BCSE308P	Computer Networks Lab	L	T	P	C
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Pre-requisite	**NIL**	**Syllabus version**			
		1.0			

Course Objectives

1. To build an understanding among students about the fundamental concepts of computer networking, protocols, architectures, and applications.
2. To help students to acquire knowledge in design, implement and analyze performance of OSI and TCP-IP based Architectures.
3. To identify the suitable application layer protocols for specific applications and its respective security mechanisms

Course Outcome

On completion of this course, student should be able to:

1. Interpret the different building blocks of Communication network and its architecture.
2. Contrast different types of switching networks and analyze the performance of network
3. Identify and analyze error and flow control mechanisms in data link layer.
4. Design sub-netting and analyze the performance of network layer with various routing protocols.
5. Compare various congestion control mechanisms and identify appropriate transport layer protocol for real time applications with appropriate security mechanism.

Indicative Experiments	
1.	Study of Basic Network Commands, Demo session of all networking hardware and Functionalities
2.	Error detection and correction mechanisms
3.	Flow control mechanisms
4.	IP addressing Classless addressing
5.	Observing Packets across the network and Performance Analysis of Routing protocols
6.	Socket programming(TCP and UDP) - Some challenging experiments can be given on Socket programming
7.	Simulation of unicast routing protocols
8.	Simulation of Transport layer Protocols and analysis of congestion control techniques in network
9.	Develop a DNS client server to resolve the given host name or IP address
	Total Laboratory Hours 30 hours

Text book

1	W.Richard Stevens, Uix Network Programming, 2ndEdition, Pearson Education, 2015.

Mode of assessment: Continuous assessment, FAT

Recommended by Board of Studies	04-03-2022		
Approved by Academic Council	No. 65	Date	17-03-2022