**CS 3211 Syllabus: *Computer Networking***

**Class meeting:** MW, 11:30 – 12:45pm in TBA

**Office hours:** Mon, Wed, 2:30 - 3:30 in McNulty 118 D and by appointment.

**Email:**  wachsmut@shu.edu (Bert G. Wachsmuth)

**Web Page:** http://pirate.shu.edu/~wachsmut (click on CSAS 3211)

**Text Books:** *Computer Networking: A Top-Down Approach*, 5th Ed(Kurose & Ross)

**Grading Procedure**

Counting towards your final grade will be quizzes (frequent), two exams, and graded computer or writing assignments. Homework will be assigned but not collected unless announced - but it is *strongly* recommended that you do complete these assignments. Your final grade will be calculated as follows:

 *all quizzes*: 100 points total

 *two exams:* 200 points total

 *computer/writing:* 100 points total

**Attendance and Honor Code**

You are expected and strongly encouraged to attend every class and lab session. *No make-ups* of quizzes and exams are given except in special circumstances. Your worst quiz score will be automatically dropped. You must complete all computer and writing assignments in the allocated time period; points will be deducted should you turn in a late assignment.

You are expected to complete all quizzes, exams, and the computer/writing assignments *solely on your own* unless it is specifically indicated that you can work together.

**Computer Assignments**

There will be several computer and/or writing assignments that you have to complete on your own and possibly some to be completed in teams. Assignments will be posted to our web page http://pirate.shu.edu/~wachsmut and must be returned to me via electronic mail. I will accept each assignment *only once* - you cannot resubmit it via email or otherwise. All computer assignments must be compiling without error and must be suitably documented.

**Tools of the Trade**

*Computer Accounts*: Usual Seton Hall account and Unix account (assigned later)

*Your Laptop:* Your laptop must be fully charged and brought to every class

*Programming Languages*: Java, C++, Perl, or Scheme (needs “sockets”)

*Software:* Software to download will be provided on our web page

*World-Wide-Web*: You are encouraged to setup your own web page

**Topics Covered**

We will cover the following chapters from the book:

* Intro (Internet, Network core, layered model, protocols)
* Application Layer (http, ftp, email, dns, p2p, socket programming)
* Transport Layer (multiplexing, UDP, TCP, congestion control)
* Network Layer (IP, routers, routing algorithms)
* Link Layer (Error detection, Ethernet, switches)
* Other topics: Security, Wireless and Mobile Networks, and Multimedia