

朝陽科技大學 094學年度第2學期教學大綱
Network Programming 網路程式設計

當期課號	3528	Course Number	3528
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(四進)三A	Department	
修習別	選修	Required/Elective	Elective
學分數	3	Credits	3
課程目標	<p>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。</p>	Objectives	<p>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.</p>
教材	<p>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</p>	Teaching Materials	
成績評量方式	<p>General 10% Midterm 20% Project 40% Final exam 30%</p>	Grading	<p>General 10% Midterm 20% Project 40% Final exam 30%</p>
教師網頁	-		
教學內容	<p>Internet Protocol version 4 Internet Protocol version 6 Monitor IP packet socket and winsocket Implementation Routing Algorithms Implemantation Network simulation</p>	Syllabus	<p>Internet Protocol version 4 Internet Protocol version 6 Monitor IP packet socket and winsocket Implementation Routing Algorithms Implemantation Network simulation</p>

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