**UNIT-II**

**SESSION I**

1. **Packet switching networks**:

* Introduction
* Message Switching
* Congestion
* Packet switching
* Circuit switching

**OBJECTIVE:**

The session was started with a recap such that the students are recalled previous unit.

**ACTIVITY USED:**

**QUIZ:**

**Questions:**

1. Define E-commerce.

2. State the internet.

3. Define B2B.

4. Define B2C.

5. Role of E-commerce

**Website:** [**WWW.Webcrawler.com**](http://WWW.Webcrawler.com)

[**WWW.computerworld.com**](http://WWW.computerworld.com)

[**WWW.linktionary.com**](http://WWW.linktionary.com)

[**WWW.webopedia.com**](http://WWW.webopedia.com)

**CONCLUSION:**

By conducting this quiz activity, each and every topics have been recalled so that basic core concepts of the topics can easily be reached to the students.

**SESSION 2**

1. **TCP/IP protocol**:

* Introduction
* TCP/IP Protocol
* Datagram packets
* CRC

**OBJECTIVE:**

To have a detailed idea about TCP/IP protocol in network domain and gave the real time examples.

**ACTIVITY USED:**

**Demo:**

Form teams A and B. One representative from each team will demonstrate the function of real time examples of TCP/IP Protocol.

Website: [WWW.ask.com](http://WWW.ask.com)

[WWW.cartrade.com](http://WWW.cartrade.com)

[WWW.installdownload.com](http://WWW.installdownload.com)

**CONCLUSION:**

By conducting this Demo activity, each and every topics have been understand clearly, so that basic core concepts of the topics can easily be reached to the students.

**SESSION 3**

1. **Internet utility programs**:

* Introduction
* Internet programming
* Website design
* SGML

**OBJECTIVE:**

To have a detailed idea about internet programming featuresand web site design steps with suitable examples.

**ACTIVITY USED:**

**Presentation:**

To explain detailed about internet programming with suitable examples of SGML .

**Website:** [**WWW.alhea.com**](http://WWW.alhea.com)

[**WWW.supershareware.com**](http://WWW.supershareware.com)

[**WWW.answers.com**](http://WWW.answers.com)

**CONCLUSION:**

By conducting this Presentation (PPT), each and every topics have been understand clearly, so that basic core concepts of the topics can easily be reached to the students.

**SESSION 4**

1. **Internet utility programs**:

* HTML
* XML
* Example programs

**OBJECTIVE:**

To have a detailed idea about internet utility programs such as HTML, XML.

**ACTIVITY USED:**

**Show and Tell activity**

In this activity HTML and XML code, let the learners identify the role of XML namespace and href tags.

**Website:** [**WWW.W#schools/html/html-intro.asp**](http://WWW.W#schools/html/html-intro.asp)

[**WWW.htmlcodetutorial.com**](http://WWW.htmlcodetutorial.com)

[**WWW.cuebcrawler.com**](http://WWW.cuebcrawler.com)

[**WWW.W3Schools.com/XML**](http://WWW.W3Schools.com/XML)

**CONCLUSION:**

By conducting this Show and tell activity, Programming topics have been understand clearly, so that basic core concepts of the topics can easily be reached to the students.

**Session 5**

Web server:

* + - * Introduction
      * Web client
      * Web server

**OBJECTIVE:**

To have a basic idea about web client and server models with examples.

**ACTIVITY USED:**

**Do and explain**

Form 3 teams of learners and assign the titles given

* Introduction
* Web client
* Web server

Team 1 will be provided with an introduction

Team 2 will be provided with the web client

Team 3 will be provided with the web server

**Website:** [**WWW.Webcrawler.com**](http://WWW.Webcrawler.com)

[**WWW.computerworld.com**](http://WWW.computerworld.com)

[**WWW.linktionary.com**](http://WWW.linktionary.com)

[**WWW.webopedia.com**](http://WWW.webopedia.com)

**CONCLUSION:**

By conducting this Do and explain activity, each and every topics have been understand clearly, so that basic core concepts of the topics can easily be reached to the students.

**SESSION 6**

1. **Web server Architecture**:

* Introduction
* Tier 1
* Tier 2

**OBJECTIVE:**

To have a detailed idea about web server architecture and gave the real time examples.

**ACTIVITY USED:**

**Demo:**

Form teams A and B. One representative from each team will demonstrate the function of real time examples of web server architecture.

Website: [WWW.ask.com](http://WWW.ask.com)

[WWW.cartrade.com](http://WWW.cartrade.com)

[WWW.installdownload.com](http://WWW.installdownload.com)

**CONCLUSION:**

By conducting this Demo activity, each and every topic have been understand clearly, so that basic core concepts of the topics can easily be reached to the students.

**SESSION 7**

1. **Web server architecture**:

* Tier 3
* Examples

**OBJECTIVE:**

To have a detailed idea about web server architecture and gave the real time examples.

**ACTIVITY USED:**

**Presentation:**

To explain detailed about internet programming with suitable examples of web server architecture .

**Website:** [**WWW.alhea.com**](http://WWW.alhea.com)

[**WWW.supershareware.com**](http://WWW.supershareware.com)

[**WWW.answers.com**](http://WWW.answers.com)

**CONCLUSION:**

By conducting this Presentation (PPT), each and every topics have been understand clearly, so that basic core concepts of the topics can easily be reached to the students.

**SESSION 8**

1. **Internet and intranet**:

* Introduction
* Internet
* Intranet

**OBJECTIVE:**

To have a detailed idea about internet utility programs such as HTML, XML.

**ACTIVITY USED:**

**Show and Tell activity**

In this activity HTML and XML code, let the learners identify the role of XML namespace and href tags.

**Website:** [**WWW.W#schools/html/html-intro.asp**](http://WWW.W#schools/html/html-intro.asp)

[**WWW.htmlcodetutorial.com**](http://WWW.htmlcodetutorial.com)

[**WWW.cuebcrawler.com**](http://WWW.cuebcrawler.com)

[**WWW.W3Schools.com/XML**](http://WWW.W3Schools.com/XML)

**CONCLUSION:**

By conducting this Show and tell activity, Programming topics have been understand clearly, so that basic core concepts of the topics can easily be reached to the students.

**SESSION 9**

1. **Internet ,intranet and Extranet**:

* Comparison of internet intranet.
* Extranet
* Comparison of internet, intranet and extranet.

**OBJECTIVE:**

To have a detailed idea about internet utility programs such as HTML, XML.

**ACTIVITY USED:**

**Show and Tell activity**

In this activity HTML and XML code, let the learners identify the role of XML namespace and href tags.

**Website:** [**WWW.W#schools/html/html-intro.asp**](http://WWW.W#schools/html/html-intro.asp)

[**WWW.htmlcodetutorial.com**](http://WWW.htmlcodetutorial.com)

[**WWW.cuebcrawler.com**](http://WWW.cuebcrawler.com)

[**WWW.W3Schools.com/XML**](http://WWW.W3Schools.com/XML)

**CONCLUSION:**

By conducting this Show and tell activity, Programming topics have been understand clearly, so that basic core concepts of the topics can easily be reached to the students.