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2ND INDIVIDUAL ASSIGNMENT REPORT ON TELNET
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Telnet are programs that allows a user to remotely login into a distant and remote computer site (usually a password and login ID is required). In other words, telnet is the way you can access someone else's computer, assuming they have given you permission. Such a computer is frequently called a host computer. More technically, Telnet is a user command and an underlying TCP/IP protocol for accessing remote computers. On the Web, HTTP and FTP protocol allows us to request specific files from remote computers, but not to actually be logged on as a user of that computer. With Telnet, we log on as a regular user with whatever privileges we may have been granted to the specific application and data on that computer. Telnet is not a web server, so does not have a clue about web pages. It is also not an email newsgroup reader or an FTP program.

In theory, telnet does not distinguish between a terminal and a host computer. It is rarely seen, but two terminals can communicate with each other via Telnet with no intervening computer. Upon connecting, both sides pretend to be a network virtual terminal (NVT). The NVT is a bare-bones terminal with features that should be available on any terminal although the Telnet program may have to translate NVT codes and commands to local equivalents. The two parties can negotiate over what special features they will use. Although the NVT has limited capabilities, the two parties can use any features as long as they both agree.

A terminal emulation program for TCP/IP networks like the Internet. The telnet runs on a computer and connects to the PC to a server on the network. We can then enter commands through the Telnet program and they will be executed as if we were entering them directly on the server console. This enables us to control the server and communicate with other servers on the network. To start a telnet session, we must log in to a server by entering a valid username and password. Telnet is a common way to remotely control Web servers.

When using telnet we will need to enter the mail server and its port number. Normally the default service ports for the SMTP, POP3, and

IMAP4 mail servers are such as SMTP port 25; POP3 port 110; IMAP4 port 143. If our mail server uses other port number, we will need to contact our ISP or IT system manager.

A Telnet command request looks like this, for example:

```
telnet.the.lib.what.edu (the name is made-up)
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The result of this request would be an invitation to log on with a user id and a prompt for a password. If accepted, we would be able to log on like any other users who used this computer every day.

The use of Telnet – using Telnet we log directly into the server and feed it commands. This usually applies to Unix-style systems although in theory it works as well on Windows NT and Windows 2000 hosts (usually Telnet is disabled on those kinds of operating systems due to severe security risks).

Telnet is most likely to be used by program developers and anyone who has a need to use specific applications or data located at a particular host computer.

Getting to Telnet – there are two parts to Telnet. Firstly, we need to contact our web host and find out if they support Telnet access to our account. If we pay for our hosting and they run a Unix-style box, then it is very likely that we will be granted Telnet access. Once our host has granted the access, we will need to get a Telnet client. Some operating systems (such as Windows 2000 Professional) come with one of these clients automatically. Otherwise we can do a quick search on Zdnet or Download.com to find a good one.

There are hundreds of Telnet clients available. They are, inter alia, the Netterm (Windows); SecureCRT (Windows); SimpTerm (Windows); Tera Term (Windows).

History of Telnet – Telnet was developed around 1980 by Jan Postel to allow people to connect to one of these computer systems from a remote location. The Telnet software pretended it was one of the really dumb terminals. Back in the old days of computers, everything was done on huge, high prices machines called mainframes. To communicate with a mainframe we used something called a terminal. The main difference between a terminal and a modern PC is a terminal is kind of stupid. Terminals only allow a small set of character (about 127 different ones) to be typed and printed. There are no graphics of any kind and everything was black and white (no colours). Merely characters being typed and printed from left to right.