

Department: Computer Science and Engineering	
Course Title: Computer Network Laboratory	Course Code: CS58L
Credits (L: T:P): 0:0:1.5	Core/Elective: Core
Type of Course: Practical	Total Lecture Hours: 39
CIE Marks :50	

Pre-requisite: Data Communication, Computer Networks

Course Outcomes:

At the end of the course student should be able to:

CO1	Analyse and Compare various networking protocols
CO2	Demonstrate the working of different concepts of networking
CO3	Implement, analyse and evaluate networking protocols in NS2 / NS3 and JAVA/Python programming language.

The Laboratory will consist of simulation experiments and experiments to be implemented using C++/ Java/ Python.

Unit No.	Programs	No. of Hours
PART-A: Implement the following using C++/Java/Python		
1	1. Write a program for error detecting code using CRC-CCITT (16- bits). 2. Write a program to find the shortest path between vertices using bellman-ford algorithm. 3. Using TCP/IP sockets, write a client – server program to make the client send the file name and to make the server send back the contents of the requested file if present.	08
2	4. Write a program on datagram socket for client/server to display the messages on client side, typed at the server side. 5. Write a program for simple RSA algorithm to encrypt and decrypt the data. 6. Write a program for congestion control using leaky bucket algorithm.	07
PART-B: Simulation Experiments using NS2/ NS3/ NetSim or any other suitable simulation software		
3	7. Implement three nodes point – to – point network with duplex links between them. Set the queue size, vary the bandwidth and find the number of packets dropped. 8. Implement transmission of ping messages/trace route over a network topology consisting of 6 nodes and find the number of packets dropped due to congestion.	08

4	9. Implement an Ethernet LAN using n nodes and set multiple traffic nodes and plot congestion window for different source / destination. 10. Implement simple ESS and with transmitting nodes in wire-less LAN by simulation and determine the performance with respect to transmission of packets.	08
5	11. Implement and study the performance of GSM on NS2/NS3 (Using MAC layer) or equivalent environment. 12. Implement and study the performance of CDMA on NS2/NS3 (Using stack called Call net) or equivalent environment	08

Text Books:

1. Andrew S Tanenbaum, David J. Wetherall, "Computer Networks", 5th Edition, PHI/Pearson Publication, 2011

Reference Books:

1. Alberto Leon-Garcia and Indra Widjaja: Communication Networks –Fundamental Concepts and Key architectures, 2nd Edition Tata McGraw-Hill, 2004.
2. William Stallings, Data and Computer Communication, 8th edition, PHI, 2007
3. Behrouz A Forouzan, Data Communications and Networking, Tata McGraw Hill, 5th edition, 2012.

Web Links:

1. <https://nptel.ac.in/courses/106/105/106105081/>
2. https://onlinecourses.swayam2.ac.in/cec19_cs07/preview
3. <https://www.isi.edu/nsnam/ns/>
4. <https://www.nsnam.org/>