CIT 160/L (Internet Technologies and Lab) – Fall 2014

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CLASS DETAILS:
CIT 160 - 15375(Lec): MoWe, 08:30 a.m. – 09:20 a.m.; **ROOM:** JD 1600
CIT 160L – 15376(Lab): MoWe, 09:30 a.m. – 10:45 a.m.; **ROOM:** JD 1600
CIT 160 - 15542(Lec): MoWe, 03:30 p.m. – 04:20 p.m.; **ROOM:** JD 1600
CIT 160L – 15543(Lab): MoWe, 04:30 9.m. – 05:45 p .m.; **ROOM:** JD 1600

OFFICE HOURS: MW 10:45 a.m. -11:45 a.m. & 02:30 p.m. - 03:30 p.m.

You may email me (bzartoshty@csun.edu) at any time; I will generally respond within 24 hours (during the academic days). Always include your name, course, and CSUN e-mail address in your messages to me; an email address like kissmeqwik@love.com leaves me clueless about who you are**!**

Contact Info for the Department of Computer Science
Chair: Prof. Richard Covington
Home Page URL: http://www.csun.edu/compsci
Telephone: campus extension 3398

Contact Info for Information Services
Office: JD 1112   Telephone: campus extension 7404 or 3919

Contact Info for Lab Assistant
Joshua Flores
Office: Laurel Hall 100C   Email: joshua.flores.72@my.csun.edu

COURSE MATERIAL
Couse material are available on Google Drive
Grades are posted on Moodle (http://moodle.csun.edu)

Textbooks (Suggested):
Unix Shell Programming; Learning the bash; 3rd Edition
Cameron Newbam & Bill Rosenblatt; O'reily Publishing
ISBN: 978-0-596-00965-6
Vi and Vim Editors; Pocket Reference; 2nd Edition
Arnold Robbins; O'reily Publishing
ISBN: 978-1-449-39217-8
Pro DNS and BIND 10; Ron Aitchison; Apress publishing;

ISBN: 978-1-4302-4048-9
Grading

The lecture and lab are integrated. You will receive the same grade for both the lecture and the lab. Plus and minus grading will be used. Your grade will be weighted as follows:

- Labs & Assignments: 30%
- Midterm: 35%
- Final Exam: 35%

GRADING POLICY: Exam and quiz questions will relate to the contents of both the textbooks **and** *material discussed in class*. To do well, you should attend class regularly, participate in discussions, do all assignments, and take notes. If you miss a class, please arrange with someone to take notes and go over the important points with them.

1. Quizzes and exams are closed book/closed note
2. Total category grade is calculated based on sum of all grades for the category.
3. The plus/minus grading system will be used: F (<60); D- ($\geq$60 & <63); D ($\geq$63 & <67); D+ ($\geq$67 & <70); C- ($\geq$70 & <73); C ($\geq$73 & <77); C+ ($\geq$77 & <80); B- ($\geq$80 & <83); B ($\geq$83 & <87); B+ ($\geq$87 & <90); A- ($\geq$90 & <93); A (93-100).
4. One grade will be given for both Lecture and Lab
5. An important part of this course is the notation, terminology, concepts, and definitions; therefore, I do not answer questions during examinations.
6. You are expected to take/complete all projects, and exams, on or before the scheduled dates. **I do not accept late submissions.**
7. In fairness to all, I don't give make-up assignments for any missed projects or exams.
8. An incomplete (I) grade is given for genuine medical and other certified emergencies only; it is never given to catch up with missed assignments. Furthermore, to receive an Incomplete grade, you must have successfully completed at least two-thirds of the semester.

Plagiarism in underline*any*underline *assignment or cheating in the examinations will result in a grade of F in the entire course.*

MAKEUP OR EXTRA CREDIT: No makeup assignments are given to compensate for poor performance in regularly assigned work. Pressure of work, academic workload from other classes, and scheduling extracurricular activities during the semester (e.g., getting married, travel) are unacceptable excuses for missing classes or not submitting the assignments by the due dates. You get no credit by telling me that you already know the stuff; the only way to earn points is by completing the coursework on time. If you know the course material, then please drop this class and enroll in a class that is useful.

Academic Dishonesty

On an exam, you are expected to submit only your own work. On a programming project, it is permissible to discuss solution approaches in a general sense with other students. But when submitting a program for a grade, the program must represent your own work. It cannot be a copy of another student's program, even if you worked in a group with that student. **Penalties for academic dishonesty on a single exam or programming project may result in a grade of "F" for the entire course.** If you have any doubts about what is considered dishonest, please ask the instructors for guidance before taking such a serious risk. In general, **full disclosure is the best policy** on any submission. In other words, if a friend helped you to complete a project, **state this fact in writing at the beginning of the submission.** Such a submission may not earn full points, however.

CLASS AND LAB ETIQUETTE: *Please silence all pagers, cell phones, and electronic devices before entering the classroom.* Food and drinks are not allowed in the labs. Please note that there is a surveillance camera that works 24/7 in the labs. When you are in the class or lab, I expect you to work on assignments, not surf the web, play games or engage in other such non-course related activities. The lab computers have sound cards, but no speakers. To listen to audio content you will need to use head phones connected to the computer's audio output jack. The CSUN computers are meant to be used for academic purposes only. Fair use policies can be found at http://www-admn.csun.edu/vp/policies/500_itr/500_10.htm

SUBMITTING WORK
1. Most assignments will be submitted electronically via Moodle.com or Hard Copy
2. Submit all hardcopy work, when asked for, in class, not in my office or in the Computer Science Department office.
3. Email submissions will not be accepted.

Course Outline (List of Topics)
1. Introduction and Overview
   a) Introduction and overview of the class
   b) Big Picture: Application Layer
      i. Computer Networks
      ii. DNS, Electronic Mail, World Wide Web
   c) Getting familiar with the shell (Chapter 1)
2. Introduction to files
   a) Shell commands for processing files (more in depth with |, <, >)
   b) Line Editing and Vi Editor (Chapter 2, and the Vi book)
   c) Type of files (test –f, -d, -S)
   d) Intro to Shell Variables☺$?, etc.)
3. Authentication, login Process, Processes, and File permissions
   a) Remote Login, Process, and Authentication
   b) Boot strapping your Environment (Chapter 3)
      i. Intro to the PATH variable
   c) /etc/{passwd, groups, shadow}, ssh, login process
   d) Simple commands on files
      i. Head, tail
   e) The Vi editor
4. Programming in the Shell (Chapter 4 & 5)
   a) Focus on the control structures, etc.
   b) Examples of starting various system
5. Filesystems
   a) Conventions
   b) Mapping drives, export filesystems
6. DNS, coupled with FQDN and IP naming
7. Email
8. OSI Model
9. DHCP: IP assignment and bootstrapping
10. Web revisited and the HTTP/s Protocol
   a) HTML (and CSS) [bash/cgi programming]
   b) URLs and Rewite Rules
   c) Htaccess and authentication