



# MANGALORE UNIVERSITY

## DEPARTMENT OF M.Sc. COMPUTER SCIENCE

### MASTER OF COMPUTER APPLICATIONS (MCA) PROGRAMME

<b>MCAS404 :ADVANCED COMPUTER NETWORKS</b>		
<b>Hours/Week: 4</b>		<b>I.A. Marks: 30</b>
<b>Credits : 4</b>		<b>Exams. Marks: 70</b>
<b><u>Course Outcomes:</u></b>		
<p>CO1: Illustrate reference models with layers, protocols and interfaces.</p> <p>CO2: Summarize functionalities of different Layers.</p> <p>CO3: Combine and distinguish functionalities of different Layers.</p> <p>CO4: Describe and Analysis of basic protocols of computer networks, and how they can be used to assist in network design and implementation.</p> <p>CO5: Identify and describe development history of routing protocols.</p> <p>CO6: Describe Sub-netting and Addressing of IP V4.</p> <p>CO7: Demonstrate Data Communications System and its components.</p> <p>CO8: Identify the different types of network devices and their functions within a network.</p> <p>CO9: Diagnose and resolve problems of a LAN and WAN.</p>		
<b>UNIT-I</b>		<b>12 Hours</b>
<p><b>Introduction:</b> Introduction to Computer Networks. Understanding Network architecture. Introduction to TCP/IP Architecture, TCP/IP addressing, services, FTP, SMTP, TFTP, SNMP, and Network file system, domain name system, transport layer protocols, user datagram protocol, transmission control protocol, Class addresses, ARP, RARP.</p>		
<b>UNIT-II</b>		<b>12 Hours</b>
<p><b>Inter process communications:</b> File and record locking, pipes, FIFO's, stream and messages, message queues, semaphores</p>		
<b>UNIT-III</b>		<b>12 Hours</b>
<p><b>Sockets:</b> Sockets system calls, reserved ports, stream pipes, socket option, asynchronous I/O, Sockets and signals. Understanding the Internet Protocols SLIP versus PPP. Understanding the Socket interface. Concepts of the Windows sockets API. Importance of Raw Sockets. Internet Application Services, E-Mail, File Transfer Protocols, Characteristic Features of the Firewall.</p>		

	UNIT-IV	12 Hours
<p><b>Transport Layer Interface:</b> Elementary TLI functions, stream and stream pipes, asynchronous I/O multiplexing. <b>Remote Procedure calls:</b> Remote login, remote command execution, external data representation. UUCP.</p>		
<p><b>REFERENCE BOOKS</b></p> <ol style="list-style-type: none"> <li>1. A. Stevens, "TCP/IP Illustrated", Vol. 1-3, Addison Wesley, 1998.</li> <li>2. R. Stevens, "Unix Network Programming", PHI, 1998</li> <li>3. J. Martin, "TCP/IP Networking – Architecture, Administration and programming", Prentice Hall, 1994.</li> <li>4. D.E. Comer, "Internetworking with TCP/IP, Vol. 1, Principles, Protocols, and architecture, PHI, 2000.</li> <li>5. Internet Programming by Kris Jamsa, Galgotia publishers, 2001.</li> </ol>		

