Overview
In this project, you may choose a team of one, two, three or four students to investigate any topic related to networking. The requirement is that this project must have a computer component.

This project is intended to be an open ended project where the student team is to explore a networking topic that interests them. It should be noted, though, that larger teams are expected to submit a more extensive project than smaller one or two-person groups.

Any topic related to networking is fair game, as long as it involves material not covered in the book. In particular, investigating a section of the book that we do not cover is not considered adequate. Rather, it is recommended that student teams look at Transactions on Networking and other journals for interesting topics to investigate.

Recommendation: Students might consider conducting a thorough survey of some aspect of networking, or might consider proposing a small modification to existing network protocols.

What to Turn In
You will hand in a technical report summarizing your topic and the investigations. Your report should contain a description of topic (including background material), identification of the challenges you encountered and how you solved these challenges, as well as any additional technical analysis to support your conclusions.

Your grade will be based upon the clarity and thoroughness of your investigation. Since over a month of time is allocated to this project, it is expected that the quality of the report will be high.