

OBJECTIVES:

The student should be made to:

- Learn socket programming.
- Be familiar with simulation tools.
- Have hands on experience on various networking protocols.

LIST OF EXPERIMENTS:

1. Implementation of Stop and Wait Protocol and Sliding Window Protocol.
2. Study of Socket Programming and Client – Server model
3. Write a code simulating ARP /RARP protocols.
4. Write a code simulating PING and TRACEROUTE commands
5. Create a socket for HTTP for web page upload and download.
6. Write a program to implement RPC (Remote Procedure Call)
7. Implementation of Subnetting .
8. Applications using TCP Sockets like
 - i. Echo client and echo server
 - ii. Chat
 - iii. File Transfer
9. Applications using TCP and UDP Sockets like
 - d. DNS
 - e. SNMP
 - f. File Transfer
10. Study of Network simulator (NS).and Simulation of Congestion Control Algorithms using NS
11. Perform a case study about the different routing algorithms to select the network path with its optimum and economical during data transfer.
 - i. Link State routing
 - ii. Flooding
 - iii. Distance vector

TOTAL: 45 PERIODS

REFERENCE:

spoken-tutorial.org.

OUTCOMES:

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

- Use simulation tools
- Implement the various protocols.
- Analyse the performance of the protocols in different layers.
- Analyze various routing algorithms