

SYLLABUS

1. Information regarding the programme

1.1 Higher education institution	Babeş Bolyai University
1.2 Faculty	Faculty of Mathematics and Computer Science
1.3 Department	Department of Computer Science
1.4 Field of study	Computer Science
1.5 Study cycle	Bachelor
1.6 Study programme / Qualification	Computer Science

2. Information regarding the discipline

2.1 Name of the discipline	Computer Networks						
2.2 Course coordinator	PhD. Assoc. Prof. Adrian Sergiu DARABANT						
2.3 Seminar coordinator	PhD. Assoc. Prof. Adrian Sergiu DARABANT						
2.4. Year of study	2	2.5 Semester	3	2.6. Type of evaluation	E	2.7 Type of discipline	Compulsory
2.8 Code of discipline	MLE5002						

3. Total estimated time (hours/semester of didactic activities)

3.1 Hours per week	4	3.2 Of which: course	2	3.3 seminar/laboratory	2
3.4 Total hours in the curriculum	56	3.5 Of which: course	28	3.6 seminar/laboratory	28
Time allotment:	hours				
Learning using manual, course support, bibliography, course notes	20				
Additional documentation (in libraries, on electronic platforms, field documentation)	20				
Preparation for seminars/labs, homework, papers, portfolios and essays	30				
Tutorship	11				
Evaluations	13				
Other activities:	-				
3.7 Total individual study hours	94				
3.8 Total hours per semester	150				
3.9 Number of ECTS credits	6				

4. Prerequisites (if necessary)

4.1. curriculum	<ul style="list-style-type: none"> Operating Systems, Computer System Architecture
4.2. competencies	<ul style="list-style-type: none"> Basic knowledge on networking, basis of network security, data encryption algorithms.

5. Conditions (if necessary)

5.1. for the course	<ul style="list-style-type: none"> Classroom with network and Internet access and to laboratory equipment.
5.2. for the seminar /lab activities	<ul style="list-style-type: none"> Laboratory with Internet connected computers; Linux and Windows;

6. Specific competencies acquired

Professional competencies	<ul style="list-style-type: none"> • C6.1 Identification of basic concepts and models in computer networks and computer systems • C6.2 Identification and explanation of basic architectures for systems and computer networks management. • C6.5 Implementation and programming of computer networking projects. • C6.6 Defining and implementing network device security policies.
Transversal competencies	<ul style="list-style-type: none"> • CT1 Applying organized and efficient work rules, responsible attitude towards scientific/teaching domains in order to obtain a creative exploitation of own potential, while respecting the principles and rules of professional ethics • CT3 Use of effective methods and techniques for learning, information, research and capacity to exploit knowledge, to adapt to a dynamic society and communication in Romanian language and in a foreign language • CT4 Collaboration and data information sharing using digital technologies. • CT5 Definition and application of behavioral norms in computer networks – Netiquette. • CT6 Solving networking practical problems and situations.

7. Objectives of the discipline (outcome of the acquired competencies)

7.1 General objective of the discipline	<ul style="list-style-type: none"> • Be able to understand the fundamental principles and inner workings of a computer network and of Internet
7.2 Specific objective of the discipline	<ul style="list-style-type: none"> • Learning the underlying concepts and principles of modern computer networks with emphasis on protocols, architectures, and implementation issues; • Learning to program networking applications using TCP/IP • Learning and understand the layered Internet protocols architecture • Have all the basis knowledge about TCP/IP – theoretical aspects and programming communicating applications

8. Content

8.1 Course	Teaching methods	Remarks
1. Computer Networks Introduction. Definition. Examples. Network Topologies.	Exposure, conversation, explanation, didactical demonstration	
2. The socket programming API. Network programming using TCP and UDP.	Exposure, conversation, explanation, didactical demonstration	
3. Protocols: definition. Protocol layers. The OSI reference model. The TCP/IP layered model.	Exposure, conversation, explanation, didactical demonstration	
4. The functions and services of the IP layer. Structure of an IP datagram. IP addressing (classfull). Datagram check summing. The ARP protocol.	Exposure, conversation, explanation, didactical demonstration	
5. The concept of Subnetworks and Supernetworks. CIDR. Network masks.	Exposure, conversation, explanation, didactical demonstration	
6. The UDP protocol and services. The structure of an UDP datagram UDP ports and processes.	Exposure, conversation, explanation, didactical demonstration	

7. The TCP protocol. Structure of a TCP segment. Principles of TCP data transmission.	Exposure, conversation, explanation, didactical demonstration	
8. The TCP Sliding Window mechanism. Flow Control. Congestion avoidance.	Exposure, conversation, explanation, didactical demonstration	
9. Broadcast and multicast communication. The ICMP protocol. Error and network state signaling.	Exposure, conversation, explanation, didactical demonstration	
10. The application layer. HTTP, SMTP, FTP	Exposure, conversation, explanation, didactical demonstration	
11. The Internet Domain Name System. The DNS protocol.	Exposure, conversation, explanation, didactical demonstration	
12. Network routing. Distance based and link state based routing algorithms. Routing protocols: RIP, BGP, OSPF.	Exposure, conversation, explanation, didactical demonstration	
13. The physical layer. Transmission media. Characteristics, fiber networks, wireless networks. Error detection and correction.	Exposure, conversation, explanation, didactical demonstration	
14. Network Security; Netiquette and computer network behavior norms.	Exposure, conversation, explanation, didactical demonstration	

Bibliography

1. J. Kurose, K. Ross, Computer Networking: A Top Down Approach, Addison-Wesley, rev2,3,4 2002-2007.
2. Douglas E. Comer, Internetworking with TCP/IP
 - a. Vol 1- Principles, Protocols, and Architecture
 - b. Vol 3- Client-Server Programming and Applications
3. G.R.Wright, R. Stevens, TCP/IP Illustrated – vol 1,2, Addison Wesley.
4. Matt Naugle, Illustrated TCP/IP – A Graphic Guide to protocol suite, John Willey & Sons, 1999.
5. W. Richard Stevens, Bill Fenner, Andrew M. Rudoff, UNIX® Network Programming Volume 1, Third Edition: The Sockets Networking API
6. Peterson, Larry - Davie, Bruce: Computer Networks: A Systems Approach. Morgan Kaufman, (3rd ed.), 2003.
7. Stallings, William: Data and Computer Communications. Prentice Hall, (6th ed.), 2000.
8. Tanenbaum, Andrew S.: Computer Networks. Prentice Hall, (4th ed.), 2003.
9. Dr. Nasrine Abushakra: Netiquette: Modern Manners For A Modern World: The Ultimate Guide To Online Etiquette, ISBN 1523817569, 2016

8.2 Seminar / laboratory	Teaching methods	Remarks
1. Laboratory Configuration. Necessary tools, Virtual machines and build systems;	Explanation, dialogue, case studies, examples, proofs	
2. A simple client-server TCP application;	Explanation, dialogue, case studies, examples, proofs	
3. Concurrent TCP client-server applications;	Explanation, dialogue, case studies, examples, proofs	
4. Concurrent Multiplexed TCP- Servers. The select call. Network debugging – wireshark	Explanation, dialogue, case studies, examples, proofs	
5. Simple UDP client-server; Security Handling;	Explanation, dialogue, case studies, examples, proofs	
6. Complex/Concurrent UDP applications. Ping. Traceroute. Ipconfig/ifconfig.	Explanation, dialogue, case studies, examples, proofs	
7. TCP/IP programming -Mid term evaluation;	Practical tests	
8. Packet Tracer - simple network simulation	Explanation, dialogue, case studies, examples, proofs	
9. Packet Tracer - Physical/logical network design	Explanation, dialogue, case studies, examples, proofs	

