

C language and networks

Introducing

Description

The course is structured in two parts :

The first part presents the Socket Programming Interface (Socket API), the basic technology for coding a distributed application (particularly on) the Internet. The second part consists of a programming project for a distributed client/server application on the Internet.

The objectives are assessed based on a project report and an assessment of student engagement during the practical sessions. An individual written exam may complete the validation of theoretical skills.

Objectives

At the end of this module:

- The student should have understood and be able to explain the fundamental concepts associated with programming distributed applications on the Internet via the Socket API
- The student should be able to use the Socket API to develop (in C language) a distributed client/server application on the Internet

Necessary prerequisites

Introduction to Operating Systems
Introduction to Computer Networks (3rd year IMACS)
C Language (3rd year IMACS)

Évaluation

L'évaluation des acquis d'apprentissage est réalisée en continu tout le long du semestre. En fonction des enseignements, elle peut prendre différentes formes : examen écrit, oral, compte-rendu, rapport écrit, évaluation par les pairs...

Practical info

Location(s)

 Toulouse