

## First Day Admin

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<http://www.cs.odu.edu/~mweigle/CS455-S13/>

### Intro to Networks and Communications First Things First...

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- ▶ Weigle
  - ▶ pronounced "Why-gull"
- ▶ CS 455/555 - split undergrad/grad course
  - ▶ grad students will have more homework problems, harder exam questions, and a different final assignment

# Intro to Networks and Communications

## First Things First...

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### ▶ Course website

- ▶ <http://www.cs.odu.edu/~mweigle/CS455-S13>
- ▶ syllabus
- ▶ announcements, clarifications, FAQs posted
  - ▶ check website before emailing me 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!

# Intro to Networks and Communications

## First Things First...

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### ▶ Blackboard

- ▶ posting grades
- ▶ possibly used for submitting assignments (instructions will come with first assignment)

### ▶ Email

- ▶ sign up for the class mailing list *today!*
  - ▶ <http://list.odu.edu/mailman/listinfo/cs455-mcw>
  - ▶ use an email address that you check every day

### ▶ Unix Computer Account

- ▶ you must have a CS department Unix account
- ▶ create one online - <https://sysweb.cs.odu.edu/online/index.php>

# Intro to Networks and Communications

## So, what things will we learn?

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- ▶ How does the web work?
  - ▶ How does a client find a random web server?
  - ▶ How does a request make its way from a web browser to a web server and how does the reply makes it back?
  - ▶ How is it that all data transmitted arrives intact and in order?
  - ▶ How insecure is the connection and how secure is a secure connection?
- ▶ Why do we get the level of performance that we do?
  - ▶ How do the millions of web requests and responses that transit the ODU campus network every second share the capacity of the network?
  - ▶ Can one control or even improve the performance of their network connections?

## What is this course about?

### The Internet food chain of technology

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- ▶ Application-level protocols
  - ▶ HTTP, FTP, SMTP (e-mail), and the Domain Name System (DNS)
- ▶ Socket programming and client/server computing
- ▶ Transport protocols TCP and UDP
- ▶ Congestion control principles and algorithms
- ▶ The Internet Protocol IP and Internet routing architecture and algorithms

## Administrivia

### Prerequisites

- ▶ CS 270 - Computer Architecture
- ▶ STAT 330U - Intro to Probability and Stats
- ▶ Good knowledge of Java or Python
  - ▶ or enough confidence in your programming skills to be able to learn Java or Python
    - ▶ we'll mainly be using simple constructs
- ▶ Program function/operation will be described using UNIX terminology
  - ▶ You should be comfortable with the UNIX file system, file I/O, I/O redirection, basic UNIX program development
  - ▶ Example:

```
% java prog1 < testScripts/foo > ../bar &
```

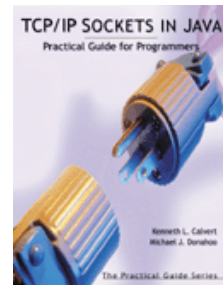
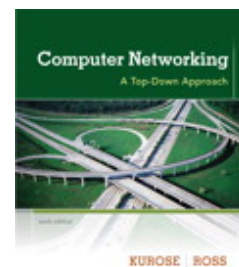
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## Administrivia

### Textbook

- ▶ Required
  - ▶ Computer Networking: A Top-Down Approach Featuring the Internet
    - ▶ 6th edition, by James F. Kurose and Keith W. Ross, Addison Wesley, 2009
    - ▶ 4<sup>th</sup> or 5<sup>th</sup> editions also acceptable
- ▶ Potentially Useful
  - ▶ TCP/IP Sockets in Java
    - ▶ by Donahoo and Calvert



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## Administrivia

### Honor Code

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- ▶ All assignments, unless explicitly specified, are to be completed on your own
- ▶ All students are responsible for knowing the rules
- ▶ Any evidence of cheating or plagiarism will result in a 0 grade for the assignment/exam, and the incident will be submitted to the department for further review
  - ▶ guilty finding could result in notation on your transcript

## Administrivia

### Honor Code

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- ▶ No sharing of code is allowed. This includes discussion about the design of a programming assignment 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 instructor if you're stuck
    - ▶ which means that you can't start at the last minute...
  - ▶ Late policy: 5% per day
    - ▶ I'd rather you turn in something late than cheat

# Honor Code

## What is Cheating/Plagiarism?

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- ▶ Turning in another student's work
- ▶ Especially for the final paper:
  - ▶ Copying material from a source text without proper acknowledgment
  - ▶ Copying material from a source text, supplying proper acknowledgment, but leaving out quotation marks
  - ▶ Paraphrasing material from a source text without appropriate acknowledgement or authorization
  - ▶ "In your own words" means that the text should be your own and not a paraphrase of others' work

*When in doubt, ask!*

## Plagiarism

### The Only Two Rules You Need to Know

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- ▶ First: If anything except turning off your computer happens after you have highlighted text and pressed "Control-C" then you are plagiarizing.
  - ▶ unless you put that text in quotation marks
    - ▶ this should only be rarely used
- ▶ Second: If you find yourself trying to paraphrase someone else's words to avoid plagiarizing then you are plagiarizing.
  - ▶ unless you include a citation at the end of the sentence
    - ▶ this should not be done for entire paragraphs

<http://gentlemansc.blogspot.com/2011/08/more-you-know.html>

## Administrivia

### Grading

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- ▶ Programming Assignments (~5) 20%
- ▶ Written Homework Assignments (~4-5) 20%
- ▶ Mid-Term Exam 20%
- ▶ Final Exam 25%
- ▶ Undergrad Paper / Grad Presentation 10%
  - ▶ more details will come later in the semester
- ▶ Participation / Quizzes 5%
  - ▶ some quizzes may be unannounced

## Administrivia

### Assignments

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- ▶ 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 midnight on the due date
  - ▶ Unexcused absences on a project due date will count against your participation grade
    - ▶ Don't skip class to finish your assignment!
- ▶ Penalty:
  - ▶ 0-24 hours late: -5%
  - ▶ 25-48 hours late: -10%
  - ▶ over 48 hours late: not accepted, grade = 0
  - ▶ weekends count

## Administrivia

### Attendance

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- ▶ Arrive on time to class
  - ▶ your grade will be affected if you are consistently tardy
- ▶ If you are absent, first check the course webpage for missed notes and/or assignments
  - ▶ Don't come ask me, “Did I miss anything important?”
    - ▶ The answer is “Yes!”

## Administrivia

### Policies

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- ▶ Turn off cell phones before coming to class
- ▶ Make-up work is only given with a written medical or university excuse
- ▶ No individual extra credit work is given

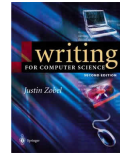


## Administrivia

### Seeking Writing Help

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- ▶ Buy two inexpensive books
  - ▶ *Writing for Computer Science* by Justin Zobel
  - ▶ *The Elements of Style* by Strunk and White
- ▶ Look at online information from ODU's Writing Tutorial Services
  - ▶ <http://al.odu.edu/wts/students/>
- ▶ Contact ODU's Graduate Writing Assistance Program
  - ▶ <http://al.odu.edu/gwap>



## Administrivia

### Seeking Help

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- ▶ Ask questions in class!
- ▶ Check the course website
  - ▶ FAQs, lecture notes, assignments, useful links
- ▶ Come to office hours
  - ▶ Mon 1:30-3pm, Thurs 9:30-10:45am in E&CS 3214
  - ▶ if you can't make office hours, send me an email to setup another time
- ▶ Send email
  - ▶ but only for short, clarifying questions
  - ▶ don't depend on an immediate answer
  - ▶ include the phrase "CS 455" or "CS 555" in your subject line

# Administrivia

## How to do well in this course

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- ▶ Attend class regularly
  - ▶ Ask questions!
  - ▶ Exercise your understanding of course material on a daily basis
- ▶ Rigorously test your programs before submitting them
  - ▶ Think of pathological test cases – I certainly will
- ▶ 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!

## How To Do Well

### Last Things

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- ▶ Coding on Unix machines
  - ▶ easiest to use XWin (displays Unix windows on your PC) and an editor like emacs
- ▶ Note the "Links" listed on the course webpage
  - ▶ especially Unix, Java, Python, emacs tutorials
  - ▶ don't ask me questions that you can quickly find the answers to yourself (i.e., don't ask me to be Google for you)
    - ▶ example: How do I use the indexOf method in the String class?
- ▶ Get started early!

# Program 1

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- ▶ Assigned: today
- ▶ Due: next Tuesday
  - ▶ start early!
  - ▶ if you have trouble completing this, or it takes you more than 2 hours, please see me during office hours this week (so, start early!)
- ▶ Write a Java or Python program to handle command-line arguments and do some simple String processing
- ▶ Details on course webpage
  - ▶ Schedule > *Today's date* > Assignment

## Introductions

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- ▶ About Me
  - ▶ I'm from Louisiana
    - ▶ so, I'm a huge Saints, LSU, and college football fan



- ▶ I got my PhD from UNC
  - ▶ I'm a pretty big Tarheel fan, too



- ▶ My research interests are networking, web science, and info vis

# Introductions

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## ▶ Your Turn!

- ▶ Name
- ▶ Home town/state/country
- ▶ undergrad/grad
- ▶ Why you're taking this course
- ▶ Something interesting about yourself