

National University of Engineering (UNI)

School of Computer Science Sillabus 2023-I

1. COURSE

CS231. Networking and Communication (Mandatory)

2. GENERAL INFORMATION 2.1 Course 2.2 Semester 2.3 Credits 2.4 Horas	::	CS231. Networking and Communication 7 ^{mo} Semestre. 3 1 HT; 4 HP;
2.5 Duration of the period2.6 Type of course2.7 Learning modality2.8 Prerrequisites	::	16 weeks Mandatory Blended CS2S1. Operating systems . $(4^{th}~{\rm Sem})$ CS2S1. Operating systems . $(4^{th}~{\rm Sem})$

3. PROFESSORS

Meetings after coordination with the professor

4. INTRODUCTION TO THE COURSE

The ever-growing development of communication and information technologies means that there is a marked tendency to establish more computer networks that allow better information management.

In this second course, participants will be introduced to the problems of communication between computers, through the study and implementation of communication protocols such as TCP / IP and the implementation of software on these protocols

5. GOALS

- That the student implements and / or modifies a data communication protocols.
- That the student master the data transmission techniques used by the existing network protocols.
- That the student knows the latest trends in networks that are being applied on the Internet.

6. COMPETENCES

- 1) Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions. (Usage)
- 2) Design, implement and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline. (Usage)
- 4) Recognize professional responsabilities and make informed judgments in computing practice based on legal and ethical principles. (Familiarity)
- 6) Apply computer science theory and software development fundamentals to produce computing-based solutions. (Usage)
- 7) Develop computational technology for the well-being of all, contributing with human formation, scientific, technological and professional skills to solve social problems of our community. (Assessment)

7. TOPICS

Unit 1: Introduction (5) Competences Expected:	
Topics	Learning Outcomes
 Organization of the Internet (Internet Service Providers, Content Providers, etc.) Switching techniques (e.g., circuit, packet) Physical pieces of a network, including hosts, routers, switches, ISPs, wireless, LAN, access point, and firewalls Layering principles (encapsulation, multiplexing) Roles of the different layers (application, transport, network, datalink, physical) 	 Articulate the organization of the Internet [Familiar- ity] List and define the appropriate network terminology [Familiarity] Describe the layered structure of a typical networked architecture [Familiarity] Identify the different types of complexity in a net- work (edges, core, etc) [Familiarity]
Readings : [KR13]	

Unit 2: Networked Applications (5)	
Competences Expected:	
Topics	Learning Outcomes
 Naming and address schemes (DNS, IP addresses, Uniform Resource Identifiers, etc.) Distributed applications (client/server, peer-to-peer, cloud, etc.) 	 List the differences and the relations between names and addresses in a network [Familiarity] Define the principles behind naming schemes and re- source location [Familiarity]
HTTP as an application layer protocolMultiplexing with TCP and UDPSocket APIs	• Implement a simple client-server socket-based appli- cation [Usage]
Readings : [KR13]	L

Competences Expected:				
Topics	Learning Outcomes			
 Error control (retransmission techniques, timers) Flow control (acknowledgements, sliding window) Performance issues (pipelining) TCP 	 Describe the operation of reliable delivery protocols [Familiarity] List the factors that affect the performance of reliable delivery protocols [Familiarity] Design and implement a simple reliable protocol [Us age] 			

 Describe the organization of the network layer [Fa- miliarity]
 Describe how packets are forwarded in an IP network [Familiarity] List the scalability benefits of hierarchical addressing [Familiarity]

Unit 5: Local Area Networks (10) Competences Expected:					
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how frames are forwarded in an Ethernet Familiarity] he interrelations between IP and Ethernet y] he steps used in one common approach to ble access problem [Familiarity]					
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Competences Expected:				
Topics	Learning Outcomes			
 Need for resource allocation Fixed allocation (TDM, FDM, WDM) versus dynamic allocation End-to-end versus network assisted approaches Fairness Principles of congestion control Approaches to Congestion (e.g., Content Distribution Networks) 	 Describe how resources can be allocated in a network [Familiarity] Describe the congestion problem in a large network [Familiarity] Compare and contrast fixed and dynamic allocation techniques [Familiarity] Compare and contrast current approaches to congestion [Familiarity] 			

Competences Expected:				
Topics	Learning Outcomes			
Principles of cellular networks802.11 networksIssues in supporting mobile nodes (home agents)	 Describe the organization of a wireless network [Familiarity] Describe how wireless networks support mobile user [Familiarity] 			

 • Social networks overview • Example social network platforms 	Learning Outcomes Oiscuss the key principles (such as membership trust) of social networking [Familiarity]
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Example social network platformsStructure of social network graphsSocial network analysis	 Describe how existing social networks operate [Familiarity] Construct a social network graph from network dat [Usage] Analyze a social network to determine who the kepeople are [Usage] Evaluate a given interpretation of a social networ question with associated data [Familiarity]

8. WORKPLAN

8.1 Methodology

Individual and team participation is encouraged to present their ideas, motivating them with additional points in the different stages of the course evaluation.

8.2 Theory Sessions

The theory sessions are held in master classes with activities including active learning and roleplay to allow students to internalize the concepts.

8.3 Practical Sessions

The practical sessions are held in class where a series of exercises and/or practical concepts are developed through problem solving, problem solving, specific exercises and/or in application contexts.

9. EVALUATION SYSTEM

******** EVALUATION MISSING *******

10. BASIC BIBLIOGRAPHY

- [Cha16] Paresh Chayapathi Rajendra; Syed F. Hassan; Shah. Network Functions Virtualization (NFV) with a Touch of SDN. Addison-Wesley Professional; 1 edition, 2016. ISBN: 978-0134463056.
- [Kad11] Charles Kadushin. Understanding Social Networks: Theories, Concepts, And Findings. Oxford University Press, Usa; 1 edition, 2011. ISBN: 978-0195379471.
- [KR13] J.F. Kurose and K.W. Ross. Computer Networking: A Top-down Approach. 7th. Always learning. Pearson, 2013. ISBN: 978-0133594140.