

# CSE 5462 (Approved): Network Programming

## Course Description

IP-based socket programming in C/C++, TinyOS programming in NesC.

**Transcript Abbreviation:** Ntwrk Prgrmng

**Grading Plan:** Letter Grade

**Course Deliveries:** Classroom

**Course Levels:** Undergrad, Graduate

**Student Ranks:** Senior, Masters, Doctoral

**Course Offerings:** Autumn, Spring

**Flex Scheduled Course:** Never

**Course Frequency:** Every Year

**Course Length:** 14 Week

**Credits:** 3.0

**Repeatable:** No

**Time Distribution:** 2.0 hr Lec, 1.0 hr Lab

**Expected out-of-class hours per week:** 6.0

**Graded Component:** Lecture

**Credit by Examination:** No

**Admission Condition:** No

**Off Campus:** Never

**Campus Locations:** Columbus

**Prerequisites and Co-requisites:** CSE 3461 or CSE 5461 or CSE 677

**Exclusions:**

**Cross-Listings:**

**The course is required for this unit's degrees, majors, and/or minors:** No

**The course is a GEC:** No

**The course is an elective (for this or other units) or is a service course for other units:** Yes

**Subject/CIP Code:** 14.0901

**Subsidy Level:** Doctoral Course

## Programs

Abbreviation	Description
BS CSE	BS Computer Science and Engineering
MS CSE	MS Computer Science and Engineering
PhD CSE	PhD Computer Science and Engineering

## Course Goals

Master socket programming in C or C++
Master TinyOS programming in NesC
Be competent with application development and debugging in Unix environments
Be competent with application development and debugging in TinyOS environment

## Course Topics

Topic	Lec	Rec	Lab	Cli	IS	Sem	FE	Wor
Review of C pointers and memory allocation/deallocation	2.0		1.0					
Review of the Unix environment	4.0		2.0					
NesC	12.0		6.0					
Communication using UDP sockets	4.0		2.0					
Communication using TCP sockets	4.0		2.0					

## Representative Assignments

Develop a TCP like protocol using UDP sockets
NesC

## Grades

Aspect	Percent
Programming Assignments (2-4)	30%
Socket Programming Project	35%
TinyOS Programming Project	35%

## Representative Textbooks and Other Course Materials

Title	Author
<i>Unix Network Programming, Vol. 1: The Sockets Networking API, Third Edition, Addison Wesley</i>	Stevens, Fenner, and Rudoff
<i>NesC</i>	(on-line materials)

## ABET-EAC Criterion 3 Outcomes

Course Contribution		College Outcome
*	a	An ability to apply knowledge of mathematics, science, and engineering.
***	b	An ability to design and conduct experiments, as well as to analyze and interpret data.
***	c	An ability to design a system, component, or process to meet desired needs.
**	d	An ability to function on multi-disciplinary teams.
***	e	An ability to identify, formulate, and solve engineering problems.
	f	An understanding of professional and ethical responsibility.
	g	An ability to communicate effectively.
	h	The broad education necessary to understand the impact of engineering solutions in a global and societal context.
	i	A recognition of the need for, and an ability to engage in life-long learning.
	j	A knowledge of contemporary issues.
**	k	An ability to use the techniques, skills, and modern engineering tools necessary for engineering practice.

## BS CSE Program Outcomes

Course Contribution		Program Outcome
*	a	an ability to apply knowledge of computing, mathematics including discrete mathematics as well as probability and statistics, science, and engineering;

Course Contribution		Program Outcome
***	b	an ability to design and conduct experiments, as well as to analyze and interpret data;
***	c	an ability to design, implement, and evaluate a software or a software/hardware system, component, or process to meet desired needs within realistic constraints such as memory, runtime efficiency, as well as appropriate constraints related to economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability considerations;
**	d	an ability to function on multi-disciplinary teams;
***	e	an ability to identify, formulate, and solve engineering problems;
	f	an understanding of professional, ethical, legal, security and social issues and responsibilities;
	g	an ability to communicate effectively with a range of audiences;
	h	an ability to analyze the local and global impact of computing on individuals, organizations, and society;
	i	a recognition of the need for, and an ability to engage in life-long learning and continuing professional development;
	j	a knowledge of contemporary issues;
**	k	an ability to use the techniques, skills, and modern engineering tools necessary for practice as a CSE professional;
*	l	an ability to analyze a problem, and identify and define the computing requirements appropriate to its solution;
*	m	an ability to apply mathematical foundations, algorithmic principles, and computer science theory in the modeling and design of computer-based systems in a way that demonstrates comprehension of the tradeoffs involved in design choices;
**	n	an ability to apply design and development principles in the construction of software systems of varying complexity.

**Prepared by: Prasun Sinha**