Linux Socket Programming By Example Warren Gay

UNIX Network Programming: The sockets networking APILinux Socket Programming by ExampleHands-On Network Programming with CTCP/IP Sockets in C#C# Network ProgrammingTCP/IP Sockets in CPython Programming by ExampleJava Socket ProgrammingPro .NET 1.1 Network ProgrammingTCP/IP Sockets in CTCP/IP Sockets in JavaWindows Sockets Network ProgrammingNetwork Programming with Windows SocketsUNIX Network ProgrammingNetwork Programming with Microsoft Visual J++ 6.0An Introduction to Network Programming with JavaAdventures in UNIX Network Applications ProgrammingPalm ProgrammingKSR1 System ProgrammingPeter Norton's Guide to Java Programming W. Richard Stevens Warren Gay Lewis Van Winkle David Makofske Richard Blum Michael J. Donahoo Agus Kurniawan Mazhar Malik Alexandru Serban Michael J. Donahoo Kenneth L. Calvert Bob Quinn Patrice Bonner W. Richard Stevens Andy Wilson Jan Graba Bill Rieken Neil Rhodes Peter Norton

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to build today s highly distributed networked applications and services you need deep mastery of sockets and other key networking apis one book delivers comprehensive start to finish guidance for building robust high performance networked systems in any environment unix network programming volume 1 third edition

this guide for beginning to intermediate programmers offers step by step instructions as well as advice on protecting servers from attack writing programs to determine socket buffer sizes setting the tcp ip keep alive feature understanding the differences between connection and connectionless oriented protocols and selecting the most effective client and server interface

a comprehensive guide to programming with network sockets implementing internet protocols designing iot devices and much more with c key featuresapply your c and c programming skills to build powerful network applicationsget to grips with a variety of network protocols that allow you to load web pages send emails and do much morewrite portable network code for windows linux and macosbook description network programming enables processes to communicate with each other over a computer network but it is a complex task that requires programming with multiple libraries and protocols with its support for third party libraries and structured documentation c is an ideal language to write network programs complete with step by step explanations of essential concepts and practical examples this c network programming book begins with the fundamentals of internet protocol tcp and udp you ll explore client server and peer to peer models for information sharing and connectivity with remote computers the book will also cover http and https for communicating between your browser and website and delve into hostname resolution with dns which is crucial to the functioning of the modern web as you advance you ll gain insights into asynchronous socket programming and streams and explore debugging and error handling finally you ll study network monitoring and implement security best practices by the end of this book you ll have experience of working with client server applications and be able to implement new network programs in c the code in this book is compatible with the older c99 version as well as the latest c18 and c 17 standards you ll work with robust reliable and secure code that is portable across operating systems including winsock sockets for windows and posix sockets for linux and macos what you will learnuncover cross platform socket programming apisimplement techniques for supporting ipv4 and ipv6understand how tcp and udp connections work over ipdiscover how hostname resolution and dns workinterface with web apis using http and httpsexplore simple mail transfer protocol smtp for electronic mail transmissionapply network programming to the internet of things iot who this book is for if you re a developer or a system administrator who wants to get started with network programming this book is for you basic knowledge of c programming is assumed

this volume focuses on the underlying sockets class one of the basis for learning about networks in any programming

language by learning to write simple client and server programs that use tcp ip readers can then realize network routing framing error detection and correction and performance

on its own c simplifies network programming combine it with the precise instruction found in c network programming and you ll find that building network applications is easier and quicker than ever this book helps newcomers get started with a look at the basics of network programming as they relate to c including the language s network classes the winsock interface and dns resolution spend as much time here as you need then dig into the core topics of the network layer you ll learn to make sockets connections via tcp and connectionless connections via udp you ll also discover just how much help c gives you with some of your toughest chores such as asynchronous socket programming multithreading and multicasting network layer techniques are just a means to an end of course and so this book keeps going providing a series of detailed application layer programming examples that show you how to work with real protocols and real network environments to build and implement a variety of applications use snmp to manage network devices smtp to communicate with remote mail servers and http to enable your applications and use classes native to c to query and modify active directory entries rounding it all out is plenty of advanced coverage to push your c network programming skills to the limit for example you ll learn two ways to share application methods across the network using services and remoting you ll also master the security features intrinsic to c and net features that stand to benefit all of your programming projects

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auxiliary routines that comprise the sockets interface a companion site provides source code for all example programs in both c and winsock versions as well as guidance on running the code on various platforms

this book helps you to learn how to program in python several code and scenario samples are provided to accelerate your learning all scripting samples are written in python 3 x the following is highlight topic in this book development environment python programming language lists tuples and dictionary functions python object oriented python modules and packages string operations file operations error handling building own python module concurrency encoding hashing and cryptography database programming socket programming python regular expressions python gui programming python unit testing

the term network programming refers to writing programs that execute across multiple devices computers in which the devices are all connected to each other using a network sockets provide the communication mechanism between two computers using tcp a client program creates a socket on its end of the communication and attempts to connect that socket to a server when the connection is made the server creates a socket object on its end of the communication the client and server can now communicate by writing to and reading from the socket the java net socket class represents a socket and the java net serversocket class provides a mechanism for the server program to listen for clients and establish connections with them this book provide depth understanding of java socket programming by emphasising on video conferencing server implementation and book contain video conferencing client and server script of 15000 lines to understand java socket programming in real world domain

networking is one of the core tasks of enterprise level programming and this book covers key concepts like network programming in net with c and building network based applications in net you will gain confidence to use the classes shipped with net and eventually implement your own application level protocols the text first overviews important background material like physical network architecture network protocols the open systems interconnection osi model streams in net and stream access also covered in detail socket programming complete with introduction and descriptions for use in net finally the book explores internet programming with a look at http the underlying protocol of e mail and internet by the end of the book you will also have learned to secure network communications in net

tcp ip sockets in c practical guide for programmers second edition is a quick and affordable way to gain the knowledge

and skills needed to develop sophisticated and powerful web based applications the book s focused tutorial based approach enables the reader to master the tasks and techniques essential to virtually all client server projects using sockets in c this edition has been expanded to include new advancements such as support for ipv6 as well as detailed defensive programming strategies if you program using java be sure to check out this book s companion tcp ip sockets in java practical guide for programmers 2nd edition includes completely new and expanded sections that address the ipv6 network environment defensive programming and the select system call thereby allowing the reader to program in accordance with the most current standards for internetworking streamlined and concise tutelage in conjunction with line by line code commentary allows readers to quickly program web based applications without having to wade through unrelated and discursive networking tenets

most internet applications use sockets to implement network communication protocols tcp ip sockets in java practical guide for programmers with its focused tutorial based coverage helps you master the tasks and techniques essential to virtually all client server projects using sockets in java later chapters teach you to implement more specialized functionality incisive discussions of programming constructs and protocol implementations equip you with a deeper understanding that is invaluable for meeting future challenges no other resource presents so concisely or so effectively the exact material you need to get up and running with java sockets programming right away for those who program using the c language be sure to check out this book s companion tcp ip sockets in c practical guide for programmers concise no nonsense explanations of issues often troublesome for students including message construction and parsing underlying mechanisms and java i o comprehensive example based coverage of the most important tcp ip techniques including iterative and threaded servers timeouts and asynchronous message processing includes a detailed easy to use reference to the relevant java class libraries provides a guide to common errors and a reference offering detailed documentation of the sockets interface perfect for a practitioner who may even want just to look into this technology provides tutorial based instuction in key sockets programming techniques focusing exclusively on jva and complemented by example code covers challenging sockets programming issues message construction and parsing underlying tcp ip protocol mechanisms java i o iterate and threaded servers and timeouts includes references to the relevant java class libraries that often go beyond the official java documentation in clarity and explanation

a growing number of the 90 000 network programmers who bought rich stevens unix network programming need to address a

topic not covered by this classic how to deal with windows sockets also known as winsock this book is the defintive word on winsock offering a complete tutorial on how to work with windows sockets and sample code which will be available on the internet

complete information for developers designing network programs using the windows sockets standard this book s easy to understand explanations and sample programs simplify working with the windows sockets api expert patrice bonner presents methods and tools for designing robust network applications including sample stream and datagram client and server applications

a practical book that explains many of the details that have been considered a mystery this guidebook focuses on the design development and coding of networking software under the unix operating system it begins by showing how a fundamental basic for networking programming is interprocess communication ipc and a requisite for understanding ipc is a knowledge of what constitutes a process throughout the text provides both a description and examples of how and why a particular solution is arrived at

the comprehensive guide to network application development with java using microsoft visual j new edition this book includes an overview of network programming for the internet ways to use visual j to employ and then extend the java network package sample network applications and using c and microsoft foundation class mfc libraries to create a custom socket application

with the explosion in growth of the internet and the increasing use of intranets across a wide spectrum of business areas there has been a correspondingly large growth of interest in network programming particularly in the use of client server applications java s inbuilt network programming capabilities and its platform independence have made it a natural choice for network applications and it has quite rightly been referred to as the language of the internet exceptionally difficult and fraught with pitfalls in most languages the programming of network applications is greatly eased by the use of java libraries an introduction to network programming using java is a streamlined text that provides clear guidance on all essential aspects of network programming that might be expected to appear on the syllabus of an undergraduate module in this area areas covered include file handling jdbc servlets javabeans and java server pages

written to help you with the ten percent of the network programming that consumes ninety percent of your time and causes most of your vexing problems it teaches communications network programing including interprocess communicator protocols and process level application programming geared to the growing number of programmers in the unix workstation environment it covers a variety of the most widely used protocols of osi tcp ip x 25 berkeley sockets at t system v streams and more in addition it develops the code for solutions to typical problems in network software programming and offers numerous practical and helpful examples

endorsed by palm as their official developer s guide this tutorial style book shows intermediate to experienced c programmers how to build a palm application from the ground up includes a cd rom with source code and third party developer tools

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