QUESTION NO. 1:-DEFINE THE TERM COMPUTER. ALSO DESCRIBE DIFFERENT TYPES AS WELL AS APPLICATIONS OF THE COMPUTER.

Answer:- Computer:- A computer is an electronic machine, operating under the control of instructions stored in its own memory that can accept data, manipulate the data according to specified rules, produce results, and store the results for future use. Computers process data to create information. Data is a collection of raw unprocessed facts, figures, and symbols. Information is data that is organized, meaningful, and useful. To process data into information, a computer uses hardware and software. Hardware is the electric, electronic, and mechanical equipment that makes up a computer. Software is the series of instructions that tells the hardware how to perform tasks. Technically, a computer is a programmable machine. This means it can execute a programmed list of instructions and respond to new instructions that it is given. Today, however, the term is most often used to refer to the desktop and laptop computers that most people use. When referring to a desktop model, the term "computer" technically only refers to the computer itself — not the monitor, keyboard, and mouse. Still, it is acceptable to refer to everything together as the computer. If you want to be really technical, the box that holds the computer is called the "system unit." Some of the major parts of a personal computer (or PC) include the motherboard, CPU, memory (or RAM), hard drive, and video card. While personal computers are by far the most common type of computers today, there are several other types of computers. For example, a "minicomputer" is a powerful computer that can support many users at once. A "mainframe" is a large, high-powered computer that can perform billions of calculations from multiple sources at one time. Finally, a "supercomputer" is a machine that can process billions of instructions a second and is used to calculate extremely complex calculations.

DIFFERENT TYPES OF THE COMPUTER:-

The main types of computer are supercomputers, mainframes, personal computers, laptops, net books, tablets and smart phones. Each has different purposes and capabilities. Supercomputers have huge data storage capacities and unrivaled processing power. They are used by large organizations that require immense computing power. These computers are exceptionally expensive and very delicate. Housed in clean rooms, supercomputers must be kept free of dust and debris, and have to be constantly cooled because of the heat they generate. Mainframe computers have considerably less power and capacity than supercomputers, but significantly more than personal computers. They are capable of processing billions of instructions per second and handle vast quantities of data simultaneously. Personal computers are common in homes and offices throughout the world. Modern models have large storage capacities and run multiple applications simultaneously. Modern laptops feature similar specification to desktop computers, with the added bonus of being portable. However, laptops can feel heavy and battery life can be an issue if needing to work for long periods without being able to recharge. Netbooks are smaller and lighter than laptops, but have considerably less storage capacity and power. However, their small size and minimal weight makes them attractive for browsing the web, checking emails and creating documents when not in the office. Tablets and smartphones are similar in nature and operate on a touchscreen basis. They are user-friendly, lightweight and very convenient, being popular with people of all ages and backgrounds. Applications of the computer Most of the beginners confused about types of Computer Applications and It is not easy to divide computer applications into any exact categories. At present there is no clear definition available to categorize computer applications. Even though here is a small list of different types of computer applications.

1. Embedded Systems
2. Windows applications (also called 'Desktop applications')
3. Web Applications
4. Web Services
5. Console applications

EMBEDDED SYSTEMS:-

When we save a name, address and other information in to our Mobile Phone or Digital Diary, You know how it gets saved in it? Nothing but which is a small computer program 'Embedded' into a chip in the device inside the mobile phone or digital diary known as Embedded Systems.

WINDOWS APPLICATIONS: –

Windows Applications is a form based standard Windows, Microsoft word; Paint is example to the Windows application, and also called 'Desktop applications'.

WEB APPLICATIONS:-
A web site is also called 'web Applications'. A web applications is a collection of web pages hosted on a special computer called 'web server'. Web server can be located anywhere and visitors can be located anywhere it will work through Browsers (EG. Internet Explorer, Mozilla, Netscape).

WEB SERVICES:-
Web services are web applications that give services to other applications through the internet, example Google search engine, Yahoo Search engine etc. which allows other applications to delegate the task of searching over the internet. Console Applications: Console applications runs inside the command prompt i.e. DOS window, It is a light weight program and which is used commonly for test applications.

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QUESTION NO.2:-
A) DISCUSS THE PURPOSE OF POINT AND DRAW DEVICES?
B) WHAT IS THE DIFFERENCE BETWEEN MEMORY AND HARD DISK? EXPLAIN IN DETAIL
Answer:-
1) A point and draw device of a computer includes: a X axis and Y — axis driving gear system respectively mounted in a housing and generally orienting perpendicularly with each other, and a driving plate for driving the two gear systems slid ably held in the housing having an actuating portion protruding upwardly from the driving plate through a top window formed in an upper cover of the housing, whereby upon coordinative moving of the driving plate to move the X-axis or Y-axis driving gear system, a movement pulse signal can be electronically sensed for encoding the pulse signals into the computer to be decoded and red for moving a cursor on a CRT screen of the computer corresponding to the movement of the driving plate in the housing for an effective, reliable and ergonomic manipulation of the point and draw device.
As of today, mouse is the most popular point and draw device. It has become a must have input device on personal computer and work stations, which have a GUI-based user interface it is a small hand held device, which can comfortably fit in a user's palm. Since all movements of the mouse are reproduced by the graphics cursor on the screen, you can move the graphics cursor at a menu item or an icon by moving the mouse. With the proper software, a mouse can also be used to draw pictures on the screen and edit text. Another point and draw device is an electronic pen. In a pen based system, you hold the pen in your hand and directly point with it on the screen to select menu items or icons, or directly draw graphics on the screen with it, or can write a special pad.
The most common input devices are by far and keyboard and the mouse, which is a point and draw device. Most of our interaction with a computer is performed using one of these or a combination of the two. However there are many kinds of input devices that serve special needs.
There are several kinds of point and draw devices. The most notable is the mouse. Others include the following.
O Joystick
0 Trackball
O Mouse pen
O Digitizer tablet and pen
0 Track points

B) DIFFERENCE BETWEEN MEMORY AND HARD DISK:-
Hard Disk A Hard Disk Drive (HDD), or sometimes just hard disk or hard drive, uses physical platters coated with magnetic material to store data. As the disk spins underneath read/write heads, the changes in magnetic polarization can be read by the read head, or they can be set or written by the write head. A hard disk is a physical device that typically resides in your computer, although it's very common to have external hard drives connected to your machine using USB or Fire wire.
There are two things that distinguish hard drives from other forms of storage: A traditional hard drive involves moving parts. The platters spin at speeds measured in thousands of revolutions per minute and the read/write head moves back and forth across the spinning platters. Because magnetic and not electronic components are used for storage, a hard drive retains its contents even when the power is removed.

Computers come with a hard disk on which the operating system and initial set of programs are installed. This is where you'll save your work. You can replace the hard disk with a larger one, taking care to move the data from the old hard disk to the new. You can also add additional hard disks either internally, if your computer has room, or externally, through USB and similar interfaces. Technically, there's no limit to how much hard disk space most computers can have, but practically, the sheer number of drives, connections and power required for more drives limits the amount of space you can add.

The machine that I'm working on now came with a 300-gigabyte drive. It has since been upgraded to include a one terabyte (one trillion bytes) drive, a 1.5 terabyte drive internally and a 500-gigabyte drive attached via a USB connection. The hard disk sometimes called the "hard drive" (which is actually the mechanism that holds the hard disk), is a spindle of magnetic discs that can hold several gigabytes of data. Therefore, disk space refers to how much space you have available on your hard disk for storing files. When you save a document or install a new program, it gets stored on your hard disk. The more files you download, install or save on your hard disk, the more full it becomes.

Memory, on the other hand, is not the same as disk space! Memory refers to the random access memory (RAM) inside your computer. RAM consists of small chips also known as memory modules. Your computer uses memory (RAM) to store actively running programs on the computer, including the operating system. For example, the operating system's interface and other processes get loaded into memory when the computer boots up. When you open a program like Microsoft Word, it gets loaded into the computer's memory as well. When you quit the program, the memory is freed up for use by other programs. Like a hard drive, computer memory is usually measured in either Megabytes (MB) or Gigabytes (GB.) Memory is often referred to as RAM, which stands for Random Access Memory. Memory is used by computer programs to temporarily store data and every time you turn off your computer, anything stored on the Memory is deleted. For example, if you are playing a computer game, the level you are on might be stored in memory. The reason computers use Memory to temporarily store data instead of the hard drive is because it can be accessed much quicker than the hard drive can, but most operating systems also use hard drive space like memory as well. "Memory" is RAM. It's that simple. Normally, the term memory refers only to RAM, not your hard disk. It's this confusion that I see frequently. A statement like, "I just added 500 gigabytes of memory to my machine," is unlikely to be true. You might have added 500 gigabytes of hard disk space, but at this writing, 500 gigabytes of RAM is well beyond the reach of any consumer PCs, which tend to max out in the eight, 16 or maybe 32 gigabyte range.
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QUESTION   NO.3-
WRITE DOWN THE ADVANTAGES AND DISADVANTAGES OF "INFORMATION AND COMMUNICATION TECHNOLOGY"

ANSWER:-
Information and communications technology is the study, development and application of computer-based information systems using telephones, televisions, radios, mobiles, computers and computer software to convert, store, process, protect and transmit information. Information and communications technology (ICT) is often used as an extended synonym for information technology (IT), but is a more specific term that stresses the role of unified communications and the integration of telecommunications (telephone lines and wireless signals), computers as well as necessary enterprise software, middleware storage, and audio-visual systems, which enable users to access, store, transmit, and manipulate information.

The phrase ICT had been used by academic researchers since the 1980s, but it became popular after it was used in a report to the UK government by Dennis Stevenson in 1997 and in the revised National Curriculum for England, Wales and Northern Ireland in 2000. As of September 2013, the term "ICT" in the UK National Curriculum has been replaced by the broader term "computing".

The term ICT is now also used to refer to the convergence of audio-visual and telephone networks with networks through a single cabling or link system. There are large economic incentives (huge cost savings due to elimination of the telephone network) to merge the telephone network with the computer network system using a single unified system of cabling, signal distribution and management. The key features of information and communication technology are speed and capacity. You can now access a vast wealth of information speedily from anywhere in the world using search engines. There is greater capacity to store and process data including text, sounds and images with computers ICT can affect in the spread of education and to enable greater access to it. Moreover, they increase flexibility so that students can access educational resources regardless of time and geographical barriers. They can affect the way that students are given instruction and how they learn. They enable collaborative development of skills and abilities to create knowledge. This as a result will bring a better preparation for students, lifelong learning and the opportunity to join industry. ICT can improve the quality of learning and contribute to the overall economy. "Information and Communication Technology considered the most powerful means of education in this century. This is as true that today opened a debate that if has changed the classical meaning of education. If not entirely, at least the conception of education, as a process, that cannot be limited to the classical form of knowledge, and its transmission within the classical institutions", from (http://www.mash.gov.al). All these continuous transformations brought by the digital era justify the need to include technology in the education sector in Albania.

Below, we are citing some of the advantages that flow from the use of ICT in education: "Eliminates barriers to education for students and for teachers" (Sanyal et., 2001), (Mooij et al., 2007), (Cross et al., 2007), (UNESCO, 2002), (Bhattacharya,. 2007); "Eliminates geographic barriers for students to be able to access knowledge resources from any location" (Sanyal et., 2001), (Mooij et al., 2007), (Cross et al., 2007), (UNESCO, 2002), (Bhattacharya,. 2007); "Allows use of new methods of education" (Sanyal et., 2001); "Provides a balanced combination of work and family life education" (UNESCO, 2002), (Bhattacharya,. 2007); "Increase the international dimension of education services" (UNESCO, 2002); "Allows education in the appropriate time and amount for employees of Organizations" (UNESCO, 2002) ;"ICT can also be used for non-formal education such as health campaigns and campaigns for illiteracy" (UNESCO, 2002) . '.ether (Barolli et al., 2009) notes: "How much access student? Have today and how use ICT, how could improve the process of teaching and learning and within the academic sphere through it, are today key problems. Realization of process of teaching and learning through ICT can be achieved inter alia through a series of factors as: The necessary infrastructure related to ICT together with relevant technologies. Preparation accompanied training of human recourses that will work, with this technology and supported in this infrastructure." During their studies (Bates et al., 2000) cite: "offers four levels of supporting the human resources required to fully exploit the use of ICTs: infrastructure support

staff of technology (technical support – installs, manages, updates and maintains networks and devices) technologies for support staff education (staff that supports the development and implementation of programs and educational materials using technology), design of teaching staff (staff that provides services and educational expertise such as the design of instruction, professional development, project management, support for the use of technology for teaching), and subject experts (those who create content, such as academic staff)."

We also noticed some others as: Interaction with people in the process of world globalization; contribution in the field of information; overhaul of the classic model of giving information; exchange of ideas; learning exchange of ideas; recycling of time; formal learning; learning with measurement; collaboration; activation of attention; commitment; materialization efficiency; there will be not enable that student to work less, but will engage pupils to do with more work. Different experiences have shown that investment in ICT for education sector contributes to the growth of knowledge and human capital, which provides many benefits for stakeholders.

Information and communication technology has created new jobs and employment opportunities for systems analysts, computer programmers and web designers to mention just a few. This has enabled those employed in the information and communication technological sector to make a living through the revenues they receive.

Without discussing more advantages of ICT, that they are without counting on the delivery of a range of benefits, again there are some risks of using ICT in education which should be alleviated through appropriate mechanisms, as cited from authors 111) that are part of this study.

Below we list some disadvantages of using ICT in education: "ICT can create a partition, digital gap within the classroom, where students are more familiar with ICT and will have more benefits, will learn faster than others un familiar to technology; Can remove the attention from the main goal of the learning process to develop ICT skills, which may be a secondary goal in this process; May affect the connection process between teacher and student, as ICT become a communication tool instead of face to face communication, so the distance of the transaction will increase; Also since not all teachers are ICT experts, they may be negligent in updating the content of courses, which can slow down the process of learning to students". But we mention and for: "Also there is a need for training related to ICT by all stakeholders; Cost of hardware's and software can be high; Exit from the concrete life and spread of virtual life; Feeling of filling that gap and loneliness; Informative learning; Individual learning; Individualism".

Information and communication technology has led to job redundancies for many through its steady and progressive inventions as those operating with older technology have found themselves without a secured market as clientele move on to new technology. Information and communication technology has also provided access to damaging information through various websites that host destructive and immoral content.

QUESTION NO.4:- EXPLAIN THE DIFFERENCES BETWEEN "ICT" AND "TELECOMMUNICATION".
Answer:-Information and communications technology:-Information and communications technology (ICT) has become, within a very short time, one of the basic building blocks of modern society. Many countries now regard understanding ICT and mastering the basic skills and concepts of ICT as part of the core of education, alongside reading, writing and numeracy. ICT permeates the business environment, it underpins the success of modern corporations, and it provides governments with an efficient infrastructure. According to 2009 World Bank report, it was found. That for every 10 percent increase in high speed internet connections, there is a 1.3 percent increase in economic growth. The impact of ICTs is also seen in their creative and cost-efficient use in basic sectors, such as education, health, and agriculture, among others. Telecommunication is now considered an infrastructure essential to a country's economic development and competitiveness. Apart from facilitating communication and various economic activities, telecommunications is an economic sector in itself. The

mobile phone boom worldwide has created jobs and generated income for the government, operators, manufacturers, service providers, and application/content developers. In developing countries, mobile phones serve as the universal access tool, especially for their low-income populations. ICT consists of IT as well as telecommunication, broadcast media, all types of audio and video processing and transmission and network based control and monitoring functions 1-5. The expression was first used in 1997 in a report by Dennis Stevenson to the UK government and promoted by the new National Curriculum documents for the UK in 2000.The term ICT is now also used to refer to the merging (convergence) of audio-visual and telephone networks with computer networks through a single cabling or link system. There are large economic incentives (huge cost savings due to elimination of the telephone network) to merge the audio-visual, building management and telephone network with the computer network system using a single unified system of cabling, signal distribution and management. This in turn has spurred the growth of organizations with the term ICT in their names to indicate their specialization in the process of merging the different network systems

TELECOMMUNICATION:-

Telecommunication is the transmission of information over significant distances to communicate. In earlier times, telecommunications involved the use of visual signals, such as beacons, smoke signals, semaphore telegraphs, signal flags, and optical heliographs, or audio messages via coded drumbeats, lung-blown horns, or sent by loud whistles, for example. In the modern age of electricity and electronics, telecommunications now also includes the use of electrical devices such as the telegraph, telephone, and tele-printer, as well as the use of radio and microwave communications, as well as fiber optics and their associated electronics, plus the use of the orbiting satellites and the Internet. A revolution in wireless telecommunications began in the first decade of the 20th century with pioneering developments in wireless radio communications by Nikola Tesla and Guglielmo Marconi. Marconi won the Nobel Prize in Physics in 1909 for his efforts. Other highly notable pioneering inventors and developers in the field of electrical and electronic telecommunications include Charles Wheatstone and Samuel Morse(telegraph), Alexander Graham Bell (telephone), Edwin Armstrong, and Lee de Forest (radio), as well asJohn Logie Baird and Philo Farnsworth (television).The world's effective capacity to exchange information through two-way telecommunication networks grew from 281 peta bytes of (optimally compressed) information in 1986, to 471 peta bytes in 1993, to 2.2(optimally compressed) Exabyte's in 2000, and to 65 (optimally compressed) exa-bytes in 2007. This is the informational equivalent of 2 newspaper pages per person per day in 1986, and 6 entire newspapers per person per day by 2007. Given this growth, telecommunications play an increasingly important role in the world economy and the worldwide telecommunication industry's revenue was estimated to be $3.85 trillion in 2008. The service revenue of the global telecommunications industry was estimated to be $1.7 trillion in2008, and is expected to touch $2.7 trillion by 2013.

DIFFERENCE BETWEEN ICT AND IT

IT and ICT must not be confused with each other because they are two different fields. The industry of Information Technology (IT) which involves computers, software, networking and other IT infrastructures to help relay or manage information is very important in modern-day living as seen primarily in big companies or corporations that run multi-billion-dollar ventures. So IT helps strengthen companies with the existence of a set of IT personnel that are equipped with servers, database management systems, and security measures for protecting confidential information about the company. Without IT, all of the company's important data can easily be compromised by many outside attackers and hackers alike. In an IT department, there are several specialists like a system administrator, IT manager, network engineer, computer programmer, and other IT experts that are all tasked with different specific roles. The core services of IT are summarized as giving tools that hasten company productivity, automates business processing, establishes a way to connect effectively with valuable customers or clients, and also the basic core service of supplying information. The more specific sub-tasks included in these core services are installing programs or computer software, building computer networks, designing an effective electronic system, and also managing an entire bulk of information in the form of databases. "ICT," completely known as

"Information Communications Technology," is more inclined to the education setting. In the more general sense, ICT is described as using computers and other digital technologies to aid individuals or institutions in handling or using information.

ICT is used in the academe for the benefit of the individual or the institution which is smaller in size than the ones handled by IT professionals in bigger industries. ICT can be as simple as utilizing audiovisual equipment for learning at school, the use of electronic telephony and other devices that help transmit information across the campus. Since 1997, ICT has also been recognized as the incorporation of telephony and audiovisual devices in computers. This direction helped academic institutions cut down the cost of operations, most especially in the removal of traditional telephone networks.

QUESTION NO.5:- WRITE A NOTE ON THE FOLLOWING TOPICS:-
ϖ MULTIMEDIA PROJECTOR
ϖ ELECTRONIC MAIL (EMAIL) .
ϖ SPEECH RECOGNITION DEVICES
ϖ SOCIAL NETWORKING WEBSITES
Answer:- .
MULTIMEDIA PROJECTOR:-
The term multimedia projector is perhaps the broadest, most encompassing term in the projector world, and implies that projectors have evolved to do pretty much everything!
Technically, multimedia projectors range from the smallest pico projectors to the heftiest 100 lbs.+ large venue projectors. Therefore, to put it simply, basically every projector is a multimedia projector nowadays. Although the category of multimedia projectors is a giant basket that includes virtually every projector out there, it is still a popular search engine term.
The term implies flexibility. In the early days, the first projectors were video signal only, no ability to work with, say, a computer input. There have even been a few specialty projectors, I believe, that have only been PC projectors without a video. There are projectors that don't have video but just computer—just for data.
Today's multimedia projectors start entry level with SVGA resolution projectors from under $500, and move up into models with resolutions all the way up to 1080p and WUXGA+ (1920×1200). From a compatibility standpoint, most offer HDMI or DVI inputs, as well as all the older favorites and standards including VGA and composite and S-videos. Even the pico projectors, which are all multimedia, are starting to sport HDMI. Almost all that are for business and education have a built in speaker or two. Most multimedia projectors have 5-8 different inputs. Many models now offer wired, wireless, or both types of networking, and some can even present from content passed along the network. Some with wireless networking can even switch between many different computers (laptops) in the room! Talk about versatility. A new feature of streaming data off the internet has allowed for its own category in the world of multimedia projectors. We are starting to see projectors that don't need computers or Blu-ray players, but that can stream directly from intent!
ELECTRONIC MAIL (EMAIL):-
Electronic mail, most commonly referred to as email or e-mail since ca. 1993,[2] is a method of exchanging digital messages from an author to one or more recipients. Modern email operates across the Internet or other computer networks. Some early email systems required that the author and the recipient both be online at the same time, in common with instant messaging. Today's email systems are based on a store-and-forward model. Email servers accept, forward, deliver, and store messages. Neither the users nor their computers are required to be online simultaneously; they need connect only briefly, typically to a mail server, for as long as it takes to send or receive messages.
Historically, the term electronic mail was used generically for any electronic document transmission. For example, several writers in the early 1970s used the term to describe fax document transmission.[3][4] As a result, it is difficult to find the first citation for the use of the term with the more specific meaning it has today.

An Internet email message [NB 1] consists of three components, the message envelope, the message header, and the message body. The message header contains control information, including, minimally, an originator's email address and one or more recipient addresses. Usually descriptive information is also added, such as a subject header field and a message submission date/time stamp. Originally a text-only (ASCII) communications medium, Internet email was extended to carry, e.g. text in other character sets, multi-media content attachments, a process standardized in RFC 2045 through 2049. Collectively, these RFCs have come to be called Multipurpose Internet Mail Extensions (MIME). Subsequent RFC's have proposed standards for internationalized email addresses using UTF-8.

Electronic mail predates the inception of the Internet and was in fact a crucial tool in creating it,[51 but the history of modern, global Internet email services reaches back to the early ARPANET. Standards for encoding email messages were proposed as early as 1973 (RFC 561). Conversion from ARPANET to the Internet in the early 1980s produced the core of the current services. An email sent in the early 1970s looks quite similar to a basic text message sent on the Internet today.

Email is an information and communications technology. It uses technology to communicate a digital message over the Internet. Users use email differently, based on how they think about it. There are many software platforms available to send and receive. Popular email platforms include Gmail, Hotmail, Yahoo! Mail, Outlook, and many others. Network-based email was initially exchanged on the ARPANET in extensions to the File Transfer Protocol (FTP), but is now carried by the Simple Mail Transfer Protocol (SMTP), first published as Internet standard 10 (RFC 821) in 1982. In the process of transporting email messages between systems, SMTP communicates delivery parameters using a message envelope separate from the message (header and body) itself.

SPEECH RECOGNITION DEVICE:-

In computer science and electrical engineering, speech recognition (SR) is the translation of spoken words into text. It is also known as "automatic speech recognition" (ASR), "computer speech recognition", or just "speech to text" (STT).

Alternatively referred to as speech recognition, voice recognition is an ability of a computer, computer software program, or hardware device to decode the human voice into digitized speech that can be interpreted by the computer or hardware device. Voice recognition is commonly used to operate a device, perform commands, or write without having to operate a keyboard, mouse, or press any buttons. Today, this is done on a computer with automatic speech recognition (ASR) software programs. Many ASR programs require the user to "train" the ASR program to recognize their voice so that it can more accurately convert the speech to text. For example, a user could say "open Internet" and the computer would open an Internet browser and allow that user to browse the Internet.

The first ASR device was used in 1952 and recognized single digits spoken by a user (it was not computer driven). Today, ASR programs are used in many industries, including Healthcare, Military (i.e. F-16 fighter jets and helicopters), Telecommunications and Personal computing (i.e. hands free computing). Smartphone's and mobile devices are in the middle of major innovations in technology to provide hands-free access to features and navigation, often called voice commands, voice-enabled, voice actions or speech recognition. This technology has major implications for use by people who have disabilities as assistive technology. As long as a user has a strong, clear voice, these devices become easier to use and give increased access to use of the Internet, use of mobile devices and communication accessibility. Currently available devices are largely speaker-dependent (recognize speech of only one or two persons) and can recognize discrete speech (speech with pauses between words) better than the normal (continuous) speech. Their major applications are in assistive technology for helping people in working around their disabilities. Not to be confused with voice recognition which is used mainly in security devices.

SOCIAL NETWORKING WEBSITES:-

Social networking is the grouping of individuals into specific groups, like small rural communities or a neighborhood subdivision, if you will. Although social networking is possible in person, especially in the workplace, universities, and high schools, it is most popular online. This is because unlike most high schools, colleges, or workplaces, the internet is filled with millions of individuals who are looking to meet other people, to gather and share first-hand information and experiences about cooking, golfing, gardening, developing friendships professional alliances, finding employment, business-to-business marketing and even groups sharing information about baking cookies to the Thrive Movement. The topics and interests are as varied and rich as the story of our universe. When it comes to online social networking, websites are commonly used. These websites are known as social sites. Social networking

websites function like an online community of internet users. Depending on the website in question, many of these online community members share common interests in hobbies, religion, politics and alternative lifestyles. Once you are granted access to a social networking website you can begin to socialize. This socialization may include reading the profile pages of other members and possibly even contacting them.