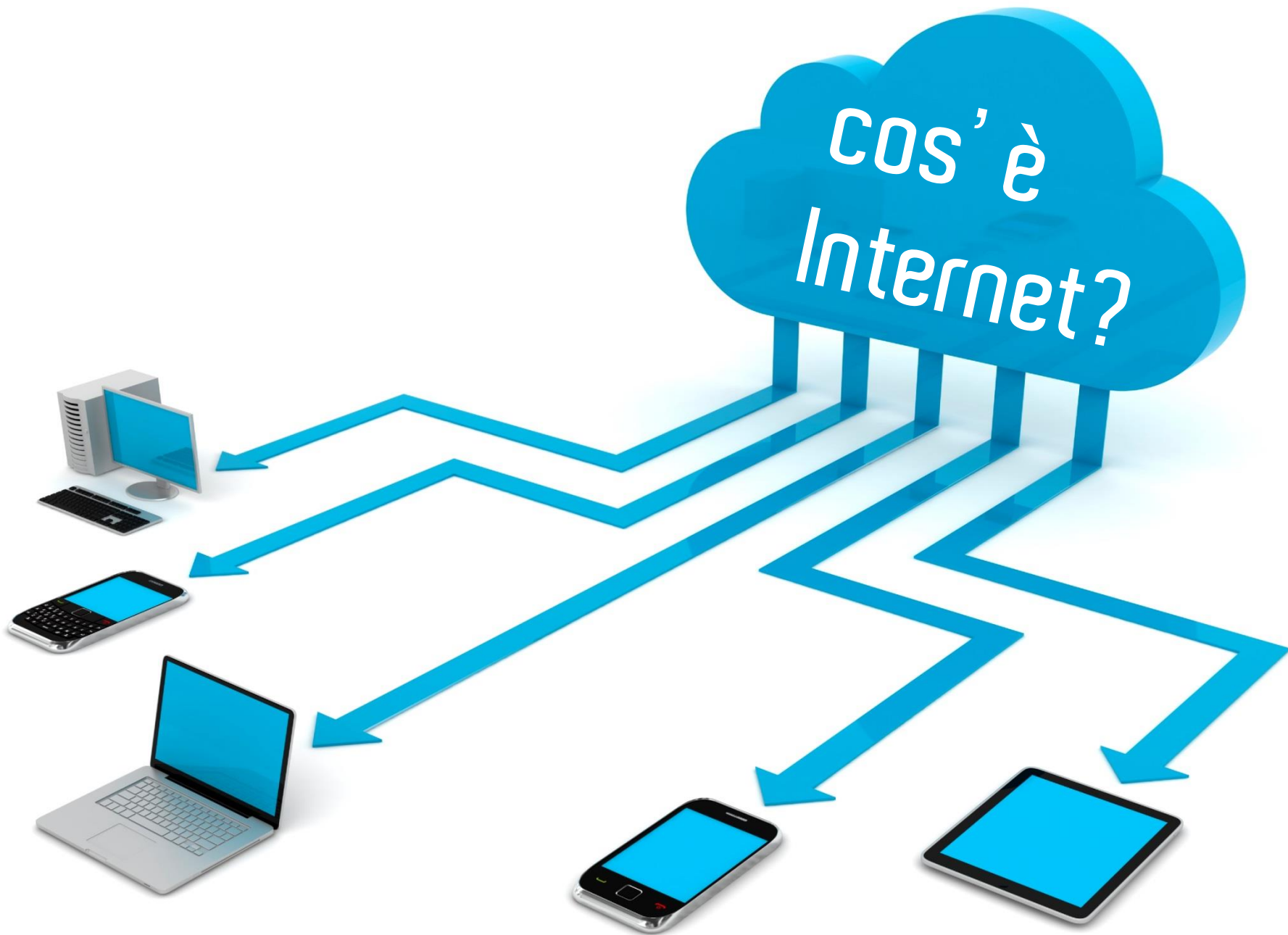


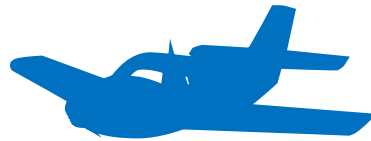
*cos'è
Internet?*



Quando è nato Internet? (cosa vuol dire www ?)



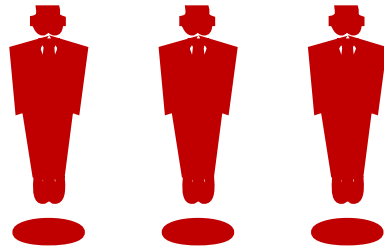
**come viaggiano
le informazioni
su Internet?**



**dove sono
memorizzate tutte
le informazioni di
Internet ?**



**Quante persone
Lavorano per far
funzionare Internet?**



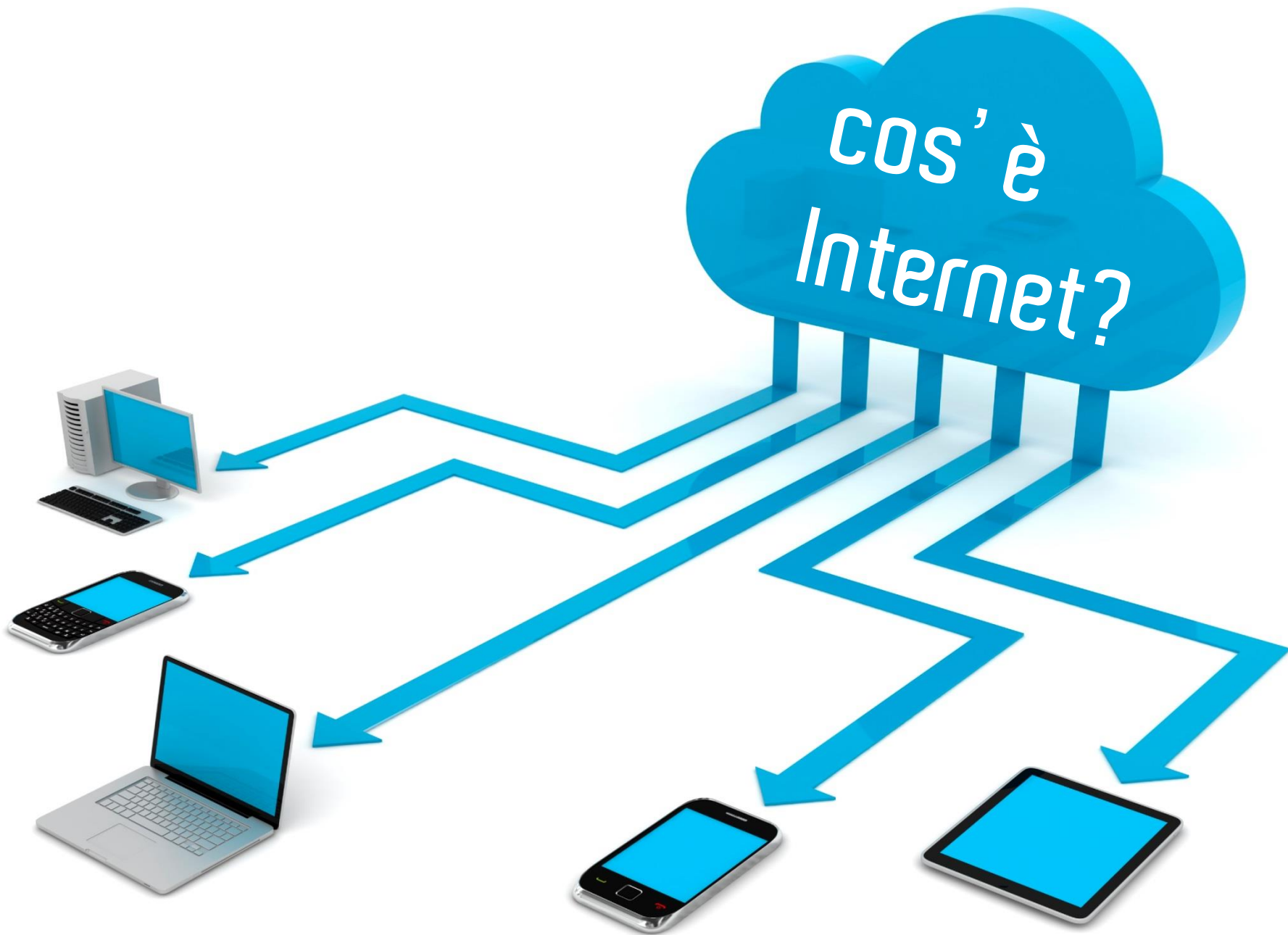
**Chi paga
Internet ?**

\$

**Come si creano
un sito, un'app, un
videogioco?**



*cos'è
Internet?*





W.W.W.

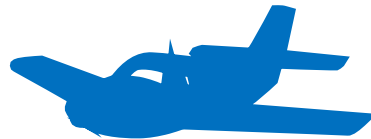
World Wide Web

1991



World Wide Web

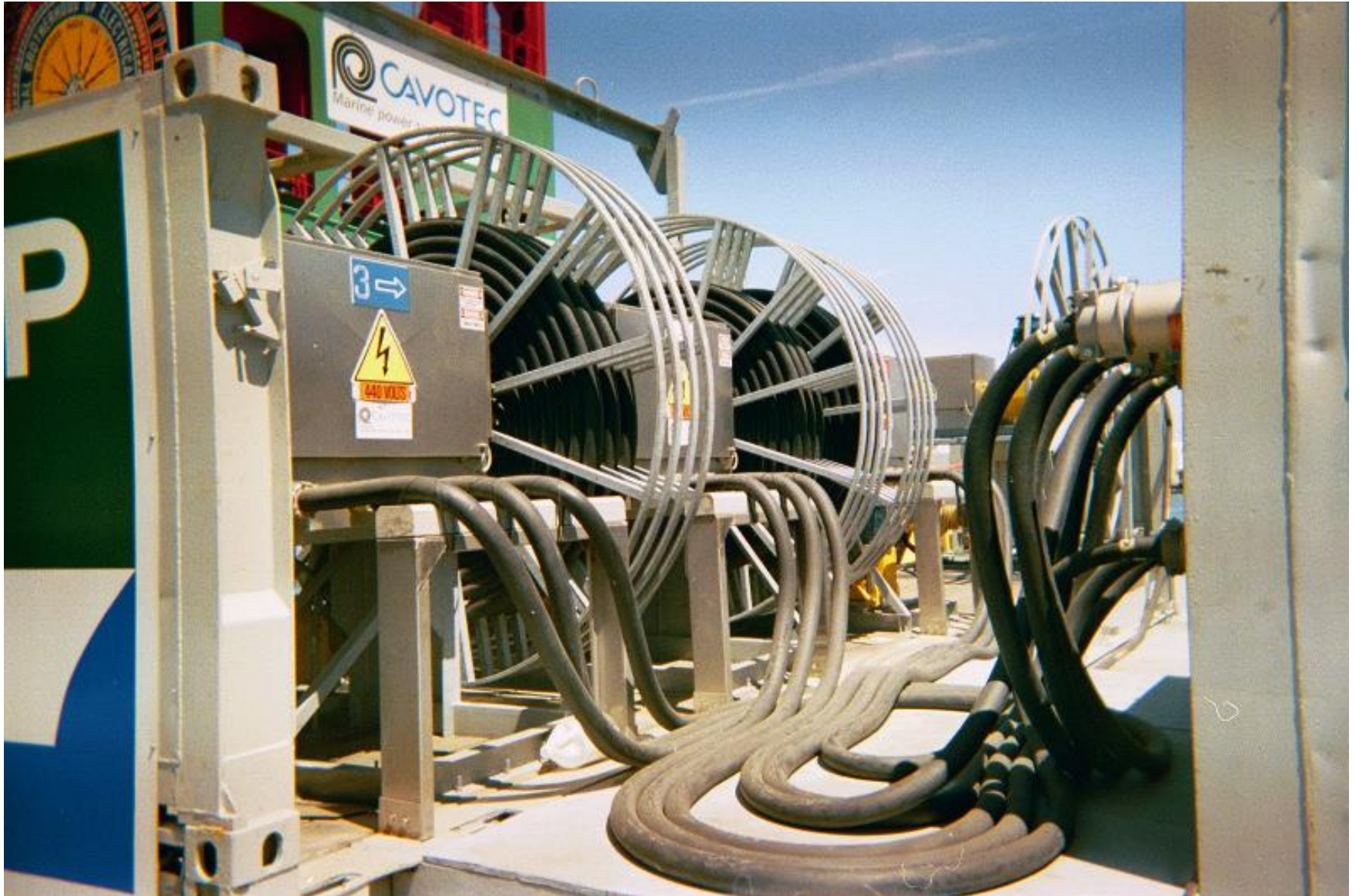
**come viaggiano
le informazioni
su Internet?**







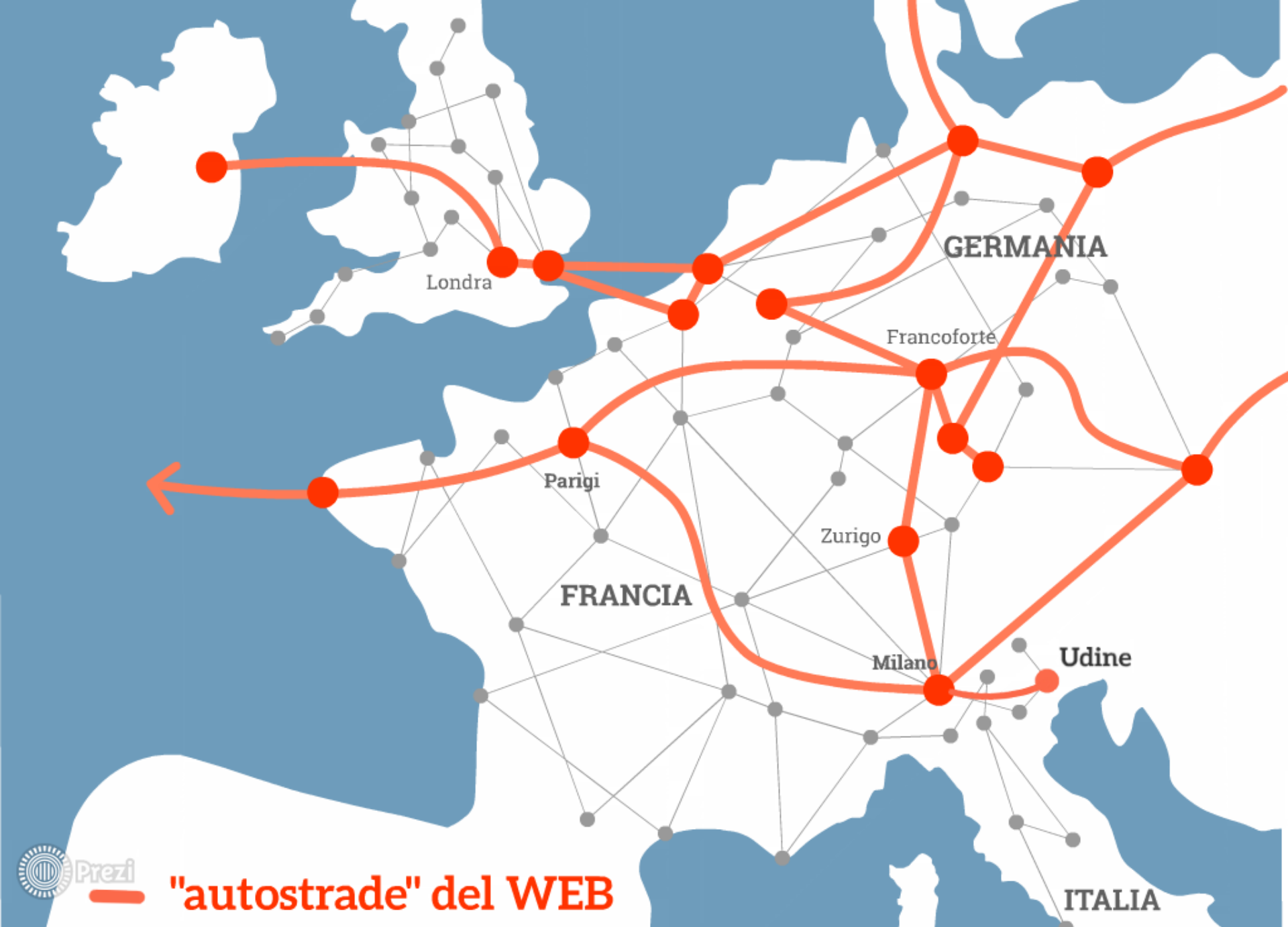
I.S.P. datacenter
punti di accesso e smistamento



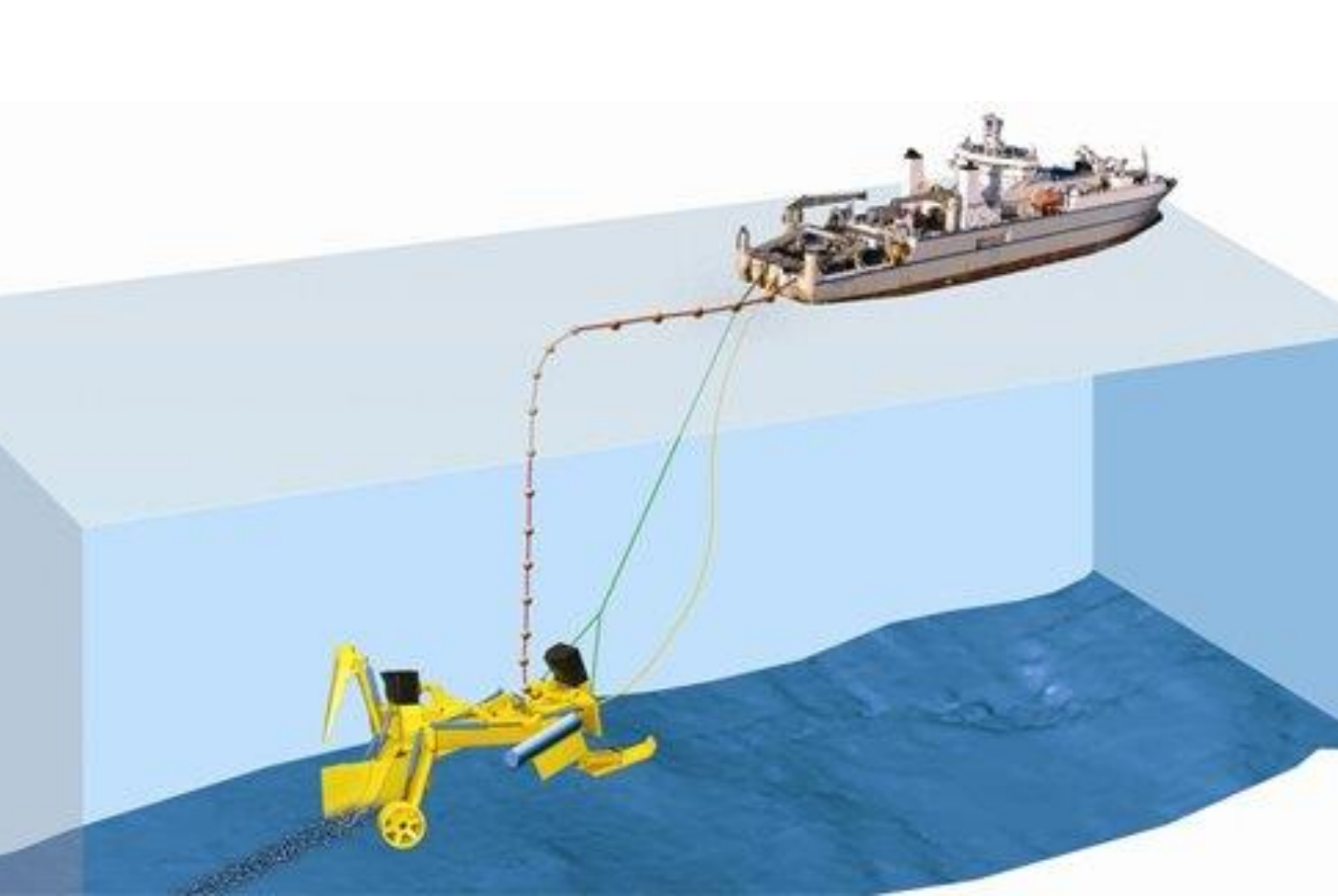
FIBRA OTTICA ad alta capacità

(portata migliaia
di volte superiore
ad una connessione
via satellite)

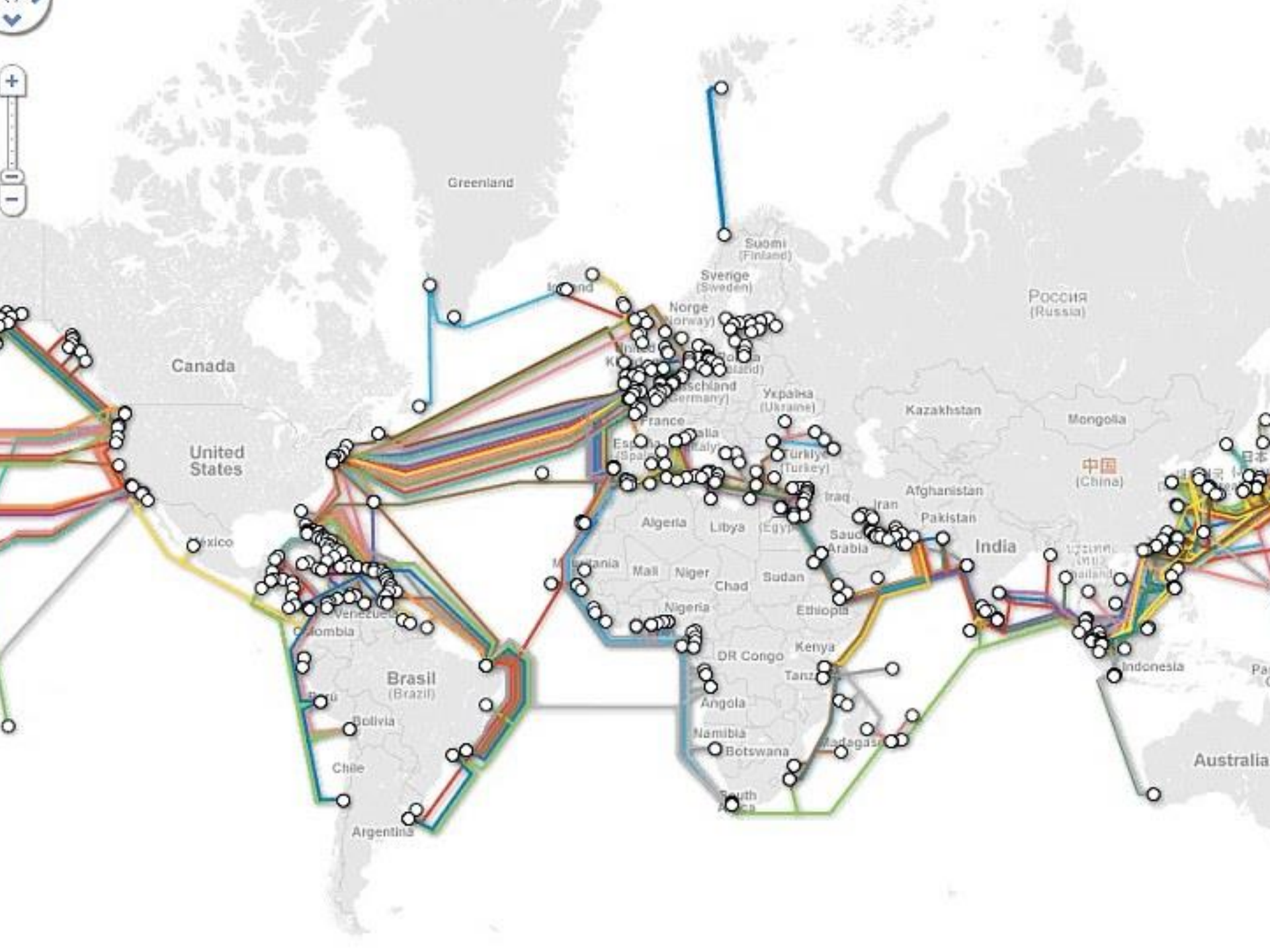




"autostrade" del WEB



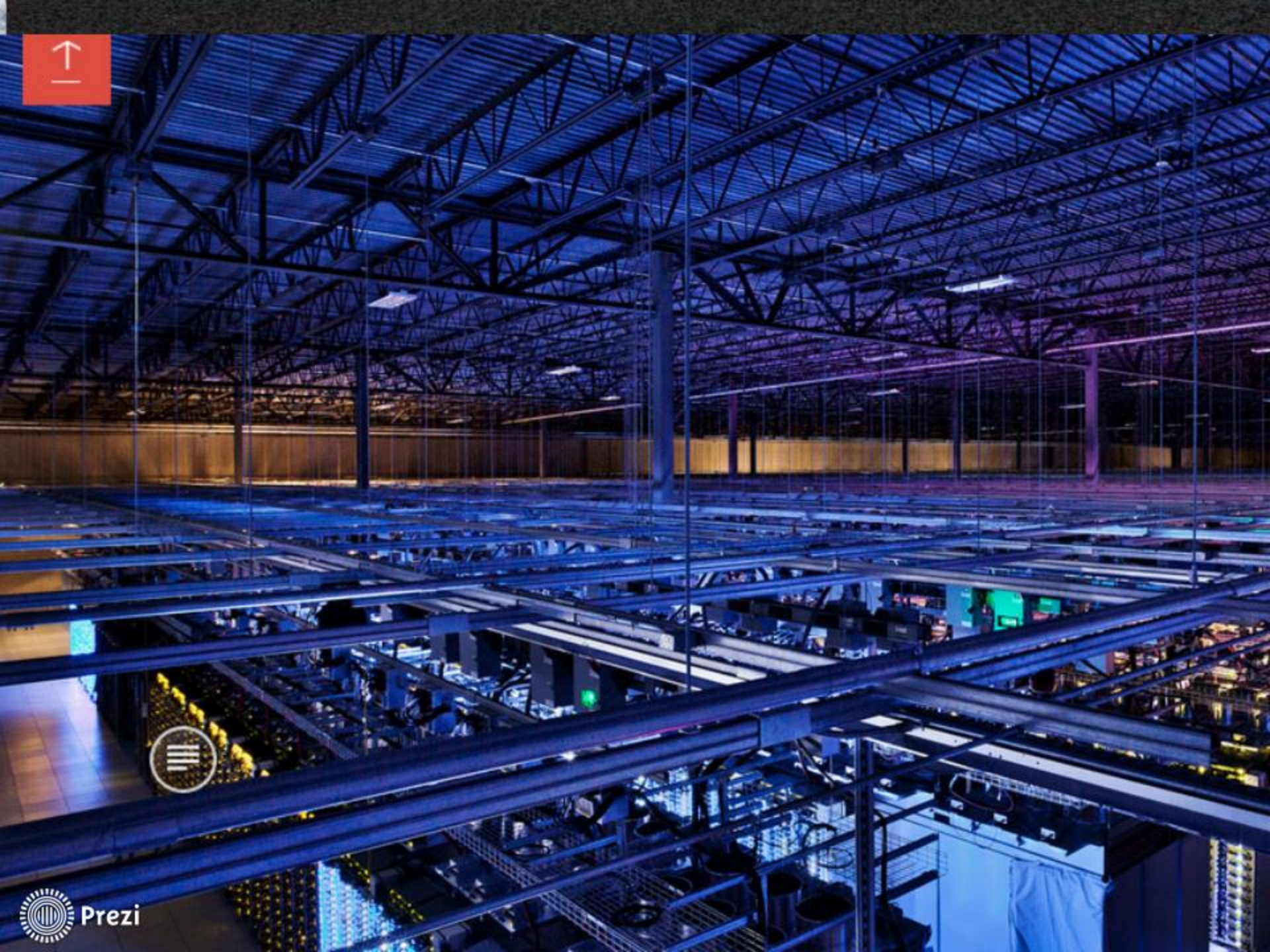




**dove sono
memorizzate tutte
le informazioni di
Internet ?**

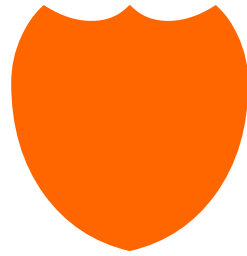








Cos'è
l'indirizzo IP ?





ip address

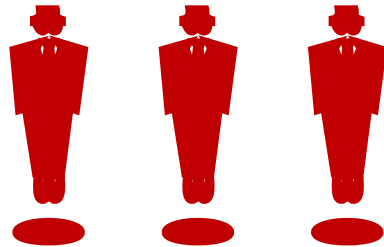
124.456.789.123

my-web-host-uri.myhostsdomain.net

ip.skattertech.com // powered by Skatter Tech

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**Quante persone
Lavorano per far
funzionare Internet?**





**Come si creano
un sito, un'app, un
videogioco?**



```
67 private static float END_TENSION = 1.0f - START_TENSION;
68 private static final int NB_SAMPLES = 100;
69 private static final float[] SPLINE = new float[NB_SAMPLES + 1];
70
71 private float mDeceleration;
72 private final float mPpi;
73
74 static {
75     float x_min = 0.0f;
76     for (int i = 0; i <= NB_SAMPLES; i++) {
77         final float t = (float) i / NB_SAMPLES;
78         float x_max = 1.0f;
79         float x, tx, coef;
80         while (true) {
81             x = x_min + (x_max - x_min) / 2.0f;
82             coef = 3.0f * x * (1.0f - x);
83             tx = coef * ((1.0f - x) * START_TENSION + x * END_TENSION) + x * x * x;
84             if (Math.abs(tx - t) < 1E-5) break;
85             if (tx > t) x_max = x;
86             else x_min = x;
87         }
88         final float d = coef + x * x * x;
89         SPLINE[i] = d;
90     }
91     SPLINE[NB_SAMPLES] = 1.0f;
92
93     // This controls the viscous fluid effect (how much of it)
94     sViscousFluidScale = 8.0f;
95     // must be set to 1.0 (used in viscousFluid())
96     sViscousFluidNormalize = 1.0f;
97     sViscousFluidNormalize = 1.0f / viscousFluid(1.0f);
98 }
99
100 private static float sViscousFluidScale;
101 private static float sViscousFluidNormalize;
102
103 /**
104  * Create a Scroller with the default duration and interpolator.
105  */
106 public Scroller(Context context) {
107     this(context, null);
108 }
109
110 /**
```

CODICI
spiegano
al computer
come "pensare"



**Chi paga
Internet ?**

