COMPUTER NETWORKS LABORATORY:

In Computer networks laboratory, students diagnose various protocol message details like TCP/UDP using Wire shark. Net Sim is used to simulate the features of IP routing, transport layer flow and congestion control, data link layer protocol modelling over CSMA/CD. In network programming, students develop programs to understand the client server model. Special emphasis is given on advanced topics like high request throughput (including ability to scale), multiplexing, buffering, stream/datagram based communication. Students implement a three tier application (client browser, apache2 Web Server, MySQL DB) and study the implementation options. They also do a performance benchmark of separating the DB to another machine. Additionally, students develop network centric applications for Android devices and understand the limitations, when the computation and network bandwidth are constrained to preserve battery charge.

Objectives: To teach students practical orientation of networking concepts

· To teach students various forms of IPC through UNIX and socket Programming

HARDWARE Facility: CPU: INTEL CORE i5 3rd GEN PROCESSOR, M72 M/B, 4GB RAM, 500GB HDD, KEYBOARD .MOUSE, IBOLL CABINET, MONITOR, 18.5" LED, UPS

SOFTWARE Facility: TURBO C, TURBO C++, WINDOWS OS, LINUX OS, CISCO PACKET TRACER

LAB PHOTOS: