THE I-SERIES: COMPUTING CONCEPTS . . . THE FUN STARTS HERE!

INVITING...



Interactive Companion Lab Support

Featured on the chapter opener, this handy list lets you know which multimedia labs are most appropriate for use with the chapter. Twenty labs are included on the free CD packaged with

Did You Know?

These interesting and fun facts grab your attention right from the start.

Did You Know? Sidebars

Integrated in the margin throughout the text, this feature continues the chapter-opening theme of intriguing facts for your reading enjoyment.

What Types of Businesses Are Out There?
You can categorize a business in different ways—whether it's product or service oriented, whether it sells primarily to individual customers or to other businesses, or by its industry (food, manufacturing, health care, etc.). You can also categorize a business according to how you can interact with it through e-commerce.

Brick-and-Mortar Businesses

Brick-and-vioriar - Dusinesses of Hydrocand-mortar business only by visiting a physical location such as a store, then it's a brick-and-mortar business. A brick-and-mortar business exists only in the physical world and performs no e-commerce functions. Before the Web, almost all businesses fit into this category, (An exception would be mail-order businesses). Some locally owned businesses are still in this category, but even that's rapidly changing.

Today most businesses that exist in the physical world are also on the Web. These are click-and-mortar businesses. A click-and-mortar businesses has both a presence in the physical world (such as a store) and a Web site that supports some type of e-commerce. For some click-and-mortar businesses, e-commerce may be a Web page with a phone number and directions. Other businesses such as JCPenney place their catalogs on the Web so you can buy items with your credit card and have them delivered to your home (see Figure 4.1).

series insights

Software That Kills

Software is available today that can actually help you make decisions, especially in the business world. For example, some software can help you determine how much inventory to carry, how to price rooms in a hotel based on seasonal travel, how



I-Series Insights

Designed to focus on Ethics, Security, and Privacy issues, I-Series Insights provide lively, provocative discussions of these important topics.

practically speaking

The Best Applications of Virtual Reality

Imagine a world in which the color blue feels like sandpaper, a world in which the only furniture you can sit on must be green, or a world in which a pin dropping on the floor sounds like the cracking of thunder. That's the real world for a person with autism. Autism is a disease that interferes with the development of the part of the brain that processes sensory perceptions. Some autistic people do indeed feel things (sandpaper grinding across the skin) when they see colors.

things (sandpaper grinding across the skin) when they see colors.

For autistic people, the world is a mishmash of objects that make no sense to them when they have to deal with them all at once. For example, if you place two differently colored chairs in front of an autistic person and tell him or her that they are both chairs, that person may become confused and disoriented.

A simple world is the best world for individuals suffering from autism. So, many researchers are using virtual reality to teach autistic people to deal with everyday life. each can eliminate all forms of background noise, colors, and objects, except those that they want the autistic person to focus on. As the autistic person becomes comfortable with a simple virtual reality simulation, new objects or colors can be introduced without the usual adverse side effects. This allows the autistic person to move from dealing with a simple environment to an environment that includes many objects and colors.

Virtual reality is indeed an emerging and cutting-edge technology, and will dramatically change the way we live our lives and interact with technology. When most people think of virtual reality, they think of games and fun events such as experiencing a roller-coaster ride while sitting in a recliner chair. And there'll be much money made with those types of virtual reality applications.

But the best uses of virtual reality won't necessarily make anyone rich. Instead, they'll help people cope with everyday life. And that's true for all the new technology. It's a multibilition-follar industry. But perhaps we would all do better to let the money take care of itself, and think more about how technology can aid people in everyday life.



Practically Speaking

These boxes discuss a range of interesting, real-life technology issues. Selected examples include: Internet addiction, speed of speech recognition, and wirelessly wired.

INSIGHTFUL...

Four special-interest boxed features sure to engage you are woven throughout the text-bringing concepts to life!

İ-buy

The Ups and Downs of "Always-On" Internet Connections

not always easy to remember long passwords, you can use a phrase that means something to you and cannot be easily associated with you—perhaps something like "Trylt*MoreTime." But be advised that password-cracking software looks for specific phrases and letter



I-Buy

These boxes cover pragmatic topics related to buying and upgrading your own PC. Selected examples include: lease vs. purchase, warranties, and quality of life.

I-Witness

Conveniently located before the end-of-chapter material, I-Witness boxes provide the do's and don'ts of Web site creation and design. Critical thinking is encouraged as you analyze good and bad sites.

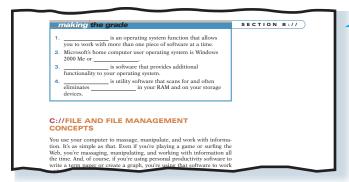
İ witness

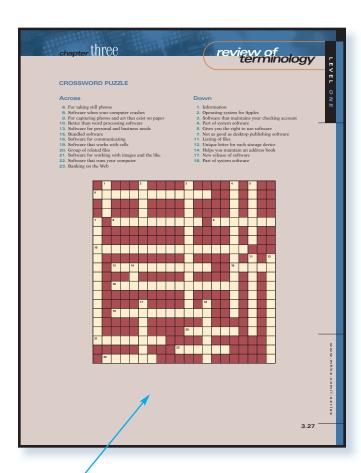
The Blinking Binge

BLINK

HTML Reference

<BLINK>The Blinking Binge
BLINK>—will cause the text "The Blinking Binge" to blink on your Web eite





Level One: Review of Terminology

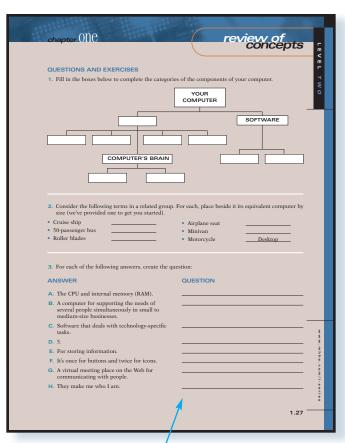
Features a crossword puzzle that makes learning fun!

Making the Grade

These checkpoints, made up of short-answer questions, end each major chapter section, making sure you understand the concepts before reading on. Answers appear in an end-of-book Appendix.

INTERACTIVE...

End-of-chapter material is organized to follow a 3-level system of instruction. This rich assortment of exercises and projects ensures mastery of the material.



Level Two: Review of Concepts

Takes you to the next level with various exercise opportunities, including fill-in, answer/question, and more.

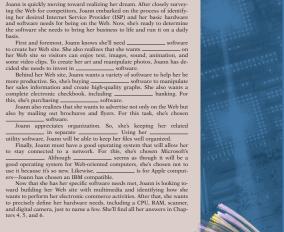
three hands-on projects e-commerce Below, we've provided four sites that offer on-banking. Connect to a couple of them, and do some fact-finding concerning online Does the site give you both a map and driving instructions or a combination of the two? As you travel, would you prefer to have direc-tions from a Web site or use a "fold-up" map? Can the information on a Web site be as reliable as a fold-up map? Or, in reverse, can a fold-up map that was probably printed some time ago be as up-to-date as the information on a Web site? First of all, which of these sites are for banks three hands-on projects on the web three hands-on projects ethics, security & privacy d. If you answered no to the previous question suggest what the United States should do about the problem. Should the government: Clamp down very hard on the pations the private software? Offer aid in the form of prioney or software to countries too poor to buy it leastly? three hands-on projects 1. Game and Entertainment SOTTWAPE Many people would also include "games and entertainment" as a category in personal productivity software. This particular set of software makes billions of dollars each year in revenue. You can probably find more public domain, shareware, and freeware games and entertainment software on the Web than you can for any other category of personal productivity software. Should "games and entertainment" be a category within personal productivity software? Suppose we asked you to ion our author team on the next Presentation As you create a slide presentation, most presentation software such as Microsoft PowerPoint allows you to quickly and easily add sound to a particular slide. As you're creating a slide, all you have to do in PowerPoint to add sound is click on the Insert menu option. From there, click on Movies and Sound and then Sound from Gallery, PowerPoint will then offer you a list of already-prepared sounds you can include in a laid. Sint 10 to

Looking Back/Looking Ahead

This unique end-of-chapter feature involves you in summarizing key chapter concepts, while preparing you for what lies ahead.

Level Three: Hands-on Projects

Helps you put principles into practice with an array of project categories, including e-Commerce, On the Web, Ethics, Security & Privacy, and Group Activities.



Looking Back/Looking Ahead

The Life and Times of a Dot-Com Entrepreneur

Joann is quickly moving toward realizing her dream. After closely survey-ing the Web for competitions, Joann embarked on the process of identify-ing her desired Internet Service Provider (1859) and process hardware and software needs for being on the Web. Now, she's ready to determine the software she needs to bring her business to life and run it on a daily

INSPIRING!



Life-Long Learning Modules

The learning never ends! That's why the authors created these unique and engaging modules. With a brief introduction in the text, the authors then take you to the text Web site for further exploration of these timely topics. Modules include enhanced web development, careers, new technologies, and more. See for yourself—visit www.mhhe.com/i-series.