

CS 312

Internet Concepts

First Day Administritivia

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Internet Concepts

First Things First...

- ◆ Weigle
 - » pronounced “Why-gull”
- ◆ Course website
 - » announcements, clarifications, FAQs posted
 - ❖ check website before emailing me or TA a question
 - » lecture notes and assignments will be posted on the schedule page before class
 - ❖ read lecture notes *before* class
 - ❖ bring lecture notes to class and take additional notes
 - ◆ *save a tree - print double-sided!*
 - ❖ lecture notes contain questions and problems that we’ll work in class

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Internet Concepts

First Things First...

- ◆ Blackboard
 - » posting grades
 - » sending email to the class
 - ❖ so, check your ODU email account
- ◆ Email
 - » check your ODU email every day!
 - ❖ or forward it to some account you do check every day
- ◆ Unix Computer Account
 - » you must have a CS department Unix account
 - » see me *today* if you don't have one

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Internet Concepts

So, what things will we learn?

- ◆ How does the Internet work?
 - » What are the protocols used to access web pages, send and retrieve email, transfer files?
 - » How does information traverse the Internet to get from client to server and back again?
 - » What causes delay and loss in the Internet and how does that affect Internet applications?
- ◆ How is Internet content produced?
 - » What are wikis and blogs?
 - » How does Internet search work?
- ◆ How can I create Internet content?
 - » How can I use HTML, CSS, JavaScript, PHP, etc. to build webpages?

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General Course Outline

- ◆ Broad overview of Internet applications – *1 week*
- ◆ Introduction to Internet networking concepts – *2 weeks*
 - » hosts, routers, protocols, delay, loss
- ◆ Introduction to popular Internet protocols – *2-3 weeks*
 - » HTTP (web), FTP, Email, DNS, Security
- ◆ Creating Internet content – *rest of semester*
 - » HTML, CSS, Javascript, XML, PHP, Google Maps

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Prerequisites

- ◆ CS 252 – Introduction to Unix for Programmers
- ◆ You should be comfortable with the UNIX file system and basic UNIX commands
 - » Examples:

```
% chmod 755 public_html
```

```
% tar xzvf some_software.tar.gz
```
- ◆ You should be comfortable with Java and comfortable learning new languages

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Textbook

- ◆ *CS 312 Internet Concepts*
 - » Special edition textbook
 - » Contains the first two chapters of *Computer Networking: A Top-Down Approach* by Kurose and Ross

- ◆ Many of our references will also be found online.

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Honor Code

- ◆ All assignments, unless explicitly specified, are to be completed on your own

- ◆ ODU Honor Council <http://orgs.odu.edu/hc/>
 - » cheating, plagiarism, unauthorized collaboration
 - » *all students are responsible for knowing the rules*

- ◆ Evidence of cheating, plagiarism, or unauthorized collaboration will result in a grade of 0 for the assignment/exam and will be submitted to the CS department for further review

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Honor Code

- ◆ No sharing of code is allowed. This includes discussion about the design of a project solution.
- ◆ Tips to avoid cheating (even inadvertently)
 - » Don't start at the last minute
 - » Don't sit next to each other in the lab and talk about the assignment while you're working on it
 - » Ask the TA or instructor if you're stuck
 - ❖ which means that you can't start at the last minute...
 - » Remember the late policy (to be discussed later)
 - ❖ I'd rather you turn in something late than cheat

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Grading

- | | |
|-----------------------------------|-----|
| ◆ Project Assignments (~8) | 40% |
| ◆ Homework Assignments (~3) | 15% |
| ◆ Mid-Term Exam | 20% |
| ◆ Final Exam | 20% |
| ◆ Participation / Quizzes | 5% |
| » some quizzes may be unannounced | |

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Assignments

- ◆ Written homework (anything where a hard copy is submitted) is due at the *start* of class on the due date
 - » Anything handed in after I start lecturing is considered late (*don't be late for class!*)
- ◆ Electronically submitted projects are due *before* the start of class
 - » Projects submitted after 10:59:59 am EDT/EST on the due date are late!
- ◆ Penalty of 5% of the total points for each day late
 - » day = any part of the 24-hour period after the deadline
 - » weekends count
 - » maximum of 3 late days

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Where to go for help?

- ◆ Ask questions in class!
- ◆ Attend office hours
 - » MW 2:30-4pm, or by appointment (send me an email)
 - » E&CS 3214
- ◆ Send questions via e-mail, but...
 - » Think about what you are asking before you ask!
 - » Know the difference between an “office hour question” and an “e-mail question”
 - » Don't depend on an immediate answer
 - » Include the phrase “CS 312:” in your subject line
- ◆ E-mail v. Office Hours: Your *primary* avenue for resolving questions is office hours

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How to do well in this course

- ◆ Attend class regularly
 - » Ask questions!
 - » *Exercise your understanding of course material on a daily basis*
- ◆ Read over lecture notes *before* class
 - » Take more notes *during* class
- ◆ Study the homework and in-class “thought” problems
 - » Don’t just “do” the homework
- ◆ Take (and *study* your) notes!
 - » Beware the “But I understand this” syndrome

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How To Do Well

Last Things

- ◆ Coding on Unix machines
 - » easiest to use XWin (displays Unix windows on your PC) and an editor like emacs
- ◆ Note the “Useful Links” listed on the course webpage
 - » especially Unix, emacs tutorials
 - » references for course material will be posted here throughout the semester
 - » don’t ask me questions that you can find the answers to yourself
- ◆ Get started early

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CS 312

Introductions

◆ About Me

- » I'm from Louisiana
 - ❖ so, I'm a *huge* LSU and college football fan
- » I got my PhD from UNC-Chapel Hill
 - ❖ I'm a pretty big Tarheel fan, too
- » My research area is networking



◆ Your Turn!

- » Name
- » Major / Year
- » Hometown
- » Something interesting about yourself