



Computer Networks II

Section 001:

- Michael Katchabaw, Assistant Professor,
Department of Computer Science, UWO

Contacts:

- MC 28H, Wednesdays 10:30-11:30am
Fridays 10:30-11:30am
- katchab@csd.uwo.ca
- x.84059
- TA hours to be arranged

How to Keep Informed

<http://www.csd.uwo.ca/courses/CS457a> or
<http://www.csd.uwo.ca/courses/CS546a>

- Assignments
- Lecture notes
- Class information
- Supplemental information

Your E-mail Account

- Important notices
- Assignment receipts
- Forward your e-mail if you don't check it regularly!

Text and References

- ❑ Required text:
 - J. Kurose and K. Ross. *Computer Networking: A Top-Down Approach Featuring the Internet*. Addison-Wesley: 4th Edition.
- ❑ This book is available from the UWO book store, and soon from the Taylor library on 2 hour reserve as well.
- ❑ Recommended texts to help with programming aspects of assignments:
 - S. Li and J. Knudsen. *Beginning J2ME: From Novice to Professional*. Apress: 3rd Edition.
 - M. Wells. *J2ME Game Programming*. Thomson Course Technology: 1st Edition.
- ❑ These books will soon be available as well.
- ❑ Additional references and material can also be found on the course website.

Student Evaluation

- Assignments: 40%
 - 10%, 10%, 10%, and 10% (tentatively)
- Midterm: 20%
- Final: 40%

- To be passing or higher:
 - Final \geq 40%
 - Assignments \geq 40%
- To get a C or higher
 - Final \geq 50%
 - Assignments \geq 50%

Assignments

- Assignments involve:
 - J2ME and Java programming, if all goes well
 - Some concept questions (non-programming)

- Assignments must be able to run on Departmental computing equipment!
 - You may develop your assignments on your home computer.
 - But, remember that it might take time to get it working in a different environment!

Assignments

- All assignments will be made available on the course website.
 - The solutions to previous assignments will be there as well.
 - Please monitor these pages closely!

- Assignments are to be done individually! Even when pair or group work is allowed, each pair or group must work on its own!
 - Never let others look at your assignments.
 - Do not ask to look at others' assignments.

Assignment Submission

- ❑ Assignments are required to be submitted on paper and electronically.
 - You will be provided with additional information when the time comes.
- ❑ Assignments due:
 - On midnight of the due date.
- ❑ Late assignments:
 - Accepted up to five days after the deadlines.
 - Weekends count as a single day.
 - Late penalty of 5% of the available marks per day.

Late Coupons

- Each student has four late coupons
 - virtual coupons
 - indicate to use on your assignment submission form
 - each coupon can cover the penalty for one day late
 - can use as many (or as few) as you want on each assignment, up to your allotment of four coupons
 - cannot be used to extend the fifth day deadline

- Check the course outline on the course website for more information

Ethical Conduct

- You should read the definition and penalties of scholastic offenses at:

http://www.csd.uwo.ca/undergrad_scholastic_offences.htm
(for undergrads) or

http://www.uwo.ca/grad/section_ten.htm (for grads)

- Students are expected to adhere to the Rules of Ethical Conduct to use the computing facilities of the Department:

<http://www.csd.uwo.ca/UnderGrad/ethical.shtml>

Course Topics

- Mobile and wireless data communications
 - Satellite communications; cellular wireless networks; mobile IP; wireless LAN technologies (802.11, Bluetooth, and so on); the Wireless Application Protocol (WAP); the Wireless Markup Language; and so on.
- Multimedia networking
 - Multimedia networking applications; multimedia information representation; streaming stored audio and video; video and audio conferencing; voice over IP; real-time communication protocols; RSVP; differentiated services; and so on.

Course Topics (Continued)

□ Network security

- Principles of cryptography; principles of information security; authentication; access control; integrity; attacks and countermeasures; secure network protocols (SSL, IPsec, and so on); practical limitations and case studies; and so on.

□ Network management

- Layers of network management; infrastructure for network management; the key areas of network management (accounting, security, configuration, performance, and fault tolerance); the Internet management framework and protocols (SNMP, MIBs, and so on); practical limitations and case studies; and so on