<tr>
<th>RULE</th>
<th>EXPLANATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Use descriptive subject lines</td>
<td>Use short, descriptive subject lines for e-mail messages and online posts. For example, “Question regarding your online classes” is much better than a vague title, such as “Question.”</td>
</tr>
<tr>
<td>Don’t shout</td>
<td>SHOUTING REFERS TO TYPING YOUR ENTIRE E-MAIL MESSAGE OR ONLINE POST USING CAPITAL LETTERS. Use capital letters only when it is grammatically correct to do so or for emphasizing a few words.</td>
</tr>
<tr>
<td>Watch what you say</td>
<td>Things that you say or write online can be interpreted as being sexist, racist, or just general bad taste. Also check spelling and grammar—typos look unprofessional and nobody likes wading through poorly written materials.</td>
</tr>
<tr>
<td>Don’t spam your contacts</td>
<td>Don’t hit <em>Reply All</em> to an e-mail when a simple <em>Reply</em> will do. The same goes for forwarding e-mail chain letters, reposting every joke you run across, or sending every funny YouTube video you find—to everyone you know.</td>
</tr>
<tr>
<td>Be cautious</td>
<td>Don’t give out personal information—such as your real name, telephone number, or credit card information—to people you meet online.</td>
</tr>
<tr>
<td>Think before you send or post</td>
<td>Once you send an e-mail or text message or post something online, you lose control of it. Don’t include content (such as compromising photos of yourself) that you would not want shared with others, and don’t tag people in photos that are unflattering to them. In addition, don’t e-mail or post anything if emotions are running high—wait until you calm down.</td>
</tr>
</tbody>
</table>

**FIGURE 1-30**
Netiquette. Use these netiquette guidelines and common sense when communicating online.
Technology and Society: Anonymity and Integrity

• The anonymity factor
  – Online communications can be anonymous
  – Anonymity gives many individuals a sense of freedom
  – Online anonymity can also be abused

• Information integrity
  – Use common sense when evaluating online content
  – Check your sources—not all information on the Internet is accurate
  – Double-check information before using it or passing it on to others
Quick Quiz (3)

1. Index.html is an example of a(n) _____________.
   a. URL
   b. IP address
   c. Web page filename

2. True or False: All information published to Web pages is accurate.

3. In the e-mail address jsmith@abc.com, abc.com is the _____________.

Answers:
1) c; 2) False; 3) domain name
• Technology in Your Life
• What is a Computer and What Does It Do?
• Computers to Fit Every Need
• Computer Networks and the Internet
• Technology and Society