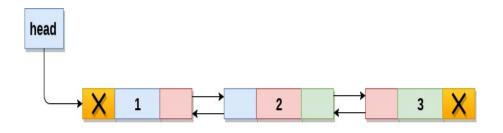
# Project Documentation DATA STRUCTURES



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#### PROJECT ATTRIBUTE

**Title:** Learning Networking by Reproducing Research Results

Date-18-12-2021

#### **Project Objective:**

This project was aimed at implementing data structures in field of Computer Networking. We choose to solve a real life problem using stack that was implemented by linked list

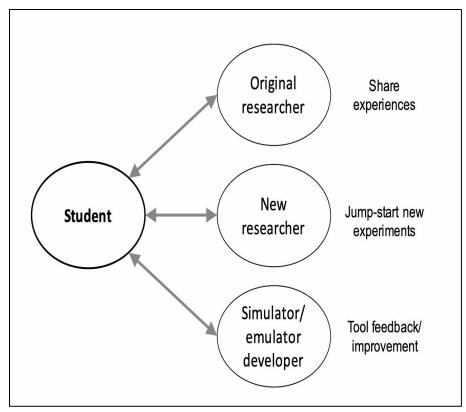
# Overview Of Project

The paper that was provided aimed towards reproducing the results of network research projects using emulators and simulations.

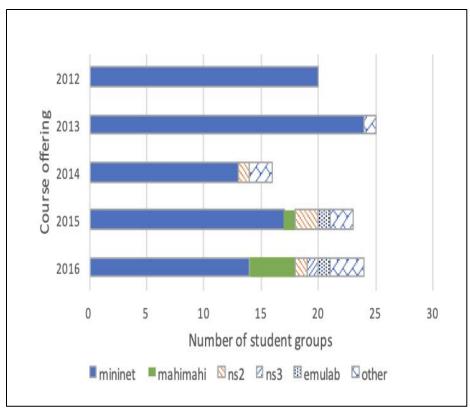
The paper stated that this reproducing result was effective way of imparting education in computer networking as although the students know and anticipate the experimental outcomes prior to entering the lab, it is widely agreed that the process of reproducing experiments gives students a much deeper understanding of the underlying concepts. The main goal for adapting this scientific approach to our networking class is for students to obtain a detailed, in-depth understanding of a significant paper, its key ideas, and its key results.

#### Process is accomplished through five major steps:

- 1.) Select a project.
- 2.) Choose a method of reproduction.
- 3.) Contact original authors.
- 4.) Contact original authors.
- 5.) Write a public blog.



Influences of student project on other parts of networking community.



Emulator and simulator platforms used by students for reproducing research, listed by course year.

# SOURCE CODE -

https://github.com/Amrtanshu7/DS-projects/blob/main/Networking%20project.C

## RESEARCH PAPER -

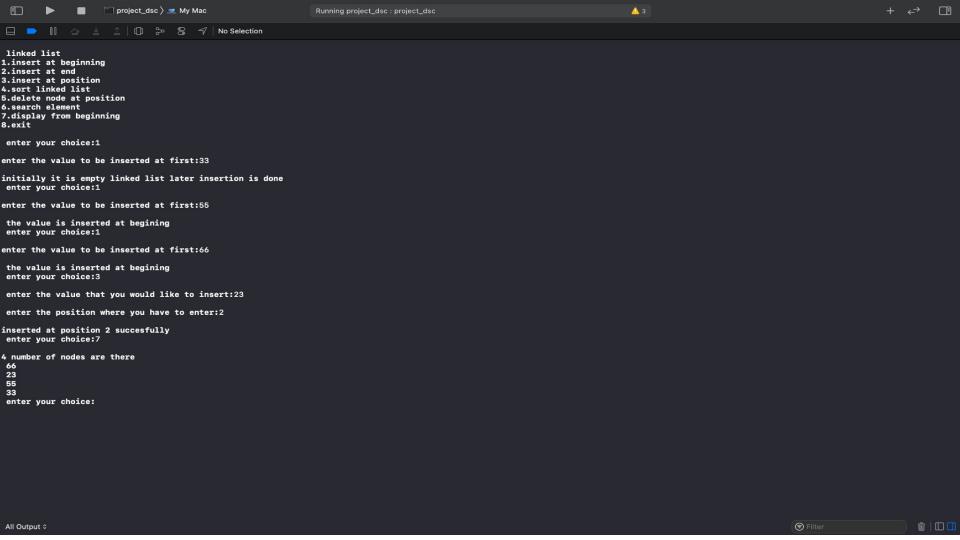
https://github.com/Amrtanshu7/DS-projects/blob/main/acmdl17-97%20(1).pdf

### Behind the scenes of Project





# 



#### **BIBLIOGRAPHY**

- 1.) RESEARCH PAPER PROVIDED
- 2.) FUNDAMENTAL OF DATA STRUCTURES IN C HOROWITZ, SAHANI&ANDERSON-FREED
- 3.) GOOGLE