

PROJECT SYNOPSIS

DEPARTMENT	Computer Science			
TITLE OF THE PROJECT	Implementation of Wireless Large Scale Organization.			
STUDENT NAMES/ USN/ PHONE/ MAIL ID	Kishan N S	1ds21cs407	7204848259	kishan8ns200@gmail.com
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PROJECT TIMELINE (Tentative Start date- End Date)	sep 2022 to Jan 2023			
PROJECT GUIDE	Dr. Nagaraj J			
PROJECT - DOMAIN	Computer Network			
INTRODUCTION	Wireless networking is a method by which homes, telecommunications networks and business installations avoid the costly process of introducing cables into a building, or as a connection between various equipment locations.			
APPLICATION/S	<ul style="list-style-type: none"> • Satellite Communication. Satellite communication is a crucial form of wireless communication. ... • Infrared Communication. • Broadcast Radio. • Microwave Communication. • Wi-Fi. • Mobile Communication Systems. • Bluetooth Technology. 			
CHALLENGES IN THE CURRENT WORK	<ul style="list-style-type: none"> • Attenuation or Signal Loss. The farther they travel, the more wireless signals begin to lose their strength. • Movement/Time Variance. • Reach. • Network Densification. • Multipath Fading/Interference. 			
PROJECT PROBLEM STATEMENT	The implementation of the wireless channel especially in an environment in large scale organization where there are many objects that can reflect the signal			

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OBJECTIVES OF THE PROJECT	<ul style="list-style-type: none"> ● Increased efficiency. Improved data communications lead to faster transfer of information within businesses and between partners and customers. ● Access and availability. ● Flexibility. ● Cost savings. ● New opportunities. ● Security. ● Installation problems. ● Coverage.
PLATFORM THAT WILL BE USED FOR IMPLEMENTATION (Name the hardware and Software tools and Development Environment that you will be using for implementation)	HW: personal computer SW: cisco packet tracer
Demonstration Details	in CISCO packet tracer and Power point presentation
ARE THERE ANY STANDARD DATASETS AVAILABLE	No
PROJECT RISKS (IF ANY)	<ul style="list-style-type: none"> ● Configuration Problems (Misconfigurations or Incomplete Configurations) ● Denial of Service. ● Passive Capturing. ● Rogue (or Unauthorized/Ad-Hoc) Access Points. ● Evil Twin Attacks. ● Hacking of Lost or Stolen Wireless Devices. ● Freeloading.
REFERENCES	<p>[1] Social Network Aware Device-to-Device Communication in Wireless Networks Yanru Zhang;Erte Pan;Lingyang Song;Walid Saad;Zaher Dawy;Zhu Han https://ieeexplore.ieee.org/document/6847726</p> <p>[2] Implementation of campus-wide wireless network services using ATM, virtual LANs, and wireless basestations J.W. Lockwood WCNC. 1999 IEEE Wireless Communications and Networking Conference (Cat https://ieeexplore.ieee.org/document/7566211</p>