朝陽科技大學 093學年度第2學期教學大綱
Network Programming 網路程式設計

當期課號	2015	**Course Number**	2015
授課教師	張本杰	**Instructor**	CHANG,BEN JYE
中文課名	網路程式設計	**Course Name**	Network Programming
開課單位	資訊工程系(四日)二A	**Department**	
修習別	選修	**Required/Elective**	Elective
學分數	3	**Credits**	3
課程目標	這門課的目標是提供學生網路程式設計的知識，主題包括：網路程式設計簡介、網路程式設計的基本資料結構、Socket網路程式設計、TCP/UDP Client Server網路程式設計、Thread網路程式設計、Multiplexing IO Programming。在完成這門課之後，學生將可以學習到下面幾點：1.瞭解網路程式設計的基本資料結構；2.瞭解Socket TCP/UDP網路程式設計；3.高等 Thread與Multiplexing IO 程式設計; 4. Client Server 網路系統實作。	**Objectives**	The goal of this course is to provide students with a basic knowledge of the network programming. The main topics include introduction, data structures for network programming, Socket programming, TCP/UDP socket programming, Thread and Multiplexing I/O programming. Students will realize the following backgrounds of this course after completing it: 1. The data structure of network programming; 2. The client server-based TCP and UDP scket programming; 3. The advanced Thread and Multiplexing IO programming; 4. Implement a client server application.
教材	Slide and demo codes, Textbook W. R. Stevens, “Unix Network Programming”, References book G. R. Wright and W. R. Stevens, “TCP/IP Illustrated volume 2”, Addison Wesley	**Teaching Materials**	
成績評量方式	General 10% Midterm 20% Project 40% Final exam 30%	**Grading**	General 10% Midterm 20% Project 40% Final exam 30%
教師網頁	_		
教學內容	Internet Protocol version 4 Internet Protocol version 6 Monitor IP packet socket and winsocket Implementation Routing Algorithms Implemantation Network simulation	**Syllabus**	Internet Protocol version 4 Internet Protocol version 6 Monitor IP packet socket and winsocket Implementation Routing Algorithms Implemantation Network simulation

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