

Table From Windows3.0 to WindowsXP

(as of January 2004 compiled by FS)

In the Market	<p>9x series</p> <ul style="list-style-type: none"> - for personal use - available with less performance machine 	<p>NT series</p> <ul style="list-style-type: none"> - for business use - more stable and reliable structure
March 1991	Windows 3.0	
May 1993	<p>Windows 3.1</p> <ul style="list-style-type: none"> - relation between computer and software is easier to understand and higher performance - true type fonts - multimedia capabilities is built-in 	
November 1995	<p>Windows 95</p> <ul style="list-style-type: none"> - exposure in the world for 32-bits machine oriented - improvement of user's interface - plug-and-play functions - TCP/IP capability is built-in - FAT32 format is available (OSR2 and later versions) 	
December 1996		<p>Windows NT4.0</p> <ul style="list-style-type: none"> - the same user's interface as with Windows 95
July 1998	<p>Windows 98</p> <ul style="list-style-type: none"> - integration with browsers to strengthen both the communication and multimedia capabilities - USB/IEEE1394 are available, the latter of which video and audio input/output are empowered. - less-power supply function, ACPI 	
February 2000		<p>Windows 2000</p> <ul style="list-style-type: none"> - higher reliability to use for servers - USB/IEEE1394 are available - less-power supply functions, ACPI

September 2000	Windows Me - higher system security , system protect and easier to recover - higher performance of MediaPlayer with video editing function - help functions integrated with Web	
November 2001	Windows XP - integration of 9x and NT series with Kernel on NT series - zip drive capability is built-in - CDR/RW capability is built-in - higher security functions - Broadband communication tool such as PPPoE, is built-in - wireless LAN capability is built-in.	

(Note:) With regards to the application software coping with the teachers' and/or students' use environment, the design technology and control/sensor technology such as both with related to the virtual reality and pattern recognition including the real-time simulation, the voice recognition, the image to text conversion and the variety of kits and templates, are now in the market. With the remarkable trends in the integration of the audio-visual technologies like digital still/video cameras and mobile phones with such cameras and TVs, which will be used within/outside the home as well as on/over our human bodies with more user-friendliness, and the computer and communication technologies with higher capacity and speed capabilities like DVD-R/W and optical fibers as well as the satellite system technologies and liquid crystal and plasma technologies, the **ubiquitous networking environment** represented by fully equipped wireless house system and the **broadband networking environment** will be realized within 5 to 10 years.