Experiments

Part 1

1. Study about basic networking commands
2. Write a socket program for implementation of echo
3. Write a client-server chat application using TCP
4. Write a socket program for transferring files between client-server using TCP
5. Write a program to implement simple client-server application using UDP.
6. Write a C program to implement error detection using CRC.
7. Implement the data link layer framing methods such as character count.
8. Implement the data link layer framing methods such as character stuffing and bit stuffing.
9. Implement Dijkstra‘s algorithm to compute the Shortest path through a graph.
10. Implementation of leaky bucket algorithm.

Part 2 (Ns2 simulator)

1. Simulate a three node point to point network with duplex links between them.
2. Simulate an Ethernet LAN using “n” nodes, change error rate and data rate and compare throughput.
3. Simulate stop and wait flow control mechanism.