

Course Information and Procedures

{January 24, 2013}

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

Grader: Daniel Robertson, drob@wpi.edu

Web page: http://web.cs.wpi.edu/~rek/Grad_Nets/Spring2013/Spring2013.html

Office Hours: Posted on course web page and on rek C13 schedule

Texts:

[required] *Computer Networks, Fifth Edition*, Larry Peterson and Bruce Davie

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

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 involve LINUX system calls.

Class Email: Students should check their email **daily**. You will be added to the class email list, cs513-all@cs.wpi.edu, automatically based on official registration information. You can send email to the entire class using this group alias. However, judicious and courteous use of this class alias is expected. When you have questions about your programming assignments and need help with debugging, use the alias cs513-ta@cs.wpi.edu. The grader and I are on this alias. Normally, the grader will provide the first response to your questions.

Students are responsible for any information given out in class, published on the course web page and any adjustments made and sent to the course email alias.

Programming Assignments

<http://web.cs.wpi.edu/Help/documentation-standard.html> specifies the CS Department Documentation standards. Documentation rules will be discussed in class. Points will be deducted for inadequate documentation. Every function or subroutine **must** include the single, primary author of the function. This is critical to grading team projects.

Turn in your programs using the turnin program on the CCC machines (see <http://web.cs.wpi.edu/Help/turnin.html>). All programs must compile and execute on one of the WPI Linux platforms using the *make* file provided by the student. You are encouraged to develop your programs on WPI Linux machines because historically students have had difficulties porting their programs from other operating systems. For some assignments, the program will be graded using our 'official' data file. For the course project, the student team will be expected to provide the test data files. In both cases, the test files need to be available on CCC machines.

Program submissions that do not compile successfully will not be graded and receive a grade of 0. Programs with NO comments will not be graded and will also receive a grade of 0. Each programming assignment can be submitted **only once** to *turnin* per assignment.

Simulation Assignments

Turn in your simulation assignments using the turnin program on the CCC machines. The simulation assignments should include ALL the required graphs, explanations and exercise questions answered.

Written Report Assignments

Written assignments (i.e., the course project design report and the WLAN performance evaluation) will be graded using writing standards used to evaluate professional technical submissions. Students (both undergraduate and graduate) need to fully understand the rules for referencing sources. Please read carefully the course academic honesty policy with respect to plagiarism for written submissions. Lack of knowledge of these rules (particularly for foreign students) is not an acceptable excuse for academic dishonesty.

Penalties for Late Assignments

Programs and Report Assignments 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** and **t** is the time recorded by *turnin* and not the time you submitted the assignment to *turnin*.

Course Grade Point System

As a graduate course the default grading system includes D and F grades. “Passing” at the graduate level implies a grade of C or higher. For undergraduates, a D or F grade converts to

an NR. A student must get a minimum passing point total in program points, exam points and total points to receive a passing grade.

Program 0 and 1 are **individual assignments** and every student must turn in their own assignment. The remainder of the course assignments (programs, reports and simulations) are **team assignments (one submission per team)**.

		<i>turnin name</i>	
Program 0	4 Pts	(prog0)	
Program 1	36 Pts	(prog1)	
Project Proposal	2 Pts		
Design Report	43 Pts		
Course Project	90 Pts	(progc)	
WLAN Performance	45 Pts		
Programming Total	220 Pts		50% = 110

Mid Term Exam	90 Pts		
Final Exam	130 Pts		
Exam Total	220 Pts		50% = 110

Simulation 1: CSMA	7 Pts	(sim1)
Simulation 2: WLAN	7 Pts	(sim2)
Simulation 3: RIP	8 Pts	(sim3)
Simulation 4: OSPF	8 Pts	(sim4)
Simulation Total	30 Pts	

Subjective Points 30 Pts*

Total Course Points 500 Pts 50% = 250

***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 during office hours. Please be sure to introduce yourself during office hours if you want to receive subjective points. Note well – no subjective points are **not guaranteed at all!**