# 19CS22P2 - COMPUTER NETWORKS LABORATORY

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| **Course Category:** | Program Core | **Credits:** | 1.5 |
| **Course Type:** | Practical | **Lecture - Tutorial - Practical:** | 0-0-3 |
| **Prerequisite:** | Knowledge in computer fundamentals and basic network essentials. | **Sessional Evaluation:**  **Univ. Exam Evaluation:**  **Total Marks:** | 40  60  100 |
| **Objectives** | * To learn and practice the essentials of computer network layers, protocols and supporting applications. | | |

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| **Course Outcomes** | Upon successful completion of the course, the students will be able to: | |
| CO1 | Understand the basics of computer network layers and simulate some of the protocols & application. |
| **Course Content** | 1. Create sample Wired Network. 2. Create Routing Algorithms. 3. Create TCP connection between two Systems. 4. Create UDP connection between two Systems. 5. Create Webpages. 6. Write a java Program for framing techniques. 7. Write a java Program for error detection mechanism. 8. Write a java Program for error correction mechanism. | |
| **Text Books and References:** | Text Books:   1. Computer Networks - Andrew S Tanenbaum, 4th Edition, Pearson Education. | |
| Reference Books:   1. Introduction to Network Simulator NS2 by Teerawat Issariyakul, Ekram Hossain, 2nd Edition, Springer 2. Java™ : The Complete Reference by Herbert Schildt, Seventh Edition 3. HTML, XHTML and CSS Bible by Steven M. Schafer, 5th Edition, Wiley Publications. | |