



# Resources/Learning More

## Internet Technical and Industry Information

**Dowd, Kevin *Getting Connected: The Internet at 56k and Up*  
O'Reilly and Associates, 1996**

A very good (but very technical) primer on the world of leased-lines – from ISDN through T-3s. For general readers (those wonder just what the heck is a T-3 or a FDDI line, anyway?), it's a good resource, although maybe a bit over most beginners' heads.

**Newton, Harry *Newton's Telecom Dictionary, 13th Edition*  
Telecom Books/Flatiron Publishing 1998**

Entertaining and well-written, yet very technically deep and comprehensive. Its bias is towards telco terms and technologies, but it also has pretty in-depth coverage of PC computer software and hardware. Overall, it's a very good resource for someone needing background on the combination of telecom and computer technologies that comprise the Internet. This book is generally only available by mail-order.

**Shnier, Mitchell *Dictionary of DC Hardware & Data Communications Terms*  
O'Reilly and Associates 1996**

Much of the "PC hardware" stuff is slightly outdated, but otherwise this is a fantastic resource. The book is written in an entertaining fashion, but the definitions are technical and no-nonsense, so it's a good reference for users of all experience levels.

**Boardwatch Magazine © Boardwatch Magazine  
<http://www.boardwatch.com>**

This magazine began during the 1980s as a trade paper for the growing computer Bulletin Board Systems (BBS) industry, giving it its name. Since then, the on-line world became centered around the Internet and Internet Service Providers, and *Boardwatch* has become the monthly bible for ISP owners and operators. They also publish a yearly *Directory of Internet Service Providers*, and sponsor the semiannual *ISPCON* conferences.

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# Web Design and Webmastering

Note: for references on Search Engine use and placement, see the information in the *Basic Web Design* class materials.

**Burns, Joe, Ph.D. *HTML Goodies***

**<http://www.htmlgoodies.com>**

Much like BigNoseBird.Com (see below), this is an excellent repository of practical examples for both simple and complex web effects, including both design and simple CGI programming. Highly recommended.

**Flynn, Peter, et.al. *The XML FAQ***

**<http://www.ucc.ie/xml/>**

The best short-and-simple straight talk on the emerging XML standard; however, it *won't* guide you through building XML pages. Updated every few months.

**LeMay, Laura and Arman Danesh *Teach Yourself Web Publishing with HTML 4 in a Week, Fourth Edition***

**Sams. Net Publishing, 1997**

Like *HTML for Dummies*, this is a book for beginners wishing to gain skills in HTML. But unlike the *Dummies* book, this book is far more comprehensive, offering high-end web design information as well. Therefore, it's a good choice if you're looking for just one book to take you from the beginner to intermediate-advanced level. Highly recommended for readers in a hurry to learn a lot.

**Musciano, Chuck and Bill Kennedy *HTML: The Definitive Guide, 2nd Edition***  
**O'Reilly and Associates 1997**

They aren't kidding when they call it "the definitive guide." This book is the quintessential reference manual for HTML authors. However, it isn't meant to teach you HTML step-by-step; like most O'Reilly books, absolute beginners will want to look elsewhere.

**Siegel, David *Creating Killer Web Sites, 2nd Edition***  
**Hayden Books 1997**

A good guide to cutting-edge web design, with a lot of practical examples walking you through achieving the same results. Note that this book covers HTML design in great depth, but does not include *any* programming (some of which is required to fully emulate the examples). So, this is a great design reference, but you'll have to look elsewhere for the programming help to go with it.

**Spainhour, Stephen and Valerie Quercia *Webmaster in a Nutshell***  
**O'Reilly and Associates 1996**

Like the rest of the O'Reilly Nutshell Handbook series, this book isn't for beginners – it's a quick desktop reference for users who already know what they're doing. With that said, it's a great command reference, covering HTML syntax, CGI scripts (including cookies, Server-Side Includes and Perl), HTTP syntax, JavaScript objects and methods, and configuring Apache and SSL web servers.

**Tittel, Ed and Steve James *HTML for Dummies***  
**IDG Books Worldwide 1995**

As the name implies, this is a beginner's book on learning HTML. And, if you're just starting out, it's a good place to look for something that will walk you through the process of building basic web pages, step by step.

**various *BigNoseBird.Com: The Strangest Name in Web Authoring Resources***  
**<http://www.bignosebird.com>**

This site is filled with goodies on web design and CGI programming, including lot of great examples. Even better, the site's maintainer is friendly and knowledgeable, and often willing to answer questions sent in by users. Definitely worth the time to check it out – very highly recommended.

# Advanced Web/Programming

**Danesh, Arman *Teach Yourself JavaScript 1.1 in a Week, 2nd Edition*  
Sams.Net Publishing 1996**

A great place to start with JavaScript for beginners. Unless you have a lot of time to give, the “in a week” probably won’t happen, but the book will guide you expertly through learning and applying JavaScript. Recommended.

**Flanagan, David *JavaScript: The Definitive Guide, 2nd Edition*  
O’Reilly and Associates 1998**

If you’ve already learned your way around JavaScript and you’re looking for a reference manual, this is your book. Beginners need not apply (and often typical of the O’Reilly series – very few of the books are interested in “holding your hand” while you learn). The 3rd Edition was released in June 1998 and is most up-to-date.

**Gundavaram, Shishir *CGI Programming on the World Wide Web*  
O’Reilly and Associates 1996**

This book provides a wealth of practical CGI examples in Perl. However, if you aren’t already familiar with Perl, you’ll want to start somewhere else.

**Medinets, David *Perl 5 by Example*  
Que Corporation 1995**

ServInt’s Marketing Director, Jeff Carl, learned Perl by reading this book. And as they say, if you can teach a marketing guy, you can teach anyone. ‘Nuff said.

**various *The Idiot’s Guide to Solving Perl CGI Problems from comp.lang.perl*  
<http://www.perl.com/CPAN-local/doc/FAQs/cgi/idiots-guide.html>**

A quick-and-dirty guide to the most common Perl problems with simple answers. For more advanced questions and answers, be sure to check out the full list of FAQs at <http://www.perl.com>.

**Wall, Larry and Tom Christiansen and Randal L. Schwartz *Programming Perl, 2nd Edition*  
O’Reilly and Associates 1996**

Probably the definitive guide to programming in Perl. More advanced topics in Perl are covered in the many other O’Reilly Perl books and collections; check out the O’Reilly catalog at <http://www.oreilly.com> for more information.