III Year –II SEMESTER   **T   P   C**
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Computer Networks & Network Programming Lab

Objectives:

· To teach students practicle orientation of f networking concepts
· To teach students various forms of IPC through Unix and socket Programming

PART – A

1. Implement the data link layer framing methods such as character stuffing and bit stuffing.
2. Implement on a data set of characters the three CRC polynomials – CRC 12, CRC 16 and CRC CCIP.
3. Implement Dijkstra's algorithm to compute the Shortest path thru a graph.
4. Take an example subnet graph with weights indicating delay between nodes. Now obtain Routing table art each node using
distance vector routing algorithm
5. Take an example subnet of hosts. Obtain broadcast tree for it.

PART – B

1. Implement the following forms of IPC.
a)Pipes b)FIFO
2. Implement file transfer using Message Queue form of IPC
3. Write a programme to create an integer variable using shared memory concept and increment the variable
4. simultaneously by two processes. Use senphores to avoid race conditions
5. Design TCP iterative Client and server application to reverse the given input sentence
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7. Design TCP client and server application to transfer file
8. Design a TCP concurrent server to convert a given text into upper case using multiplexing system call "select"
9. Design a TCP concurrent server to echo given set of sentences using poll functions
10. Design UDP Client and server application to reverse the given input sentence
11. Design UDP Client server to transfer a file
12. Design using poll client server application to multiplex TCP and UDP requests for converting a given text into upper case.
13. Design a RPC application to add and subtract a given pair of integers