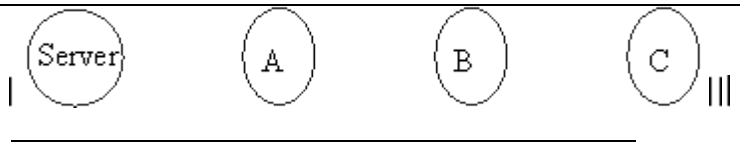
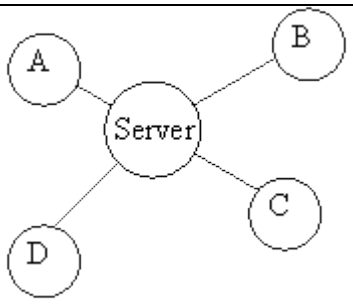
1	OSI	Open System Initiative. An organization to promote OSS.
2	FSF	Free Software Foundation An organization to promote OSS.
3	GNU	GNU's Not Unix. A recursive acronymn. It was initiated as a project on unix alike by Richard Stallman that emphasizes on freedom.
4	FLOSS	Free Libre Open Source Software
5	FOSS	Free and Open Source Software
6	W3C	An acronym for World Wide Web.
7	Proprietary Software	Software that is not Free, no source code available, not free of cost and documentation available.
8	Shareware	Softwares which are free with limited features for a certain period of time. No source code available and free of cost.
9	Freeware	Softwares which are free of cost and source code not available.
10	OSS (Open Source Software)	Free or a nominal amount is charged only for documentation. Source code available. Changes allowed in the source code after complying with GPL.
11	WEB Scripting	Programming in the web page.
12	ASP	Active Server Page. Server side scripting language by Microsoft that allows programming in the webpage executed by the web server.
13	JSP	Java Server Page. Server side scripting language by SUN that allows programming in the webpage executed by the web server.
14	PHP	Hypertext Pre Processor. An open source scripting language used in web development.
15	Javascript	Client side scripting language in JAVA that allows programming in the webpage executed by the web browser.
16	VB Script	Client side scripting language in VB that allows programming in the webpage executed by the web browser.
17	Web Hosting	Means holding the website always online for the clients to be browsed across the internet.
18	Web Servers	It is a server that provides with resources to be shared across the internet.

19	Web Browser	A WWW client that navigates through web site and displays the web pages
20	Website	A location on the web server.
21	URL	Uniform Resource Locator provides a distinct address for each website in the internet.
22	Domain Names	An IP address that is character based.
23	HTTP	Hyper Text Transmission Protocol is used for web page browsing.
24	XML	Extensible Markup Language
25	HTML	Hyper Text Markup Language used to create a webpage.
26	India IT Act	This is the law that governs the IT business and ecommerce activities in India.
27	Cyber crime	Breaking a cyber law or a malicious activity in the internet or World Wide Web.
28	Cyber Law	It refers to the rules and regulatory aspects of internet and World Wide Web.
29	IPR issues	It is the product of the intellect that has commercial value including copyrighted property.
30	Hackers	Intelligent programmers who breaks into a computer within a network in playful pranks and gains knowledge.
31	Cracking	Malicious programmers who breaks into a computer in a network and harms the system.
32	Cookies	Web server sent messages are stored in the web browser in the form of a text file and sent to server each time a request is made by the browser.
33	Network security	Various ways to prevent the access of illegal and unauthorized user to a network : Eg. Firewall, smart cards, biometric system
34	Viruses	Malicious programs that requires a host and is designed to harm a system.
35	Worms	It is a program that replicates itself making the computer slow. It does not need a host.
36	Trojan Horse	This is a code hidden in a meaningful program that looks safe but has hidden side effects.
37	Spams	Electronic junk mail or unsolicited emails.
38	Web 2.0	The term Web 2.0 is associated with web applications that facilitate participatory information sharing, interoperability, user-centered

		design and collaboration on theWorld Wide Web. Examples of Web 2.0 include social networking sites, blogs, wikis etc.
39	Protocol address	An Internet Protocol address (IP address) is a numerical label assigned to each device (e.g., computer, printer) participating in a computer network that uses the Internet Protocol for communication
40	WWW	World Wide Web is a set of protocols that allows people to access the web sites through a naming system.
41	TCP/IP	Transmission Control Protocol/ Internet Protocol
42	FTP	File Transfer Protocol is used to transfer or share file over the internet.
43	PPP	Point to Point Protocol
44	Telnet	It is an utility of internet that allows remote login.
45	Remote Login	An application that allows a person to log into a native computer using internet from a computer which is located far away.
46	GSM	Global System for Mobile Communication. It uses Narrowband TDMA(Time Division Multiple Access) for data transmission.
47	CDMA	Code Division Multiple Access. It uses spread spectrum technique for data transmission.
48	WLL	Wireless in Local Loop
49	GPRS	General Packet Radio Service. It is a packet oriented mobile data service on the 2G and 3G cellular communication system's global system for mobile communications (GSM).
50	1G	1G was introduced in 1983 and it was used in the first mobile phones. It used analog radio signals.
51	2G	2G was introduced in 1992 and it used data services for mobile phones (sms services).
52	3G	3G was introduced in 2005 and it used data services, video conferencing, live chatting and fast downloading. It is a high broadband service that enables video call.
53	4G	It will be totally wireless! and will provide internet access, high quality streaming video and "anytime, anywhere" voice and data transmission at a much faster speed than 3G. "anytime, anywhere" feature of 4G is also referred to as "MAGIC" (Mobile multimedia; Anytime/anywhere;

		Global mobility support; Integrated wireless solution; Customized personal services).
54	VOIP	Voice over internet protocol
55	WIFI	Wireless Fidelity. It lets you to connect to the internet without any direct line(cable) from your PC to the ISP. A Wireless LAN gets connected to the internet through a device called WiFi Hotspot. Distance range: 100 meters. Data Transfer Rate: 11 Mbps
56	WIMAX	It is bigger secured service similar to WiFi. One or multiple Wireless LAN gets connected to the internet through a device called WiMax base station. Distance range: 15 Km(for mobile devices) and 50 Km(for fixed devices). Data Transfer Rate: 72 Mbps
57	SMS	Short Message Service
58	Voice mail	Email that supports audio.
59	Chat protocol	Conversation in the form of text over the internet.
60	Video conferencing protocol	Video conservation among multiple participants.
61	POP3	Post Office Protocol. It is a protocol for receiving e-mail.
62	SMTP	Simple Mail Transfer Protocol. It is a protocol for sending e-mail.
63	Topology	The pattern of connectivity of the nodes in a network.
64	Bus or Linear	 • It is easy to install. • It requires less cable length and hence it is cost effective. • Failure of a node does not affect the network. • In case of cable (backbone) or terminator fault, the entire network breaks down. • Fault diagnosis is difficult.

		• At a time only one node can transmit data.
65	Star	 • It is more efficient topology as compared to bus topology. • It is easy to install • It is easy to diagnose the fault in Star topology. • It is easy to expand depending on the specifications of central hub/switch • Failure of hub/switch leads to failure of entire network • It requires more cable length as compared to bus topology.
66	Tree	It is a variation of bus or linear topology. • It offers easy way of network expansion • Even if one network (star) fails, the other networks remain connected and working.
67	PAN	Personal Area Network. Distance coverage 50 m.
68	LAN	Local Area Network. Distance coverage 1 km approx.
69	MAN	Metropolitan Area Network. Distance coverage 50 km approx.
70	WAN	Wide Area Network. Distance coverage 1000 km approx.
71	Modem	Modulator Demodulator. An electronic device that converts analog signal to digital and vice versa.

72	RJ45 connector	Registered Jack-45 a 8 pin connector that connects a computer to a network.
73	Ethernet Card	Network Interface Card.
74	Hub	An electronic device that provides connectivity to several computers. It follows data broadcasting.
75	Switch	An intelligent hub and avoids data broadcasting by directing to the proper destination.
76	Repeater	An electronic device that connects two LANs of same protocol and is also used to extend a LAN. Eg. Ethernet to Ethernet.
77	Bridge	An electronic device that connects two LANs of different protocol. Eg. Ethernet to token bus.
78	Router	An electronic device that connects a LAN to a WAN. Eg. Ethernet to TCP/IP.
79	Gateway	An electronic device that connects two dissimilar networks. Eg. TCP/IP network to X.25 network.
80	Twisted Pair	Four pairs of coloured wires are twisted around each other. Data Transfer Rate: 10Mbps-10Gbps, Range: 100m Eg. STP(shielded twisted pair, better immunity against internal and external electromagnetic interferences) and UTP (unshielded twisted pair, It can carry data upto a length of 100m at a stretch.) Ad: simple and cheap Disad: low bandwidth capability and the distance covered is very small
81	Coaxial	A solid wire covered by an insulated material which is again surrounded by a wire mesh. Data Transfer Rate: 100Mbps, Range: 185m - 500m Eg. Thicknet and thinnet. Ad: better bandwidth than twisted pair Disad: costlier than twisted pair
82	Optical Fiber	A thin glass strand covered by cladding and coating through which data travels in the form of light using total internal reflection. Data Transfer Rate: more than

		100Gbps, Range: Ad: high bandwidth Disad: very expensive
83	Infrared waves	Wireless communication. These are signals that require line of sight. Frequencey: 300 GHz to 400 THz, Distance coverage is 10m approx.
84	Radio waves	Wireless communication. These are radio signals that does not require line of sight and are omni directional. Frequencey: 2KHz to 3GHz, Distance coverage is 1000km approx. Ad: freedom from land acquisition rights and gives mobility and no line of sight required. Disad: expensive than microwave and requires Line of Sight.
85	Micro waves	Wireless communication. These are signals that requires line of sight. Frequencey: 300MHz to 300GHz, Distance coverage is 1000km approx. Ad: freedom from land acquisition rights. Disad: requires Line of Sight and limited bandwidth
86	Satellite link	Wireless communication. These are signals that does not requires line of sight. Frequencey: 1.6 GHz to 30.0. Distance coverage is 10000km approx. Ad: freedom from land acquisition rights. Disad:
87	Channel	A wire in a wired communication.
88	Baud	Unit of carrying capacity of a channel in case of analog signal.
89	Bandwidth	The difference of the highest and lowest frequencies of a transmission channel. Unit is Hz.
90	Data transfer rate – bps, Kbps, Mbps, Gbps, Tbps	Speed at which data travels. Unit is bps(bits per second). Kbps(Kilobytes per second)

91	ARPANET	Advanced research project agency network – unit of US defence, also known as the origin of Internet.
92	Internet	A worldwide network of computer networks governed by TCP/IP protocol
93	Interspace	A client/server software that creates a 3D environment in which real time communication with audio, video and text chatting takes place.
94	Switching techniques	Various techniques that is used for data communication
95	Packet switching	Data is divided in the form of packets stored in the main memory. There is no limit of data. Communication medium is wireless. Communication is fast.
96	Message switching	Message can vary in size. Communication medium is wireless. Switching offices are located in between and method used is store and forward. Queue formation takes place which makes communication slow.
97	Circuit switching	Communication medium is wired. A physical connectivity takes place between the source and destination. Messaging takes place one after another in a sequence. Communication generally slow.
98	Bluetooth	It is a technology used in mobile wireless communication for a short distance approx. 30 feets. Frequency range: 2.402 GHz to 2.480 GHz
99	Intranet	Networking within a computer network.
100	Cloud Computing	This is an emerging area of demand based resource sharing, resulting into drastic saving of energy and cost. This is also referred to as 'Green IT'.
101	EDGE	Enhanced Data rates for Global Evolution
102	iMAP	Internet Message Access Protocol

Difference between XML and HTML.(Any one point)

Ans. 1.HTML is presentaton language where as XML is not either a programing language or a presentation language. It is used to transfer data between applications and databases.
2.HTML is not case-sensitive where as XML is case-sensitive.
3.In XML we can define our own tags as it is not possible in HTML.
4.In XML it is mandatory to close each and every tag where as in HTML it is not required.
5.XML describes the data where as HTML only defines the data.