UNIT 1 – TCP/IP

1. TCP/IP basics.
2. Need for IP address.
3. Logical addressing.
4. Concept of IP address.
5. Basics and features of TCP.
6. Relationship between TCP and IP.
7. Ports and sockets.
8. Active open and passive open.
9. TCP connections.
10. TCP reliability.
11. TCP packet format.
12. Persistent TCP connections.
13. UDP.
14. Differences between TCP and UDP.

UNIT 2 – DNS, EMAIL & INTERNET SERVICES

1. Domain Name System (DNS).
2. E-mail system.
3. FTP.
4. TFTP.
5. History of World Wide Web.
6. Basics of WWW and browsing.
7. Local information on the internet.
8. HTML basics.
9. Web browser architecture.
10. Web pages and multimedia.
11. Remote login – TELNET.

UNIT 3 – INTRODUCTION TO WEB TECHNOLOGY

1. Web pages and tiers.
2. Concept of tier.
3. Comparison of Microsoft and Java technologies.
4. Static web pages.
5. Plug-ins.

6. Frames.

7. Forms.

8. Need for dynamic web pages.

9. Dynamic web page technologies.

10. DHTML.

11. CGI.

12. ASP.

13. ASP technology and example.

14. Modern trends in ASP.

15. Java and JVM.

16. Java Servlets.

17. Java Server Pages (JSP).

UNIT 4 – ACTIVE WEB PAGES & MIDDLEWARE

1. Active web pages.

2. Advantages of active web pages.

3. Java applets.

4. Lifecycle of Java applets.

5. ActiveX controls.

6. Java Beans.

7. CORBA.

8. Java RMI.

9. DCOM.

10. EDI overview.

11. Origins of EDI.

12. EDI architecture.

13. Data exchange standards.

14. Financial EDI.

15. EDI and Internet.

UNIT 5 – XML & WAP

1. SGML.

2. Basics of XML.

3. XML parsers.

4. Need for XML standards.

5. Limitations of mobile devices.
6. Emergence of WAP.
7. WAP architecture.
8. WAP stack.
9. Concerns about WAP.
10. Alternatives to WAP.