BASIC DETAILS:

Subject:	REDES Y COMUNICACIONES II
Id.:	31842
Programme:	DOBLE GRADO EN INGENIERÍA INFORMÁTICA Y DISEÑO Y DESARROLLO DE VIDEOJUEGOS
Module:	COMUNICACIONES
Subject type:	OBLIGATORIA

Year:	3	**Teaching period:**	Segundo Cuatrimestre
Credits:	6	**Total hours:**	150
Classroom activities:	65	**Individual study:**	85
Main teaching language:	Inglés	**Secondary teaching language:**	Castellano
Lecturer:		**Email:**	

PRESENTATION:

The course *Networks and Communications II* presents a complete overview of the upper layers ot the TCP/ IP stack. This subject is a continuation of *Networking and Communications I*. Through this course, the students learn the main Internet protocols in the application layer (presentation and aplication considering the OSI standard).

PROFESSIONAL COMPETENCES ACQUIRED IN THE SUBJECT:

General programme competences	G02	Innovative capacity to propose and find new and efficient ways to undertake any task and/ or function within the professional environment - highly motivated by quality.
	G03	Capacity to work in multidisciplinary teams to achieve common objectives, placing group interests before personal ones.
	G04	Capacity to always commit to working responsibly - creating a strong sense of duty and fulfilment of obligations.
	G06	Capacity to analyse and find a solution to complex problems or unforeseen situations which may arise while working in any type of socio-economic organisation.
	G10	Critical and analytical capacity when assessing information, data and courses of action.
	G12	Capacity to undertake professional activities with integrity, respecting social, organisational and ethical norms.
	G13	Capacity to use individual learning strategies aimed at continuous improvement in professional life and to begin further studies independently.
	G14	Capacity for abstraction to handle various complex knowledge models and apply them to examining and solving problems.
	G15	Capacity to structure reality by means of linking objects, situations and concepts through logical mathematical reasoning.
Specific programme competences	E01	Capacity to understand the engineering profession and commitment to serve society under the corresponding professional code of conduct.
	E02	Capacity to apply the intrinsic engineering principles based on mathematics and a combination of scientific disciplines.
	E03	Capacity to recognise the technical principles and apply the appropriate practical methods satisfactorily to analyse and solve engineering problems.
	E08	Capacity to communicate productively with clients, users and colleagues both orally and in writing, so as to pass on ideas, solve conflicts and achieve agreements.
	E10	Capacity to understand and assess the impact of technology on individuals, organisations, society and the environment, including ethical, legal and political factors, recognising and applying the pertinent standards and regulations.s éticos, legales y políticos, reconociendo y aplicando los estándares y regulaciones oportunos
	E11	Capacity to remain up-to-date in the technological and business worlds in the area of information and communication technologies.
	E13	Capacity to identify, assess and use current and emerging technologies, considering how they apply in terms of individual or organisational needs.
	E17	Capacity to identify and analyse user needs with the intention of designing effective, usable IT solutions which can be incorporated into the user's operating environment.

	E18	Capacity to identify and define the requirements to be satisfied by IT systems to cover the stated needs of organisations or individuals.
	E19	Capacity to design and define the architecture of IT systems (software, hardware and communications) under the requirements agreed upon by the parties involved.

PRE-REQUISITES:

It is recommended to have attended or have knowledge of:

- *Networking and Comunications I* or, failing that, TCP/ IP and the OSI model.
- *Object Oriented Programming II*, or failing that, extensive knowledge of Java.
- Wireshark.

SUBJECT PROGRAMME:

Subject contents:

1 - Application Protocols
1.1 - Telnet
1.2 - Hyper-Text Transfer Protocol (HTTP)
1.3 - Domain Name System (DNS)
1.4 - Simple Mail Transfer Protocol (SMTP)
1.5 - File Transfer Protocol (FTP)
2 - Presentation Protocols
2.1 - Multipurpose Internet Mail Extensions (MIME)
2.2 - Secure Sockets Layer (SSL) and Transport Layer Security (TLS)
3 - Audio and video streaming in TCP/IP networks
3.1 - IP and IPv6
3.2 - Real-time Transport Protocol
3.3 - Voice over IP (VoIP)
3.4 - IPTV

Subject planning could be modified due unforeseen circumstances (group performance, availability of resources, changes to academic calendar etc.) and should not, therefore, be considered to be definitive.

TEACHING AND LEARNING METHODOLOGIES AND ACTIVITIES:

Teaching and learning methodologies and activities applied:

Theory Sessions: Lectures will be used to explain the basis of the different chapters. When possible, explanations will be accompanied by images, text or sound to be used as practical examples and discussion topics. During the sessions, the lecturer will propose activities or ask for information out of the students and he will resolve doubts.

Practical Sessions: There are individual labs and a practice in groups. For this practice, students will be grouped into groups of up to 5 students. Practical work will be the goal of the whole group, but students will be evaluated individually acording to the learning outcomes. During practice, students will use a problem-based learning methodological strategy.

The students will have the slides of all the chapters of the course. They should be able to expand it with the content explained in class and other bibliographic resources. The lecturer will be available to students during the tutorial schedule to help them in all matters concerning the course. On request, group tutorials may be programmed to control the work of the group. The course requires a significant effort by the student. The concepts explained in one chapter will be used in the following.

Student work load:

Teaching mode	Teaching methods	Estimated hours
Classroom activities	Master classes	28
	Other theory activities	2
	Practical exercises	6

	Coursework presentations	2
	Laboratory practice	22
	Assessment activities	5
Individual study	Tutorials	6
	Individual study	26
	Individual coursework preparation	18
	Group cousework preparation	30
	Research work	5
	Total hours:	150

ASSESSMENT SCHEME:

Calculation of final mark:

Written tests:	45	%
Individual coursework:	30	%
Group coursework:	20	%
Participation:	5	%
TOTAL	100	%

*Las observaciones específicas sobre el sistema de evaluación serán comunicadas por escrito a los alumnos al inicio de la materia.

BIBLIOGRAPHY AND DOCUMENTATION:

Basic bibliography:

James F. Kurose, Keith W. Ross. Addison Wesley. Computer networking. A Top-down approach Featuring the Internet. Addison-Wesley. eText: ISBN-10 0-13-608084-7, ISBN-13 978-0-13-608084-8; Print: ISBN-10 0-13-607967-9, ISBN-13 978-0-13-607967-5
TANENBAUM, Andrew S. Computer Networks. Fourth Edition. Pearson Education International, 2003
W. Richard Stevens. TCP/ IP Illustrated,Volume 1. The protocols, Addison-Wesley, 1994, ISBN 0-201-63346-9

Recommended bibliography:

Comer. Internetworking with TCP/ IP Volume 1. ISBN: 0131876716- Daniel Collins. Carrier Grade VOICE OVER IP. MsGraw Hill. ISBN: 9780071406345
Daniel Collins. Carrier Grade VOICE OVER IP. MsGraw Hill. ISBN: 9780071406345
Mark Miller. Voice Over IP: Strategies for the Converged Network (with CD-ROM)
STALLINGS, William. Data and Computer Communications. 8th Edition. Pearson Pretince Hall, 2007.

Recommended websites:

CISCO	www.cisco.com
Microsoft	www.microsoft.com
Request for Comments	www.rfc-es.org

* Guía Docente sujeta a modificaciones