

Course Information

Professor Bob Kinicki, rek@cs.wpi.edu, FL135, phone: 831-6116

Course Web page: http://web.cs.wpi.edu/~rek/Undergrad_Nets/B05/B05.html

Teaching Assistant: Mingzhe Li lmz@cs.wpi.edu

Student Assistant:

Office Hours: TBA on web page

Texts: [required] *Computer Networks, Fourth Edition*, Andrew Tanenbaum

[recommended] *TCP/IP Sockets in C, Practical Guide for Programmers*, Michael Donahoo and Ken Calvert

[reference] *UNIX Network Programming, Third Edition*, W. Richard Stevens

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 will involve UNIX system calls.

Students are responsible for **any** information given out in class!

Class Email: Students should check their email **daily**. You will be added to the class email list, cs4514-all@cs.wpi.edu, automatically based on official registration information. The TA 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 cs4514-ta@cs.wpi.edu. The TAs will monitor this list and answer detailed questions. I will handle all policy issues.

Programming Assignments

<http://www.cs.wpi.edu/Help/documentation-standard.html> specifies the CS Department Documentation standards. Documentation rules will be discussed in class prior to the first due date. Every function or subroutine **must** include the author of the function. This is critical to grading team projects.

You must use `turnin` to turn in all the programming assignments for this course (see <http://www.cs.wpi.edu/Help/turnin.html>). Please include a README file with each assignment to provide information to assist the TA in grading your programs. All programs must compile and execute on one of the WPI Linux platforms. You are encouraged to develop your programs on WPI Linux machines because historically students have had difficulties porting their programs from other operating systems and because there will be test files available on CCC machines. Turned-in programs that do **not** successfully 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.

Late Assignment Credit

Programs 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** **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**.

Except for Program 4, no other assignments will be accepted for grading after 5 p.m., Wednesday, December 13, 2005.

Course Grading Points

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

Assignment 1	30	Pts	First Exam	80	Pts
Assignment 2	50	Pts			
Design Report	40	Pts			
Assignment 3	45	Pts			
Assignment 4	60	Pts	Final Exam	100	Pts
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Programming Total	225	Pts	Exam Total	180	pts

*Subjective Points 25 Pts

Total Points 430 Pts

* **Subjective points** come from the opinions of the instructor and the TA with respect to class participation, any homework assignments, and effort seen through interaction with the TA 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!**