COURSE SYLLABUS

CS 234

Networks I
Dr. Tim McGuire
3 Credit Hours
Spring Semester 2007

Section 01 – AB1-209, 8:00 – 9:20a.m., TTh

Office: AB1-212G

Office Hours: 9:00 – 10:00 a.m. MWF; 9:30 a.m – noon, TTh; 1-2p.m MW; other times by arrangement

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Home Page: http://www.shsu.edu/~csc_tjm

Catalog Description: Installation, usage, and management of computer hardware ad operating systems for business. Topics include scripting, macros, intelligent agents. Installation and management of networks, the Internet, and communications software is covered.

Prerequisite: CS 146 or equivalent.

Methodology: Lecture with outside laboratory assignments. The examinations will cover the material in the lectures, and will require that the student understand, apply, and extend that knowledge.

Objectives: This course is designed as a practical introduction to the installation and management of small computer systems and local area networks. The course is intended to provide experience and skill development in the configuration, installation, and maintenance of small computer networks, the systems on those networks, and the operating and application software installed on those systems.

The topics to be covered in this course include:

- Network applications
- Network protocol layers and protocol suites
- Components and topology of a local area network
- Error detection and correction techniques
- Hardware addressing and IP addressing
- Packets, frames, datagrams
- Multimedia networking
- Network security
- Ethical issues related to networking.

Course Rationale: Most computer and business professionals today are working in a heterogeneous computer environment. The ability to manage and work with multiple platforms is becoming increasingly important. Experimenting with multiple computer systems and multiple operating systems provides not only the experience and skills necessary to manage multiple platforms but can also give some insight into those features and issues that are common to all small computer systems.

Required Textbook and Supplies:

- Douglas Comer, *Computer Networks and Internets*, 4th edition, Prentice-Hall, 2006.
- Additional materials will be available from the course web page.

Grading: There will be 3 major tests during the course of the semester. Each will count as 15% of the grade. Labs and other assignments will count as 30% of your grade. A comprehensive final exam will count as 25% of your grade. Late lab assignments will be accepted up to one week from the due date with a 20% late penalty.

The following grade scale is used:

Absences: In accordance with <u>University Policy</u>, regular attendance is required, however, no points will be awarded or subtracted based on your attendance. You are responsible for all material covered in every class, regardless of whether you attended or not. It is your responsibility to obtain notes, assignments, etc., from fellow class members if you miss a class. <u>Absences for religious holy days</u> must be scheduled with the instructor in accordance with official university policy (see http://www.shsu.edu/~vaf_www/aps/pdfpolicies/861001.pdf.)

Academic Integrity: The Student Code of Conduct states that the University expects all students to engage in all academic pursuits in a manner that is above reproach. Students are expected to maintain complete honesty and integrity both in and out of the classroom. Any student found guilty of dishonesty in any phase of academic work will be subject to disciplinary action. Furthermore, the University and its official representatives may initiate disciplinary proceedings against a student accused of any from of academic dishonesty including, but not limited to cheating on an examinations or other academic work which is to be submitted, plagiarism, unauthorized collusion, and the abuse of resource materials. Do not copy anyone else's assignment and do not allow your assignments to be copied. Cheating on any portion of an assignment will result in a grade of zero for the entire assignment.

Students should be aware, specifically, that the instructor reviews all programming assignments and excercises for evidence of collaborative work. While it is sometimes appropriate and encouraged for students to discuss concepts and ideas, it is never permissible to collaboratively work on coded examples, to share or swap completed or partially completed programming assignments. In addition, it is not permitted for students to use code examples provided by the instructor without appropriate documentation/citation of that code.

Proper Classroom Demeanor: In compliance with the <u>University Code of Conduct</u>, students will refrain from behavior in the classroom that intentionally or unintentionally disrupts the learning process and, thus, impedes the mission of the university. Please turn off or mute your cellular phone and/or pager before class begins. Students are prohibited from eating in class, using tobacco products, making offensive remarks, using inappropriate language, reading newspapers, sleeping, talking among each other at inappropriate times, wearing inappropriate clothing, or engaging in any other form of distraction. Inappropriate behavior in the classroom shall result in, minimally, a directive to leave class, loss of credit for that day's course work, or being reported to the Dean of Students for disciplinary action in accordance with university policy.

Americans with Disabilities Act: According to <u>University Policy</u>, request for accommodations must be initiated by the student. A student seeking accommodation should go to the Counseling Center in a timely manner.

Visitors in the Classroom: Occasional visiting of classes by responsible persons is allowed with prior arrangement with the instructor, as long as it does not interfere with the registered members of the class or the educational process.