1. **Session 12: Client-Server programming using Java and Application of client-server programming.**
2. **Intended Learning Outcome:**
   1. Learn about basic network terminology.
   2. Learn how to do Java network programming.
3. **Expected skills:**- Can explain basic network terminology.   
   - Can do basic Socket Programming (Connection-oriented)
4. **Tools Required:**

a. JDK   
b. ECLIPSE / NETBEANS

c. Internet Connection.

1. **Session Detail:**1. Teacher will explain basic networking terminology. – 30min  
   2. Teacher will do exercise \_\_\_ with students to teach them Socket Programming. – 60 min.  
   3. Project mentors session – 120min.
2. **Post Lab Exercise:**
3. **Further Readings:**