

Name of the Faculty: Ms. Jasleen Kaur
Discipline: Computer science & Engg.
Semester:5th
Subject: Computer Network (CSE 303N)
Work Load (Lecture/Practical) per week (in hours): Lectures- 3 Hours , Practicals- 3 Hours

Week	Theory		Practical day	Practical Topic
	Lecture day	Topic (including assignment/test)		
1 st	1 st	Introduction to Computer Networks, Data Communication System and its components, Data Flow	1 st	Create a socket for HTTP for web page upload and download.
	2 nd	Computer network and its goals, Types of computer networks: LAN, MAN, WAN		
	3 rd	Wireless and Wired networks, broadcast and point-to-point networks		
2 nd	4 th	Network topologies, protocols	2 nd	Write a code simulating ARP /RARP protocols.
	5 th	Interfaces and services, ISO-OSI reference model		
	6 th	TCP/IP architecture		
3 rd	7 th	Physical Layer: Concept of Analog & Digital Signal, Bandwidth	3 rd	Study of TCP/UDP performance.
	8 th	Transmission Impairments: Attenuation, Distortion, Noise		
	9 th	Multiplexing : Frequency Division, Time Division, Wavelength Division,(Assignment-1)		
4 th	10 th	Introduction to Transmission Media : Twisted pair, Coaxial cable, Fiber optics	4 th	Performance comparison of MAC protocols
	11 th	Introduction to Transmission Media : Wireless transmission (radio, microwave, infrared)		
	12 th	Introduction to Transmission Media : Switching: Circuit Switching, Message Switching ,Packet Switching		
5 th	13 th	Introduction to Transmission Media : narrowband ISDN, broadband ISDN and ATM.	5 th	Performance comparison of routing protocols.
	14 th	Unit Test - I		
	15 th	Data link layer: Error Control, Types of errors, framing(character and bit stuffing)		
6 th	16 st	error detection & correction methods; Flow control	6 th	Write a program to implement echo server and client in java using TCP sockets.
	17 nd	Protocols: Stop & wait ARQ, Go-Back- N ARQ(Assignment-2)		
	18 rd	sliding window protocols, Selective repeat ARQ, (Assignment-2)		
7 th	19 th	HDLC,FDDI	7 th	Write a program to implement date server and client in java using TCP sockets.
	20 th	Medium access sub layer: Point to point protocol		
	21 th	Medium access sub layer: token bus, token ring; Reservation, polling		
8 th	22 th	Multiple access protocols: Pure ALOHA	8 th	Write a program to implement echo server and client in java using UDP sockets
	23 th	Multiple access protocols: Slotted ALOHA, CSMA, CSMA/CD		
	24 st	FDMA, TDMA, CDMA,		
9 th	25 rd	LLC, Traditional Ethernet, fast Ethernet,	9 th	Write a program to implement a chat server and client in java using UDP sockets.
	26 th	Network devices-repeaters,hubs,switches,Bridges,Router, Gateway		
	27 th	Unit Test -II		
10 th	28 th	Network layer: Addressing : Internet address, subnetting	10 th	To flood the server from a spoofed source address leading to a DoS attack.
	29 th	Routing techniques, static vs. dynamic routing ,		
	30 th	Routing techniques: routing table, DHCP		
11 th	31 st	Routing techniques: IEEE standards 802.x,(Assignment-3)	11 th	To sniff and parse packets that pass through using raw sockets.
	32 nd	Routing algorithms: shortest path algorithm, flooding, distance vector routing,		
	33 rd	link state routing; Protocols: ARP, RARP, IP, ICMP		
12 th	34 th	Protocols: IGMP, IPV6; Unicast and multicast routing protocols.	12 th	To implement simple calculator and invoke arithmetic operations from a remote client
	35 th	Unit Test - III		
	36 th	Transport layer: Process to process delivery; UDP		
13 th	37 th	Transport layer: TCP, RPC,	13 th	To implement bubble sort and sort data using a remote client.
	38 th	Congestion control algorithm: Leaky bucket algorithm		
	39 st	Congestion control algorithm: Token bucket algorithm, choke packets		
	40 rd	Quality of service: techniques to improve QoS.		To simulate a sliding window protocol that uses

14 th	41 th	Application layer: DNS; SMTP	14 th	Go Back N ARQ.
	42 th	Application layer:SNMP, FTP, HTTP & WWW(Assignment-4)		
15 th	43 th	Application layer:Firewalls, Bluetooth, Email,S/MIME, IMAP(Assignment-4)	15 th	
	44 th	Security: Cryptography, user authentication, security protocols in internet, public key encryption algorithm		
	45 th	Security:digital signatures		