

Annexure No.	31 P
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**BHARATHIAR UNIVERSITY : COIMBATORE**  
**POST GRADUATE DIPLOMA IN ADVANCED NETWORKING**  
*For School of Distance Education*

**(For the students admitted during the Academic Year 2007-2008)**

**Scheme of Examinations**

Year	Subject and Paper		University Examinations	
			Durations in Hrs	Max Marks
I	Paper I	Data and Computer Communication	3	100
	Paper II	Introduction to Computer Networks	3	100
	Paper III	Internetworking with TCP/IP	3	100
	Paper IV	Network Programming	3	100
	Practical	Computing Lab- Unix Network Programming Lab	3	100
	Total			500

## **Paper I : DATA AND COMPUTER COMMUNICATION**

**Subject Description :** This subject deals with data and Computer Communication

**Goal :** To enable the students to understand the concepts of data and computer communication

**Objective :** On completion of this course the students should have

- understood the concepts of communication
- fundamentals of data encoding

### **UNIT I**

**ANALOG COMMUNICATION :** Linear CW Modulation : Band Pass Systems and Signals - Double-Sideband Amplitude Modulation - Modulators and Transmitters - Suppressed-Sideband Amplitude Modulation - Frequency Conversion and Demodulation - Problems.

### **UNIT II**

**DIGITAL COMMUNICATION:** Pulse code modulation – Compounding – Differential PCM – Delta modulation – ASK, PSK, FSK schemes - Differential phase shift keying – Quadrates phase shift keying Noise in communication systems

### **UNIT III**

**DATA TRANSMISSION:** The Computer-Communications Revolution - A Communications Model - Data Communications - Data Communication Networking - Computer Communications Architecture - Standards Making Organizations.

### **UNIT IV**

**DATA ENCODING:** Concepts and Terminology - Analog and Digital Data Transmission - Transmission Impairments -Transmission Media. Data Encoding : Digital Data , Signals- Digital Data, Analog Signals - Analog Data, Digital Signals - Analog Data, Analog Signals. Digital Data Communication: Asynchronous and Synchronous Transmission - Error Detection Techniques - Interfacing.

### **UNIT V**

**DATA LINK CONTROL:** Line Configurations - Flow Control - Error Control - Data Link Control Protocols. Multiplexing: Frequency - Division Multiplexing - Synchronous Time-Division Multiplexing - Statistical Time-Division Multiplexing.

### **Reference Books :**

1. William Stallings, ' Data and Computer Communications' PEARSON EDUCATION ASIA, 2002.
2. Unless Blake' Computer networks', PHI, 2000

## Paper II : INTRODUCTION TO COMPUTER NETWORKS

**Subject Description :** This subject deals with the Fundamental of Computer Networks

**Goal :** To enable the students to understand the concepts of Networking Technology

**Objective :** On completion of this course the students should have

- understood the concepts of Networking
- learnt various layers of Computer Networks

### UNIT I

**Introduction:** Use of computer networks – Network Hardware – Network software – Reference models – Example of networks.

### UNIT II

**The Physical Layer:** The Theoretical basis for data communication – Guided transmission Media – Wireless transmission – Communication satellites – The Public switched Telephone network – Cable Television - Mobile telephone system.

### UNIT III

**Data link layer :**Data link layer design issues – Error detection and correction – Elementary data link protocols – Sliding window protocols – Protocol Verification- Example data link Protocols.

### UNIT IV

**Network layer :**Network layer design issues – Routing algorithms – Congestion, Control algorithms – Quality of service – Internetworking – Network layer in the internet

### UNIT V

**Transport layer:** The transport service – Elements of transport protocol – A simple transport protocol - The internet Transport Protocols : UDP – The Internet Transport Protocols : TCP-Performance issues.

### Reference Books :

1. Andrew S. Tanenbaum, “Computer Networks”, IV Edition, Pearson Education,
2. P. Green – Computer Network Architectures and Protocols, Plenum Press, 1982.
3. Harry Katzan – An Introduction to “Distributed Data Processing”, A Petrocelli Book, New York / Princeton.
4. Tittel – Theory and Problems of Computer Networking, Schaum’s outline series, TMH.
5. Godbole – Data Communication & Networking, TMH.
6. Leon Garcia – Communication Networks : Fundamental Concepts & Key Architecture, TMH.

### **Paper III : INTERNETWORKING WITH TCP/IP**

**Subject Description :** This subject deals with the Fundamental of Internetworking

**Goal :** To enable the students to understand the concepts of Internetworking Technology

**Objective :** On completion of this course the students should have

- understood the concepts of Internetworking
- learnt various aspects of TCP/IP

#### **UNIT I**

Underlying Network technologies – Two Approaches to network communication – wide area and local area networks – Ethernet technology – FDDI - Asynchronous Transfer mode – WAN Technologies: ARPANET – National Science Foundation Networking – ANSNET – vBNS – other technologies. – Internetworking concept and architectural model – application-Level interconnection - Network-Level interconnection – properties of the internet – internet architecture – Interconnection Through IP Routers - The user's view – all networks are equal – the unanswered questions.

#### **UNIT II**

Classful internet addresses – Mapping Internet Address to Physical Address (ARP) – Determining an Internet Address (RARP) – Classless and Subnet Address Extensions (CIDR) – Internet Multicasting.

#### **UNIT III**

Internet protocol: connectionless datagram delivery – Internet Protocol: Routing IP Datagrams - Internet Protocol: Error and Control Messages (ICMP)

#### **UNIT IV**

Protocol Layering – User datagram protocol (UDP) – Reliable Stream Transport Service (TCP).

#### **UNIT V**

Private Network Interconnection (NAT, VPN) – Client/Server Model of Interaction – The Domain Name System (DNS).

#### **Reference Book :**

Douglas E.Comer, “Internetworking with TCP/IP”, Pearson Education Asia, 2001.

## **Paper IV : NETWORK PROGRAMMING**

**Subject Description :** This subject deals with the Concepts of Network Programming

**Goal :** To enable the students to understand the fundamentals of Network Programming

**Objective :** On completion of this course the students should have

- understood the concepts of Network Programming

### **UNIT I**

Introduction – basic Definition – input and output – signals – process control – daemon processes – files & record – locking – pipes – FIFOs – streams and messages – semaphores – shared memory – socket & TLI.

### **UNIT II**

**Communication protocols :** TCP/IP – the internet protocols – XNS – Xerox Network Systems – SNA – Systems network architecture – NetBIOS – OSI protocols – UUCP – unix – to – unix copy – protocol comparison.

### **UNIT III**

Berkeley sockets : Unix domain protocols – socket addresses – elementary socket system calls – a simple example – advanced socket system calls – reserved ports – stream pipes – passing file descriptors – socket options – a synchronous I/O – I/O Multiplexing – Out of Band data – socket & signals – internet super server – socket implementation

### **UNIT IV**

Transport endpoint addresses – elementary TLI functions – advanced TLI functions – Stream TLI Implementation – Stream pipes – passing file descriptors – Asynchronous I/O – out of band data.

### **UNIT V**

Ping Routines : Internet ping client – XNS Echo client – trivial file transfer protocol – security – data formats – connections – client user interface – UDP implementation – TCP implementation

Remote Login : terminal line disciplines – Pseudo – terminals – terminal modes – control terminals – rlogin overview – windowing environments – pseudo – terminal packet mode – rlogin client – rlogin server.

### **Reference Book :**

W. Richard Stevens, “Unix Network Programming”, PHI, New Delhi, 1992.

### **Practical - Computing Lab – Unix Network Programming Lab**

1. Write a Program to find the Ethernet address of a system
2. Write a Program to use or access a remote hard disk or remote floppy disk
3. Write a Program to send a message to a remote system
4. Write a Program to broadcast message to all the system
5. Write a Program to chat between two users in the same system and different system
6. Write a Program to mail to your local user through signals
7. Write a Program to install your own software to a remote system