

GANPAT UNIVERSITY			
FACULTY OF DIPLOMA ENGINEERING			
Programme	Diploma in Computer Engineering/ Information Technology		
Semester	IV	Version	1.0.0.0
Effective from Academic Year	2025-26	Effective for the batch Admitted in	JULY 2025
Course Code	1CEIT4102	Course Name	Computer Network

I. TEACHING-LEARNING AND ASSESSMENT SCHEME

Course Type	Course code	Course Title	Teaching & Learning Scheme								Examination Scheme								
			Credit				Actual Contact Hrs/week			SLH	Total Learning Hrs/Week	TH			PR			SLA	Total
			CL	TL	LL	Total	CL	TL	LL			CE	SEE	Total	CE	SEE	Total		
SEC	1CEIT4102	Computer Network	3	-	1	4	3	-	2	2	7	40	60	100	30	20	50	20	170

Abbreviation:	CL - Classroom Learning	TL - Tutorial Learning	LL - Laboratory Learning
	SLH - Self Learning Hours	SLA - Self Learning Assessment	CE - Continuous Evaluation
	SEE – Semester End Examination		

II. PRE-REQUISITES

Basic knowledge of computers, operating systems, number systems, electronics, and command-line usage.

III. INDUSTRY /EMPLOYER EXPECTED OUTCOMES

- Understand the fundamentals of computer networks, including network components, topologies, transmission media, and communication models used in industry.
- Interpret network protocols, addressing schemes, data flow mechanisms, and layered architectures such as OSI and TCP/IP models.
- Analyze network architectures, switching techniques, routing methods, and common network performance and security issues.
- Develop and configure basic network setups, including LAN and WLAN, using appropriate networking devices.
- Apply computer networking concepts in simple real-world scenarios such as file sharing, client-server communication, and internet-based applications.
- Use network simulators and diagnostic tools effectively for network configuration, testing, monitoring, and troubleshooting.

IV. COURSE LEARNING OUTCOMES

At the end of the course, students will be able to achieve the following course learning outcomes

- CO1.** Explain fundamental concepts of computer networks including types of networks, network topologies, network servers, and switching techniques to analyze basic networking scenarios.
- CO2.** Explain OSI and TCP/IP reference models and analyze the role of major network protocols used at different layers for effective data communication.
- CO3.** Apply concepts of IPv4 and IPv6 addressing, subnetting, NAT, and IP configuration to perform basic IP address calculations and network addressing tasks.
- CO4.** Classify transmission media and wireless technologies and explain the working, standards, and applications of Wi-Fi, Bluetooth, and mobile communication systems.
- CO5.** Identify networking devices, routing algorithms, routing protocols, security threats, and apply basic network commands and tools for network monitoring and analysis.

V. THEORY LEARNING OUTCOMES AND ALIGNED COURSE CONTENT:				
Name of Unit	Theory Learning outcomes (TLO's) aligned to CO's	Learning Content mapped with Theory Learning outcomes (TLO's)&CO's	Marks	Hours
Unit-1 Basic of Computer Network	TLO 1.1 Identify and explain the need, benefits, applications and used in real-world scenarios. TLO 1.2 Classify different types of computer networks and explain the uses, merits, and demerits of LAN, WAN, MAN, WLAN, and VLAN TLO 1.3 Describe BUS, RING, STAR, MESH, and TREE with their applications, merits, and demerits. TLO 1.4 Explain the applications and functions of FILE, MAIL, FTP and DNS servers in computer networks. TLO 1.5 Describe circuit and packet switching techniques used in networks.	1.1 Understand fundamental concepts of computer networks. 1.2 Category of Computer networks. 1.3 Network topology structures and applications 1.4 Types of network servers. 1.5 Different Switching technologies.	10	7
Unit-2 Network Reference Models and Protocols	TLO 2.1 Introduction of OSI and TCP/IP Model. TLO 2.2 Describe OSI model in details. TLO 2.3 Describe TCP/IP model in details. TLO 2.4 Explain the role of TCP, UDP, HTTP, ICMP, IGMP, FTP, ARP, DHCP, SMTP, POP, POP3 TLO 2.5 Highlight similarity and differences between OSI and TCP/IP model.	2.1 Network Communication models. 2.2 Structure of OSI model. 2.3 Structure of TCP/IP Model. 2.4 Network Protocols. 2.5 Differences OSI and TCP/IP models.	10	8
Unit-3 Network Addressing and Subnetting concept	TLO 3.1 Explain the concept and purpose of network addressing. TLO 3.2 Study of IP address space, notations, classful and classless addressing, including special and loopback addresses. TLO 3.3 Illustrate the IPv4 packet format and state the purpose of its fields in packet delivery. TLO 3.4 Illustrate the IPv6 packet format and state the purpose of its fields in packet delivery.	3.1 Basics of networks addressing 3.2 Different IP address scheme. 3.3 Structure and fields of the IPv4 packet format. 3.4 Structure and fields of the IPv6 packet format. 3.5 Differences IPv4 vs IPv6. 3.6 Recognize static and dynamic IP addressing. 3.7 IP addressing and subnetting 3.8 Role of Network Address Translation (NAT).	12	10

	<p>TLO 3.5 State and identify differences between IPv4 and IPv6.</p> <p>TLO 3.6 Comparison and Features of Static and Dynamic IP.</p> <p>TLO 3.7 Apply basic subnetting and IP address calculations.</p> <p>TLO 3.8 Describe NAT for public-to-private IP address translation.</p>			
<p>Unit-4</p> <p>Transmission Media & Wireless Communication</p>	<p>TLO 4.1 Classify guided transmission media with uses and limitations</p> <p>TLO 4.2 Classify unguided transmission media with uses and limitations</p> <p>TLO 4.3 Outline the IEEE 802.11 Wi-Fi standards and their features.</p> <p>TLO 4.4 Describe the features and evolution of mobile network.</p> <p>TLO 4.5 Describe the architecture of 5G networks and outline the key enabling technologies.</p> <p>TLO 4.6 Explain fundamentals and applications of Bluetooth technology.</p> <p>TLO 4.7 Illustrate the Bluetooth layered architecture and the role of LMP, L2CAP, SDP protocols.</p> <p>TLO 4.8 Explain piconet and scatternet topologies.</p>	<p>4.1 Guided transmission media</p> <p>4.2 Unguided transmission media</p> <p>4.3 IEEE 802.11 Wi-Fi standards.</p> <p>4.4 Evolution of mobile networks.</p> <p>4.5 5G architecture and technologies.</p> <p>4.6 State applications of Bluetooth.</p> <p>4.7 Bluetooth layered architecture.</p> <p>4.8 Bluetooth network topology.</p>	16	10
<p>Unit-5</p> <p>Network Devices & Security Basics</p>	<p>TLO 5.1 Identify different networking devices and their functions.</p> <p>TLO 5.2 Distinguish network devices based on function and application.</p> <p>TLO 5.3 Identify different types and function of routing algorithms.</p> <p>TLO 5.4 Recognize different routing protocols and their functions</p> <p>TLO 5.5 Describe Encryption basics using (WEP, WPA, WPA2)</p> <p>TLO 5.6 Network commands: ping, ipconfig, tracert, netstat, nslookup, arp.</p> <p>TLO 5.7 Network Monitoring and analysis using Wireshark and Packet Tracer.</p>	<p>5.1 Understand Network devices And functions.</p> <p>5.2 Comparison of network devices.</p> <p>5.3 Routing algorithms.</p> <p>5.4 Routing protocols and their functions</p> <p>5.5 Wireless Network Security basics.</p> <p>5.6 Network troubleshooting commands.</p> <p>5.7 Monitoring and analysis tools For packet analysing.</p>	12	10

VI. LABORATORY LEARNING OUTCOME AND ALIGNED PRACTICAL			
SR. NO	PRACTICAL/LABORATORY LEARNING OUTCOME(LLO)	PRACTICAL TITLES	RELEVANT Cos
1	LLO 1.1 Setup and test basic LAN communication between two PC.	Establishment and testing of peer-to-peer LAN connectivity.	CO1
2	LLO 1.3 Plan and configure a working LAN setup for a given requirement.	Design and implementation of a wired Local Area Network (LAN).	CO1
3	LLO 1.4 Enable resource sharing on a LAN setup.	Share drives, folders, and printers in a local network.	CO1
4	LLO 2.1 Analyze and troubleshoot network connectivity issues using CLI tools.	Network troubleshooting using command-line tools (ping, tracert, ipconfig)	CO2
5	LLO 2.2 Configure network topology using virtual environment	Design and configure network topology using Packet Tracer.	CO2
6	LLO 2.3 Analyze packets using network protocol analyzer.	Packet capture and protocol analysis using Wireshark	CO2
7	LLO 2.4 Configure FTP server using virtual environment.	Configuration and testing of FTP server using virtual environment.	CO2
8	LLO 2.5 Configure DNS server using virtual environment.	Configuration and testing of DNS server using virtual environment.	CO2
9	LLO 3.1 Configure systems with both static and DHCP-based IP addressing.	Configuration of static and dynamic IP addressing using DHCP.	CO3
10	LLO 3.2 Divide IP network using subnetting techniques.	IP subnetting and network address calculation.	CO3
11	LLO 4.1 Prepare UTP cables correctly and verify functionality.	Crimp cross and straight Ethernet cable using RJ-45 tester.	CO4
12	LLO 4.2 Configure wireless router.	Set up a wireless router and basic security settings.	CO4
13	LLO 4.3 Connect devices to Wi-Fi and test connectivity.	Connecting wireless devices and verifying network connectivity.	CO4
14	LLO 5.1 Recognize and describe roles of devices like routers, switches, hubs, NICs, cables.	Study and identification of networking devices and transmission media.	CO5
15	LLO 5.2 Apply network security measures to protect systems.	Implementation of basic network security using firewall and antivirus.	CO5

VII. SUGGESTED MICRO PROJECT/ASSIGNMENTS/ACTIVITIES FOR SELF LEARNING/SKILL DEVELOPMENT (SELF LEARNING)

Micro Projects (Mini Applications / Use Cases)

- Configure and simulate basic LAN/WAN connectivity between multiple devices.
Skills: Network configuration, IP addressing, device connectivity, packet flow analysis.
- Implement IP addressing and subnetting for a given network scenario.
Skills: Subnet calculation, static/dynamic IP assignment, network planning.
- Simulate routing using RIP, OSPF, or static routes in a network simulator.
Skills: Routing configuration, protocol selection, packet path verification.

- Test network security by configuring firewalls, authentication, and access control.
Skills: Security configuration, threat mitigation, network monitoring.
- Study a real-world network (e.g., office LAN or Wi-Fi network) and present its block diagram and working.
Skills: Network analysis, documentation, technical communication.

Self-Learning / Skill Building Activities

1. Practice basic network configuration and simulation using tools such as Packet Tracer or online network simulators.
Goal: Improve understanding of network setup and data communication flow.
2. Prepare a categorized list of network devices and protocols (Router, Switch, Hub, TCP, UDP, IP, DNS) with their functions and applications.
Goal: Strengthen knowledge of core networking components and protocols.
3. Analyze IP addressing problems including subnetting and CIDR calculations for given network scenarios.
Goal: Develop analytical and logical skills related to network addressing.
4. Draw network diagrams for LAN, WAN, WLAN, and VLAN configurations before implementation.
Goal: Enhance logical thinking and structured network design skills.
5. Observe and document packet flow, addressing, and protocol behavior using network simulation tools.
Goal: Understand data transmission and protocol operation at different network layers.
6. Compare features of traditional networks with modern technologies such as cloud networking, SDN, and 5G networks.
Goal: Build perspective on the evolution of networking technologies.
7. Identify and correct common network configuration and connectivity errors during simulation or practical sessions.
Goal: Improve troubleshooting and debugging skills in networking.
8. Prepare a short report on network security mechanisms such as firewalls, authentication, and encryption with real-world examples.
Goal: Understand basic security practices used in industry networks.
9. Watch video lectures or demonstrations on OSI and TCP/IP models and submit a brief summary.
Goal: Reinforce theoretical networking concepts through visual learning.
10. Create a poster or presentation on topics such as network topologies, IP addressing, or 5G architecture.
Goal: Improve technical communication skills and conceptual clarity.

VIII. LIST OF INSTRUMENTS / EQUIPMENT / TRAINER BOARD/SOFTWARE

1	Computer Systems Windows/Linux (minimum i3, 4 GB RAM)
2	Network Switch (8/16/24 Port)
3	Wireless Router / Access Point
4	RJ-45 Crimping Tool
5	LAN Tester / Network Cable Tester
6	Packet Tracer / GNS3 Software (Installed)
7	Wireshark (Installed on systems)

IX. LIST OF REFERENCE BOOKS			
SR.NO	TITLE	AUTHOR	PUBLICATION
1	Data Communications and Networking	Behrouz A. Forouzan	McGraw-Hill Education
2	Computer Networks	Andrew S. Tanenbaum	Pearson Education
3	A Practical Guide to Networking Fundamentals	Greg Tomsho	1st Edition, 2012
4	Computer Network Technology	M. Goyal	Laxmi Publications Latest

X. LINK OF LEARNING WEB RESOURCE	
1	https://nptel.ac.in/courses/106105183
2	https://www.netacad.com/
3	https://www.geeksforgeeks.org/computer-network-tutorials/
4	https://www.w3schools.com/cybersecurity/cybersecurity_network_security.php
5	https://www.wireshark.org/docs/
6	https://www.cloudflare.com/learning/network-layer/

XI. SUGGESTED WEIGHTAGE TO LEARNING EFFORTS & ASSESSMENT							
Unit	Unit Title	Aligned Cos	Learning Hours	R-Level	U-Level	A-Level	Total Marks
1	Basic of Computer Network	CO1	7	4	4	2	10
2	Network Communication Architecture	CO2	8	4	4	2	10
3	Fundamentals of IP Addressing and Subnetting	CO3	10	3	3	6	12
4	Transmission Media & Wireless Communication	CO4	10	6	6	4	16
5	Network Devices & Security Basics	CO5	10	5	4	3	12
Grand Total			45	22	21	17	60

XII. COs AND POs AND PSOs MAPPING										
Course Outcome (Cos)	Programme Outcomes (POs)							Programme Specific Outcomes (PSOs)		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PSO1	PSO2	PSO3
CO1	3	3	1	1	0	1	0	3	2	1
CO2	3	3	1	0	0	1	0	3	2	1
CO3	2	3	0	3	1	0	1	3	3	1
CO4	1	3	2	0	2	1	0	3	3	2
CO5	1	3	1	2	0	1	0	2	2	2

Legends: - 3-High; 2-Moderate/Medium; 1-Slight/Low; 0-None