



Course Weekly Outline

Course Name : Communications and Networks Fundamentals

Course Instructor	Dr. Salah Awad Salman				
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Title	Communications and Networks Fundamentals – CS, Computer Networks II-IS				
Course Coordinator	-				
Course Objective	<p>The students will be able to:</p> <ol style="list-style-type: none"> 1. Build an understanding of the fundamental concepts of computer networking. 2. Familiarize the student with the basic taxonomy and terminology of the computer networking area. 3. Introduce the student to advanced networking concepts, preparing the student for entry Advanced courses in computer networking. 4. Allow the student to gain expertise in some specific areas of networking such as the design and maintenance of individual networks. 				
Course Description	<p>This course is to provide students with an overview of the concepts and fundamentals of data communication and computer networks. Topics to be covered include: data communication concepts and techniques in a layered network architecture, communications switching and routing, types of communication, network congestion, network topologies, network configuration and Management, network model components, layered network models (OSI reference model, TCP/IP networking architecture) and their protocols, various types of networks (LAN, MAN, WAN and Wireless networks) and their protocols.</p>				
Textbook	Data Communications and Networking, 3, 4 /e, Behrouz A Forouzan				
References	Computer Networks, Fourth Edition, Andrew S. Tanenbaum.				
Course Assessments	Term Tests	Laboratory	Quizzes	Project	Final Exam
	25	15	10	-	50
General Notes	The course is supplemented by a practical component				



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Week	Date	Topics Covered	Lab. Experiment Assignments	Notes
1-2		PART 2: Physical Layer - Chapter: 5 Digital Transmission 5.1 DIGITAL-TO-DIGITAL CONVERSION Line Coding, Block Coding, Scrambling 5.2 ANALOG-TO-DIGITAL CONVERSION Pulse Code Modulation (PCM), Delta Modulation (DM) 5.3 TRANSMISSION MODES Parallel Transmission, Serial Transmission	Lab1: Coding	
3-4		Chapter: 6 Analog Transmission & Bandwidth Utilization 6.1 DIGITAL-TO-ANALOG CONVERSION ASK, FSK, PSK, QAM 6.2 ANALOG-TO-ANALOG CONVERSION AM, FM, PM 6.3 MULTIPLEXING FDM, WDM, STDM, S TDM 6.4 SPREAD SPECTRUM FHSS, DSSS	Lab2: Modulation & SSS	
5-6		PART 3: Data Link Layer- Chapter: 7 Error Detection, Correction & Multiple Access 7.1 INTRODUCTION Types of Errors, Redundancy, Detection Versus Correction, Coding, Modular Arithmetic 7.2 BLOCK CODING Error Detection, Error Correction 7.3 CYCLIC CODES Cyclic Redundancy Check, Hardware Implementation 7.4 MAC 7.5 CHANNELIZATION FDMA, TDMA, CDMA	Lab4: TCP/IP Programming	
7-8		Chapter8: Wired LANs & Wireless LANs 8.1 Wired LANs: Ethernet 8.1.1 IEEE STANDARDS, 8.1.2 STANDARD ETHERNET 8.2 Wireless LANs 8.2.1 IEEE 802. 8.2.2 BLUETOOTH	Lab6: TCP/IP Programming	
9-10		PART 4 Network Layer- Chapter 9: Logical Addressing 9.1 IPv4 ADDRESSES 9.2 IPv6 ADDRESSES 9.3 Internet Protocol 9.3.1 IPv4 Datagram, Fragmentation, Checksum, Options, 9.3.2 IPv6 Advantages, Packet Format, Extension Headers	Lab7: TCP/IP Programming	
11		Chapter 10: Address Mapping & Routing 10.1 ADDRESS MAPPING ARP, RARp, BOOTP, and DHCP 10.2 UNICAST ROUTING PROTOCOLS Intra- and Inter-domain Routing, Distance Vector Routing, Link State Routing, Path Vector Routing 10.1 MULTICAST ROUTING PROTOCOLS Unicast, Multicast, and Broadcast, Applications, Multicast Routing, Routing Protocols	Lab7: TCP/IP Programming	
12-13		PART 5 Transport Layer- Chapter 11: UDP, TCP 11.1 PROCESS-TO-PROCESS DELIVERY 11.2 USER DATAGRAM PROTOCOL (UDP) User Datagram, Checksum, UDP Operation, Use of UDP 11.3 TCP TCP Services, TCP Features, Segment, A TCP Connection , Flow Control	Lab8: Network Programming	

14-15		PART 6 Application Layer- Chapter 12 DNS, Remote Logging, E-Mail, and FTP 12.1 NAME SPACE 12.2 DOMAIN NAME SPACE Label , Domain Name, Domain 12.3 RESOLUTION Resolver, Mapping Names to Addresses, Mapping Address to Names 12.4 REMOTE LOGGING: TELNET 12.5 ELECTRONIC MAIL 12.6 FILE TRANSFER FTP, Anonymous FTP	Lab9:Network Programming	
16		Chapter 13 WWW and HTTP 13.1 ARCHITECTURE Client (Browser), Server, Uniform Resource Locator, Cookies 13.2 WEB DOCUMENTS Static Documents, Dynamic Documents, Active Documents 13.3 HTTP HTTP Transaction, Proxy Server	Lab9:Network Programming	



Instructor Signature:

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