## **Experiment Lists**

- 1. Implementation of Stop and Wait Protocol and Sliding Window Protocol.
- 2. Study of Socket Programming and Client Server model.
- 3. Write a code simulating ARP/RARP protocols.
- 4. Write a code simulating PING and TRACEROUTE commands.
- 5. Create a socket for HTTP for web page upload and download.
- 6. Write a program to implement RPC (Remote Procedure Call).
- 7. Implementation of Subnetting.
- 8. Applications using TCP Sockets like a. Echo client and echo server b. Chat c. File Transfer.
- 9. Applications using TCP and UDP Sockets like d. DNS e. SNMP f. File Transfer.
- 10. Study of Network simulator (NS).and Simulation of Congestion Control Algorithms using NS.
- 11. Perform a case study about the different routing algorithms to select the network path with its optimum and economical during data transfer.
- i. Link State routing
- ii. Flooding
- iii. Distance vector
- 12. To learn handling and configuration of networking hardware like RJ-45 connector, CAT-6 cable, crimping tool, etc.
- 13. Configuration of router, hub, switch etc. (using real devices or simulators)
- 14. Running and using services/commands like ping, traceroute, nslookup, arp, telnet, ftp, etc.
- 15. Network packet analysis using tools like Wireshark, tepdump, etc.
- 16. Network simulation using tools like Cisco Packet Tracer, NetSim, OMNeT++, NS2, NS3, etc.
- 17. Socket programming using UDP and TCP (e.g., simple DNS, data & time client/server, echo client/server, iterative & concurrent servers)