CS513/ECE506 Computer Networks   Spring 2012

Course Information and Procedures {Draft Version IV}   January 12, 2012

Instructor: Professor Bob Kinicki, rek@cs.wpi.edu, FL135, phone: 831-6116
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Web page: http://web.cs.wpi.edu/~rek/Grad_Nets/Spring2012/Spring2012.html

Office Hours: Posted on course web page and on rek C12 schedule
Texts:
[required] *Computer Networks, Fifth Edition,* Larry Peterson and Bruce Davie
[recommended] *TCP/IP Sockets in C, Practical Guide for Programmers, Second Edition*, Michael Donahoo and Ken Calvert

This course introduces students to the basic principles of computer networks. Although current technologies are discussed, the emphasis is on understanding the important issues in modern computer networks that affect design and implementation. The programming assignments require a good background in programming in C or C++ and involve LINUX system calls.

Class Email: Students should check their email **daily**. You will be added to the class email list, **cs513-all@cs.wpi.edu**, automatically based on official registration information. You can send email to the entire class using this group alias. However, judicious and courteous use of this class alias is expected.

Students are responsible for any information given out in class, published on the course web page and any adjustments made and sent to the course email alias.

Programming Assignments

http://www.cs.wpi.edu/Help/documentation-standard.html specifies the CS Department Documentation standards. Documentation rules will be discussed in class. Points will be deducted for inadequate documentation. Every function or subroutine **must** include the single, primary author of the function. This is critical to grading team projects.

Turn in your programs using the turnin program on the CCC machines (see http://www.cs.wpi.edu/Resources/turnin.html). All programs must compile and execute on one of the WPI Linux platforms using the *make* file provided by the student. You are encouraged to develop your programs on WPI Linux machines because historically students have had difficulties porting their programs from other operating systems. For some assignments, the program will be graded using our 'official' data file. For the course project, the student team will be expected to provide the test date files. In both cases, the test files need to be available on CCC machines.

Program submissions that do not compile successfully will not be graded and receive a grade of 0. Programs with NO comments will not be graded and will also receive a grade of 0. Each programming assignment can be submitted **only once** to *turnin* per assignment.

Simulation Assignments

Turn in your simulation assignments using the turnin program on the CCC machines. The simulation assignments should include ALL the required graphs, explanations and exercise questions answered.

Written Report Assignments

Written assignments (i.e., the course project design report and the WLAN performance evaluation) will be graded using writing standards used to evaluate professional technical submissions. Students (both undergraduate and graduate) need to fully understand the rules for referencing sources. Please read carefully the course academic honesty policy with respect to plagiarism for written submissions. Lack of knowledge of these rules (particularly for foreign students) is not an acceptable excuse for academic dishonesty.

Penalties for Late Assignments

Programs and Report Assignments that are late time **t** where:

0 minutes < **t** ≤ 1 day   lose **10% off the top** of the maximum point count before the rest
                                    of the grading begins

1 day < **t** ≤ 3 days   lose **30% off the top** of the maximum point count before the rest
                                    of the grading begins

3 days < **t** ≤ 5 days   **the maximum grade attainable is only 50%** of the original
                                    possible points.

Weekend days (Saturday and Sunday) are **excluded** from the count of late days.
NOTE: Programs are due at the **exact time specified.** Hence, the late time, **t,** given above is measured from **time specified with the due date** and **t** is the time recorded by *turnin* and not the time you submitted the assignment to *turnin***.**

Course Grade Point System

As a graduate course the default grading system includes D and F grades. "Passing" at the graduate level implies a grade of C or higher. For undergraduates, a D or F grade converts to an NR. A student must get a minimum passing point total in program points, exam points and total points to receive a passing grade.

Program 0 and 1 are **individual assignments** and every student must turn in their own assignment. The remainder of the course assignments (programs, reports and simulations) are **team asssignments (one submission per team).**

		turnin name
Program 0	4 Pts	(prog0)
Program 1	36 Pts	(prog1)
Project Proposal	2 Pts	
Design Report	40 Pts	
Course Project	80 Pts	(progC)
WLAN Performance	44 Pts	
Programming Total	226 Pts	

Mid Term Exam	80 Pts
Final Exam	130 Pts
Exam Total	210 Pts

Simulation 1: CSMA	8 Pts	(sim1)
Simulation 2: WLAN	8 Pts	(sim2)
Simulation 3: RIP	9 Pts	(sim3)
Simulation 4: OSPF	9 Pts	(sim4)
Simulation Total	34 Pts	

Subjective Points	30 Pts*

Total Course Points	500 Pts

*Subjective points come from the opinions of the instructor and the TA with respect to class participation/attendance, any homework assignments, and effort seen through interaction with the TA and instructor on programming assignments. Please be sure to introduce yourself during office hours if you want to receive subjective points. Note well – subjective points are **not guaranteed at all!**