

Randy Appleton's Networking Syllabus

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What

This class covers two topics. The main part of this class covers networking. We start at the level of electrons in a wire, and end up with web pages moving around the globe. This is a technical class, not an end-user class. Students should have a reasonable idea how to program, but need not be experts (yet!). The goals of this class include teaching how networks work, what makes them fast or slow, and teaching network programming. We use Linux for this class. You will write programs for this class. Past classes have written web servers, web clients, mail clients, and FTP clones, and networked video games.

Grades

Grades are assigned from programs/labs (25%), a midterm or two (25%), and a final (25%), and quizzes (25%). There will be a quiz every Friday, so plan on that. Hopefully the quizzes will let you know how you are doing while there is still time to change it, and let me know what subject areas I need to review. About 1/3 of you will get an 'A', one third a 'B', and the rest 'C's. I reserve the right to fudge the percentages above. No one will pass the class if that person has failed to turn in more than one program. No one will get better than a B- if they failed to turn in any program.

Late Policy

I hate late assignments!!! However, it is much better to turn something in late rather than not at all. The late penalty is one letter grade per two workdays late. If there was some unavoidable reason you could not turn a project in on time (i.e. car crash, snow day, etc.) just ask me to waive the penalty. I'm pretty lenient.

The Class Web Page

You can find the main page for the class at <http://euclid.nmu.edu/~randy/Classes/CS228>. This site contains examples of old tests, class notes and sample code. The grade sheet will show how you are doing compared to everyone else. The class email list is at s80640@nmu.edu. Please make free use of it. Be smart and don't post completed homeworks or anything like that though.