

## CAC-304 Network Operations

CH. No	Topics	No.of Lect	Reference Books
1	<p><b>Introduction to Computer Networks</b></p> <p><b>Data Communication</b>            · characteristics of data communication, components, data representation, data flow</p> <p><b>Computer Networks</b>            · goals and applications</p> <p><b>Network Hardware</b>            · broadcast and point-to-point</p> <p><b>Network Topologies</b>            · mesh, star, bus, ring, hybrid</p> <p><b>Network Types</b>            · LAN, MAN, WAN, Wireless Networks, Home Networks, Internet works,            · Protocols and Standards – Definition of Protocol, Defacto and Dejure standard</p> <p><b>Network Software</b>            · Protocol Hierarchies -            · layers, protocols, peers, interfaces, network architecture, protocol stack            · design issues of the layers – addressing, error control, flow control, multiplexing and de-multiplexing, routing            · Connection-oriented and connectionless service            · Service Primitives – listen, connect, receive, send, disconnect            · The relationships of services to protocol</p>	10	<b>Forouzan &amp; Tanenbaum</b>
2	<p><b>Network Models</b></p> <p><b>OSI Reference Model</b>            • Functionality of each layer</p> <p><b>TCP/IP Reference Model</b>            • Introduction to IP, TCP, and UDP            TCP/IP Protocol Suite            • Comparison of OSI and TCP/IP model 1 FORO. Ch2            Addressing            • Physical, Logical and Port addresses</p>	6	<b>Forouzan</b>
3	<p><b>The Physical Layer</b></p> <p><b>Basic Concepts</b>            • Bit rate, bit length, base band transmission            • Transmission Impairments – attenuation, distortion and noise            • Data Rate Limits – Nyquist’s bit rate formula for noiseless channel and Shannon’s law            • Problems on above concepts</p> <p><b>Performance of the Network</b></p>	8	<b>Forouzan &amp; Tanenbaum</b>

	<ul style="list-style-type: none"> <li>• Bandwidth, Throughput, Latency(Delay), Bandwidth –Delay Product, Jitter</li> <li>• Problems on above concepts</li> </ul> <b>Line Coding</b> <ul style="list-style-type: none"> <li>• Characteristics, Line Coding Schemes – Unipolar, NRZ, RZ, Manchester and Differential/ Manchester</li> </ul> <b>Transmission Modes</b> <ul style="list-style-type: none"> <li>• Parallel Transmission</li> <li>• Serial Transmission – Asynchronous and Synchronous</li> </ul> <b>Transmission Media</b> <ul style="list-style-type: none"> <li>• Guided Media – Twisted Pair, Coaxial Cable, Fiber Optic Cable</li> <li>• Unguided Media – Radio waves, microwaves, Infrared</li> </ul> <b>Switching</b> <ul style="list-style-type: none"> <li>• Circuit Switching, Message Switching and Packet Switching</li> </ul>		
<b>4</b>	<b>The Data Link Layer</b>	<b>7</b>	
	<b>Framing</b> <ul style="list-style-type: none"> <li>• Character Count, Byte Stuffing, Bit Stuffing and Physical Layer Coding Violations</li> </ul> <b>Error Control</b> <ul style="list-style-type: none"> <li>• Hamming Code and CRC</li> </ul> <b>Flow Control</b> <ul style="list-style-type: none"> <li>• Stop and Wait ARQ for noisy channel</li> </ul> <b>Sliding Window Protocols</b> <ul style="list-style-type: none"> <li>• 1-bit sliding window protocols, Pipelining – Go-Back N and Selective Repeat</li> </ul>		<b>Forouzan &amp; Tanenbaum</b>
<b>5</b>	<b>The Medium Access Sub layer</b>	<b>7</b>	
	<b>Random Access Protocols</b> <ul style="list-style-type: none"> <li>• ALOHA – pure and slotted</li> <li>• CSMA – 1-persistent, p-persistent and nonpersistent</li> <li>• CSMA/CD</li> <li>• CSMA/CA</li> </ul> <b>Controlled Access</b> <ul style="list-style-type: none"> <li>• Reservation, Polling and Token Passing</li> </ul> <b>Channelization</b> <ul style="list-style-type: none"> <li>• FDMA, TDMA and CDMA</li> </ul> <b>VLANS</b> <ul style="list-style-type: none"> <li>• Membership, Configuration and Advantages</li> </ul>		<b>Forouzan &amp; Tanenbaum</b>
<b>6</b>	<b>The Network Layer</b>	<b>12</b>	
	<b>Design Issues</b> <ul style="list-style-type: none"> <li>• Store-and-forward packet switching, Services Provided to the Transport Layer, Implementation of Connectionless Service,</li> </ul>		<b>Forouzan &amp; Tanenbaum</b>

	<p>Implementation of Connection Oriented Service, Comparison of Virtual Circuit and Datagram</p> <p><b>Logical Addressing</b></p> <ul style="list-style-type: none"> <li>• IPV4 Addresses – Address Space, Notations, Classful Addressing, Classless Addressing, Network Address Translation(NAT)</li> <li>• IPV6 Addresses – Addressing Structure, Address Space</li> </ul> <p><b>IPV4 Protocol</b></p> <ul style="list-style-type: none"> <li>• Datagram Format, Fragmentation, Checksum, Options</li> </ul> <p><b>IPV6 Protocol</b></p> <ul style="list-style-type: none"> <li>• Advantages, Packet Format, Extension Headers</li> </ul> <p><b>Transition From IPV4 to IPV6</b></p> <ul style="list-style-type: none"> <li>• Dual Stack, Tunneling, Header Translation</li> </ul>		
--	--	--	--

**Reference Books:**

**Computer Networks by Andrew Tanenbaum, Pearson Education.**

**Data Communication and Networking by Behrouz Forouzan, TATA McGraw Hill.**