

Implementation of concurrent time server using UDP	35
Simulate sliding window flow control protocols. (Stop and Wait, Go back N, Selective Repeat ARQ protocols)	41
Implement and simulate algorithms for Distance Vector Routing protocol or Link State Routing protocol.	64
Implement Simple Mail Transfer Protocol.	74
Implement File Transfer Protocol.	86
Implement congestion control using a leaky bucket algorithm.	94
Understanding the Wireshark tool.	97
Study of NS2 simulator	106

Syllabus

***Mandatory List of Exercises/ Experiments**

(Note: At least one program from each topic in the syllabus should be completed in the Lab)

1. Getting started with the basics of network configuration files and networking commands in Linux.*
2. To familiarize and understand the use and functioning of system calls used for network programming in Linux.*
3. Implement client-server communication using socket programming and TCP as transport layer protocol*
4. Implement client-server communication using socket programming and UDP as transport layer protocol*
5. Implementation of a multi user chat server using TCP as transport layer protocol.
6. Implementation of concurrent time server using UDP
7. Simulate sliding window flow control protocols.* (Stop and Wait, Go back N, Selective Repeat ARQ protocols)

8. Implement and simulate algorithm for Distance Vector Routing protocol or Link State Routing protocol.*
9. Implement Simple Mail Transfer Protocol.
10. Implement File Transfer Protocol.*
11. Implement congestion control using a leaky bucket algorithm.*
12. Understanding the Wireshark tool.*
13. Study of NS2 simulator*

Course Outcomes

CO#	Course Outcomes
CO1	Use network related commands and configuration files in Linux Operating System. (Cognitive Knowledge Level: Understand).
CO2	Develop network application programs and protocols. (Cognitive Knowledge Level: Apply)
CO3	Analyze network traffic using network monitoring tools. (Cognitive Knowledge Level: Apply)
CO4	Design and set up a network and configure different network protocols. (Cognitive Knowledge Level: Apply)
CO5	Develop simulation of fundamental network concepts using a network simulator. (Cognitive Knowledge Level: Apply)

Mapping of course outcomes with program outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PO13
co1	✓	✓	✓					✓		✓		✓	
co2	✓	✓	✓	✓				✓		✓		✓	
co3	✓	✓	✓	✓	✓			✓		✓		✓	
co4	✓	✓	✓	✓	✓	✓		✓		✓		✓	
co5	✓	✓	✓	✓	✓			✓		✓		✓	

Abstract POs defined by National Board of Accreditation

po#	Broad PO	po#	Broad PO
po1	Engineering Knowledge	po7	Environment and Sustainability
po2	Problem Analysis	po8	Ethics
po3	Design/Development of solutions	po9	Individual and teamwork
po4	Conduct investigations of complex problems	po10	Communication
po5	Modern tool usage	po11	Project Management and Finance
po6	The Engineer and Society	po12	Lifelong learning

Reference Books:

1. W. Richard Stevens, Bill Fenner, Andy Rudoff, UNIX Network Programming: Volume 1, The Sockets Networking API, 3rd Edition, Pearson, 2015
2. Lisa Bock, Learn Wireshark: Confidently navigate the Wireshark interface and solve real-world networking problems, Packt Publishing, 2019
3. Teerawat Issariyakul, Ekram Hossain, Introduction to Network Simulator NS2, 2nd Edition, Springer, 2019