

# Part III: Survey of Internet technologies

---

- Content (e.g., HTML)
  - kinds of objects we're moving around?
- References (e.g., URLs)
  - how to talk about something not in hand?
- Protocols (e.g., HTTP)
  - how do things move around the net?

# Part III.A: Content

---

- Labeling content: MIME, charsets
- Document formats: HTML, XML, XSL
- Image formats: GIF, JPEG, TIFF
- Multimedia: audio, video, music
- Interactive content

# Why standards for content?

---

- Interoperability
  - Multiple implementations
- Preservation
  - Can you read Word 2.4 files?
- Global communication
  - Standards designed for consistency over features

# Content Packaging: labeling data

---

- **MIME:**  
Multipurpose Internet Mail Exchange
  - Originally designed for mail
  - now used by other protocols
- **Allows**
  - Multiple media
  - Multiple character sets
  - Multiple languages

# Internet Media Types (“MIME types”)

---

- Standard way of naming data formats
- Hierarchical structure with parameters
- Applications use MIME to decide how to interpret data (instead of file extension)

*If you can't get everyone to use the same file format, at least get them to say what format they used.*

# MIME Major Types

---

- **text**: sequences of characters
- **image**: bitmaps in various forms
- **audio**: sounds in various forms
- **video**: animations
- **message, multipart**: special purpose
- **application**: catch-all

# MIME subtype

---

- Standard registry: “**image/tiff**”, “**application/postscript**”
- Registry rules: security, both standard & private (vnd)
- “**application/vnd.ms-word**”

# Character sets: terminology

---

- Character: semantic (“A”, “capital alpha”)
- Code: number assigned to a character (63)
- Byte: 8-bit quantity
- Glyph: drawn shape

Simple map for A-Z 0-9

Complexities: accents, ligatures, Asian



# More terminology

---

- Character set: assignment of characters and codes (ASCII, Unicode, JIS)
- Encoding: way of representing sequence of codes as bytes (UTF-8, UCS-2)
- Font: assignment of glyphs to codes combinations
- **charset**: character set + encoding

# Charsets in the Internet

---

- Allow local (optimized) representation
- Labeling data with the charset used!
  - Instead of “user adjust browser”
- Support a minimum charset for interoperability (UTF-8)
- Other common values for “charset” include:
  - ISO-8859-1 (Western European)
  - Shift-JIS, EUC (Japanese)
  - Big5 (Chinese)

# Internet Document formats

---

- HTML, SGML and XML
- Page layout: PDF
- proprietary application formats  
(word, wordperfect, etc.)

# SGML and XML

---

- Standard Generalized Markup Language
- An ISO standard (ISO8879:1986)
- A way of writing  
(ways of writing documents)
- DTD (Document Type Definition)  
defines elements and rules about them
- XML (from W3C) is simplification

# Markup: saying things about parts

---

- Semantic markup

`<part-no>N1025B</part-no>`

- Structural markup

`<H1>N1025B</H1>`

- Presentation markup

`<font face=aslan>N1025B</font>`

# HyperText Markup Language (HTML)

---

- An application of SGML (more or less)
- A way of writing text  
that includes links  
and (mainly) structural markup  
with some other things (like images) embedded.

# HTML design goals

---

- *lingua franca* for the web
- Hypertext views of existing documents
- Simple, scaleable
- Platform independent
- Support for visually impaired
- Interoperability with common editors

# HTML standards

---

- 1994: 2.0 (baseline) RFC 1866
- 1996: 3.2 (tables, forms, presentation)
- 1998: 4.0 (style sheets, lots more) W3C Recommendation



# HTML/4.0

---

- More complete tables
- File Upload
- Internationalization
- Embedded objects
- Extensions
- Style sheets

# XML: SGML simplified

---

- Primarily: simplify SGML
- Fix up ‘naming’
- Tools just now being deployed
- Being used inside protocols as general data representation

# Style sheets

---

- **Separate presentation information**
  - `<H1>` should be bold, TimesRoman, 36 point
- **Multiple styles for single document**
  - print, display, handheld
- **Developments**
  - Cascading Style Sheets (designed for web)
  - Document Style Semantics and Specification Language (designed for SGML)
  - eXtensible Style Language (new development)

# MHTML

---

- How to send HTML in email?
  - Include the images without changing URLs
- created new “multipart/related”
  - works for more than HTML
  - doesn't require rewrite

# “Active Content”

*It's a program! It's a script! It's a document format!*

- Create documents that embed computation that control the document's display
  - Pros and cons for this approach
  - *Postscript does this, PDF doesn't*
- Dynamic HTML
  - Cascading Style Sheet... plus ...
  - JavaScript (ECMAScript)
  - control points for Document Object Model (DOM)
- Java applets as a document format

# Page layout on the Web

---

- Postscript
  - Designed for printer control
  - **application/postscript**
- Portable Document Format (PDF)
  - Useful for screen presentation and printing with exact layout
  - **application/pdf**

# Images on the Web

---

- **gif**: Graphics Interchange Format
  - 8-bit color, transparent areas; patent cloud
- **jpeg**: Joint Photographic Expert Group
  - lossy compression for photos, not line art
- **tiff**: Tagged Image File Format
  - issues over tag standardization
- **png**: Portable Network Graphics
  - calibration, hypertext links

# Making content accessible

## Web Accessibility Initiative (WAI)

---

- guidelines for text labels as well as images
- avoiding audio tracks or providing subtitles
- using content negotiation
- cultural differences



# More web content-types

---

- Desktop applications
  - Word, Excel, etc.
- 3-D renderings
  - VRML, etc
- Active content
  - Java
  - JavaScript, Document Object Model

# Video formats on the Web

---

- MPEG
- QuickTime
- AVI

# Audio and Music

---

- **audio/basic**
- Audio ‘files’ of limited use
- MIDI and music unevenly deployed
- Real time streaming media
  - combine protocol and format
  - create ‘codecs’ for processing

# Summary: Content standards

---

- XML is most significant recent development
- Evolution along many fronts
- Market tension for proprietary extensions:
  - “free” viewer, pay for encoder
- Platform, ability, context, language, independence is major difficulty