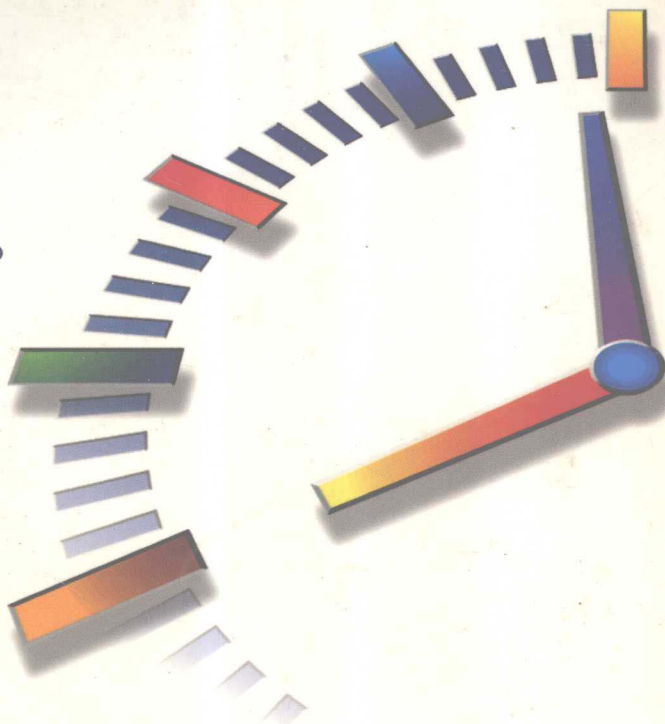


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in 24 Hours,

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SAMS

*A Division of Macmillan Computer Publishing
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For my family.

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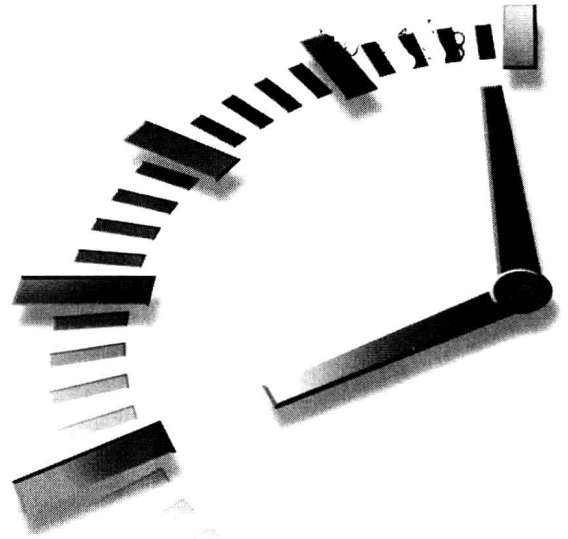
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Acknowledgments

I sat down and wrote a book very much like this one, but that's not the book you're holding.

The book you're holding is a better book, in which my work has been guided and shaped by the good folks at Sams.net, especially Melanie Palaisa, John Purdum, and Don Essig.

If you like this book, you owe them thanks, as I do.

—Ned Snell

About the Author

Ned Snell has been making technology make sense since 1986, when he began writing beginner's documentation for one of the world's largest software companies. After writing manuals and training materials for several major companies, Snell switched sides and became a computer journalist, serving as a writer and eventually as an editor for two national magazines, *Edge* and *Art & Design News*.

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Introduction

Hello? *Hellooooo*? Is anybody there? Nobody reads introductions. I don't know why I bother.

Oh well, looks like it's just you and me. So welcome to *Sams Teach Yourself the Internet in 24 Hours, Second Edition*, the book that gets you into and all around the Internet in a single day's worth of easy lessons. Each of the 24 chapters in this book is called an *hour* and is designed to endow you with new Internet skills in one hour or less. (That means you and I can spend only a few minutes here in the intro and keep on schedule.)

Before we get started, it has come to my attention that a few of the first edition's 50,000 readers were involved in mysterious accidents. For example, a florist in Weehauken arranged and delivered a bouquet of cellophane wrapped in roses, and a surgeon in Phoenix transplanted an appendix. An investigation revealed that these readers suffered sleep deprivation from taking the book's title too literally; they went cover-to-cover in a single, nonstop 24-hour period. Please spread your time with this book across multiple sessions *totaling* 24 hours, and keep your arms and legs inside the book at all times. Thank you.

Who This Book Is For

That settled, let me tell you what you're in for. I've designed this book for people who

- ☐ Are absolutely new to the Internet
- ☐ Want a quick, easy, commonsense way to learn how to use it
- ☐ Don't appreciate being treated like morons

(By the way, being new to the Internet doesn't mean you're an idiot or a dummy. You just have other priorities. Good for you.)

This book is *system neutral*, which is another way of saying you can use this book no matter what kind of computer you have. As you'll see, using the Internet is pretty much the same no matter what computer you use it from. Setting up each type of computer for the Internet is a little different, however, so I'll show you how to set up a PC or a Mac for the Internet in Hour 4, "Connecting to the Internet."

You don't need to know a thing about the Internet, computer networks, or any of that stuff to get started with this book. However, you do need to know your way around your own computer. With a basic, everyday ability to operate the type of computer from which you will use the Internet, you're ready to begin. I'll take you the rest of the way.

Don't have a computer yet? In Hour 2, "What Hardware and Software Do You Need?" I'll help you choose one that's properly equipped for the Internet.

How This Book Is Organized

This book is divided into six parts, each four hours long:

- ☐ **Part I** introduces you to the Internet and the many different things you can do there, and shows how to get yourself and your computer set up for it.
- ☐ **Part II** takes you onto the World Wide Web—the fun, graphical, incredibly useful part of the Internet that everybody’s talking about.
- ☐ **Part III** shows you how to find anything and everything on the Internet, including people, products, news, reference information, good advice, bad advice, and so on.
- ☐ **Part IV** covers exchanging messages with anyone on the Internet, first through email and then through topical discussions called *newsgroups*.
- ☐ **Part V** is a grab bag of all the valuable stuff you can do on the Internet that’s not covered in other parts: Having a live online chat or voice/video conference, running programs on distant computers, and much more.
- ☐ **Part VI** lets you put your accumulated skills to new and powerful uses, such as making the Internet safe for family viewing, doing business on the net, and even creating your own Web pages that anyone on the Internet can visit.

As you can see, the parts move logically from setting up for the Internet to using it, and from easy stuff to not-so-easy stuff. So no peeking ahead to see how it ends.

After Hour 24, you’ll discover an appendix that tells you what to do if your Internet travels don’t go the way you expect them to.

Things You’d Probably Figure Out by Yourself

There’s a long tradition in computer books of using the introduction to explain the little tip boxes and other elements that are absolutely self-explanatory to any reader over the age of six. Just call me “Keeper of the Flame.”

Instructions, Tips, and Terms

Here and there, I use step-by-step instructions to show you exactly how to do something. I will always explain how to do that thing in the text that precedes the steps, so feel free to skip them when you want to. However, anytime you feel like you don’t completely understand something, follow the steps, and you’ll probably get the picture before you’re done. Sometimes we learn only by doing.



I call attention to important new terms by tagging them with a New Term icon. It won’t happen often, but when it does, it’ll help you remember the terms that will help you learn the Internet.

You'll also see three different kinds of tips set off in boxes:



These provide essential background information so that you not only learn to do things with C, but have a good understanding of what you're doing and why.



It would be nice to remember everything you've previously learned, but that's just about impossible. If there is important C material that you have to know, these tips will remind you.



Here's where the authors share their insight and experience as professional programmers—common bugs they've faced, time-saving coding techniques they've used, and pitfalls they've fall into. Learn from their experiences.

Workshops

At the end of every hour is an easy, fun Workshop designed to reinforce the most important skills and concepts covered in the hour. Each Workshop contains the following:

- ☐ A **Q&A** session contains a few quick questions and answers explaining interesting stuff that wasn't included in the hour because it doesn't directly contribute to teaching yourself the Internet (even though it's interesting).
- ☐ A **Quiz** contains three or four multiple-choice questions that help you recall important points and also provide me with a good place for jokes I couldn't work into the book elsewhere.
- ☐ An **Activity** is something you can do to practice what you learned in the hour or to prepare for the hour that follows.

One More Thing...

Actually, no more things. Start the clock, and hit Hour 1. Twenty-four working hours from now, you'll know the Internet inside-out.

Thanks for spending a day with me.

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