Course Information and Procedures {August 19, 2015}

Professor Bob Kinicki, <u>rek@cs.wpi.edu</u>, FL135, phone: 831-6116 Course Web page: http://web.cs.wpi.edu/~rek/Nets1/A15/A15.html Teaching Assistants: Oleksandr Narykov <u>onarykov@wpi.edu</u> and Dongqing Xiao <u>dxiao@wpi.edu</u>

Office Hours: See the course web page Texts: [required] Computer Networking A Top-Down Approach, Sixth Edition, Kurose and Ross [recommended] TCP/IP Sockets in C, Practical Guide for Programmers, Second Edition, Michael Donahoo and Ken Calvert [reference] UNIX Network Programming, *Third Edition*, W. Richard Stevens

Students are responsible for **any** information posted on the course web page and **any** information given out in class!

Class Email

Students must check their email **daily**. The class email list, <u>cs3516-all@cs.wpi.edu</u>, is automatically created based on official registration information. The TAs and I will use this mailing list to send information to the class. You can send email to the entire class using this group alias. However, judicious and courteous use of this class alias is expected. Questions about the course should be sent to <u>cs3516-ta@cs.wpi.edu</u> The TAs will monitor this list and answer detailed questions. I will handle all policy issues. This course will NOT have a myWPI web site.

Programming and Wireshark Assignments

<u>http://www.cs.wpi.edu/Help/documentation-standard.html</u> specifies the CS Department Documentation standards. Documentation rules will be discussed in class prior to the first program due date. The last programming assignment (**prog3**) and the last Wireshark assignment (**shark3**) are the ONLY team assignments. All of the other programming and Wireshark assignments are **individual** assignments.

Turn in your programs using the turnin program on the CCC machines (see <u>http://web.cs.wpi.edu/Help/turnin.html</u>). Note, this is different from the Web turnin developed by Professor Fisler. Turn in a tarred/zipped file that includes source code, a **README** file and a **make** file for each assignment. **README** provides information to assist the TA in grading your programs. All programs **must** compile and execute on one of the WPI Linux platforms. The program names for turnin are **prog0, prog1, prog2 and prog3**. The Wireshark assignment names are **shark1, shark2 and shark3**.

If your program partially works, (namely, your program compiles successfully put only part of the required functionality works correctly), to receive partial credit your README must honestly explain the state of your assignment when it was turned in. Note: programs that do not compile will not be graded and will receive a grade of 0. Programs without comments will not be graded and will receive a grade of 0. Each student or team can submit only one turnin per assignment.

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If you submit an assignment and subsequently realize that it is a mistaken submission, contact Professor Kinicki immediately to possibly receive an exception to the one submission rule.

Late Program Penalties

Programs that are late time **t** where:

0 minutes $< \mathbf{t} \le 1$ day	lose 10% off the top of the maximum point count before the rest of the grading begins		
$1 \text{ day } < \mathbf{t} \le 3 \text{ days}$	lose 30% off the top of the maximum point count before the rest of the grading begins		

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

Weekend days (Saturday and Sunday) and the Thanksgiving Holiday 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 the **time specified with the due date**.

Any programs submitted after noon on Wednesday October 14, 2015 will NOT be graded.

Wireshark assignments turned in later than **one day late will NOT be graded.**

Course Grading Points

To pass this course you must have a passing grade on the programming assignments AND on the exams.

Wireshark 1	3 Pts			
Wireshark 2	10 Pts			
Wireshark 3	7 Pts			
Program 0	8 Pts	First Exam	80 Pts	
Program 1	42 Pts			
Program 2	30 Pts			
Program 3	60 Pts	Final Exam	100 Pts	
Programming Tota	al 160 Pts	Exam Total	180 Pts	

*Subjective Points 25 Pts

Total Course Points 365 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 – **no** subjective points are **guaranteed at all!**