



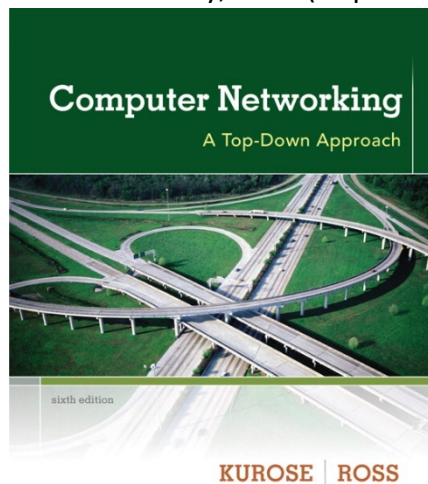
CSCI 4211: Intro to Computer Networks (Fall '19)

Computer Science and Engineering, University of Minnesota Twin Cities

Feng Qian

- **Basic Information**

Credits: 3
Lecturer: Feng Qian (fengqian@umn.edu)
Teaching Assistants: Santhosh Alladi (allad009@umn.edu),
Zhimeng Yin (yinx283@umn.edu)
Time/Location: Mon Wed 2:30PM - 3:45PM, Rapson Hall 100
Textbook: Computer Networking: A Top-Down Approach (6th edition)
Addison-Wesley, 2013 (required)



Office Hour: Appointment only
Canvas URL: <https://canvas.umn.edu/courses/134586>

- **Email Policy**

The professor and TA can be reached at CSCI4211F19@lists.umn.edu. Any course-related emails should be sent (from a UMN email address) to this mailing list address unless you want to contact the professor or the TAs individually.

- **Prerequisites**

You should know how to use Linux or Unix. You need to have basic C/C++ programming experience and basic knowledge of data structure.

C/C++ will be needed for the course projects. You only need to know one of them. We do *not* use other languages such as Java and Python.

- **Grading Policy**

Midterm exam: 20%

Final exam: 25%

Homework (about 5): 12%

Project 1: 5%

Project 2: 15%

Project 3: 15%

Attendance: 8%

- **Late Policy**

Late submissions of homework receive no credit. Late submissions of projects receive partial credit, as follows.

Late for no more than 12 hours: 80% of credit.

Late for more than 12 hours but no more than 24 hours: 70% of credit.

Late for more than 24 hours but no more than 48 hours: 60% of credit.

Late for more than 48 hours: no credit.

- **Tentative Course Schedule**

See the next page.

- **Honor Code**

All students must follow the UMN Honor Code:

https://regents.umn.edu/sites/regents.umn.edu/files/policies/Student_Conduct_Code.pdf

Unless otherwise noted, all projects and homework are individual assignments, and no collaboration among students is allowed. Any violations of the honor code will be dealt with strictly.

Note that the schedule is tentative and is subject to change. Always keep an eye on Canvas for latest announcements and updates.

Week of	Topic
9/2	Course introduction
9/9	Socket programming I
9/16	Socket programming II
9/23	An overview of the Internet
9/30	Application layer, Web, HTTP
10/7	Transport layer overview, UDP, reliable data transfer
10/14	Reliable data transfer, TCP
10/21	TCP (cont.)
10/28	Midterm exam
11/4	DNS, Intro to the IP layer
11/11	IP layer
11/18	Routing algorithms
11/25	Routing algorithms
12/2	MAC layer
12/9	MAC layer, course summary
12/13-12/18	Final exam week