

Linux Socket Programming By Example Warren Gay

UNIX Network Programming: The sockets networking API
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TCP/IP Sockets in C
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TCP/IP Sockets in Java W. Richard Stevens
Warren Gay Michael J. Donahoo Mazhar Malik David Makofske Lewis Van Winkle
Rajiv Sharma Sean Walton Jeeva Jose W. Richard Stevens Richard Blum Michael J. Donahoo Agus Kurniawan Michael J. Donahoo Ajit Singh Bob Quinn W. Richard Stevens Ashwin Pajankar Patrice Bonner Kenneth L. Calvert
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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

for example code from the text winsock adaptations of text code sample programming exercises and more click on the grey companion site button to the right note this title was formerly known as pocket guide to tcp ip socket programming in c isbn 1 55860 686 6 tcp ip sockets in c practical guide for programmers is a quick and affordable way to gain the knowledge and skills you need to develop sophisticated and powerful networked based programs using sockets written by two experienced networking instructors this book provides a series of examples that demonstrate basic sockets techniques for clients and servers using plenty of real world examples this book is a complete beginner s guide to socket programming and a springboard to more advanced networking topics including multimedia protocols concise no nonsense explanations of issues often troublesome for beginners including message construction and parsing comprehensive example based coverage of the most important tcp ip techniques including iterative and concurrent servers timeouts and asynchronous message processing includes a detailed easy to use reference to the system calls and 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

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

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

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 applications get to grips with a variety of network protocols that allow you to load web pages send emails and do much more rewrite portable network code for windows linux and macos book 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 c17 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 learn uncover cross platform socket programming api implement techniques for supporting ipv4 and ipv6 understand how tcp and udp connections work over ip discover how hostname resolution and dns work interface with web apis using http and https explore simple mail transfer protocol smtp for electronic mail transmission apply 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 book introduces software developers to java the object oriented programming language of choice for internet development

linux socket programming provides thorough authoritative coverage of the sockets api the defacto standard for all network programming it gives real world examples that demonstrate effective techniques to make code more robust and versatile this book contains the only complete reference for all calls and functions needed to program sockets

this is a great book for python beginner and advanced learner which covers basics to advanced python programming where each topic is explained with the help of illustrations and examples more than 450 solved programs of this book are tested in python 3 4 3 for windows the range of python topics covered makes this book unique

which can be used as a self study material or for instructor assisted teaching this book covers python syllabus of all major national and international universities also it includes frequently asked questions for interviews and examination which are provided at the end of each chapter

software operating systems

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

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

go commonly referred to as golang is a programming language initially developed at google in 2007 this book helps you to get started with go programming it describes all the elements of the language and illustrates their use with code examples the following is highlight topics in this book development environment go programming language arrays slices and maps functions pointers structs and methods string operations file operations error handling and logging building own go package concurrency encoding hashing and cryptography database programming socket programming

mastering the sockets interface is essential for computer network programmers and practitioners who want to learn how to write programs that communicate using the network this book provides an introduction to socket programming

this book will introduce you to the python socket programming it s aimed at building socket program but even if you ve written programs in python before and want to add python socket programming to your list of skill sets this will surely help you a lot this book is about using python to get the socket program done on linux as well as windows using python i hope by now you have heard of python the exciting object oriented scripting language that is rapidly entering the programming mainstream although python is perhaps better known on the linux unix platform it offers a superb degree of integration with the windows environment this book can thus be considered the definitive reference to date for python on the windows platform ajit singh

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 definitive word on winsock offering a complete tutorial on how to work with windows sockets and sample code which will be available on the internet

start building amazing projects with the raspberry pi right out of the box about this book explore the vast range of opportunities provided by raspberry pi and other hardware components such as a webcam the pi camera and sensors get hands on experience with coding networking and hardware with the raspberry pi platform learn through ample screenshots that offer a play by play account of how to implement raspberry pi based real life projects who this book is for what s the best way to learn how to use your raspberry pi by example if you want something exciting to do whilst getting to grips with what your pi can offer this is the book for you with both simple and complex projects you ll create a wide variety of cool toys and functions with your raspberry pi all with minimal coding experience necessary what you will learn set up your raspberry pi and get it ready for some interesting real life projects work with images videos webcams and the pi camera and create amazing time lapse videos explore the amazing world of minecraft pi get to know how to use piglow for gpio programming interface your pi with grove sensors

and implement iot applications build your own cluster with raspberry pi understand the networking and network programming fundamentals in detail want to put your raspberry pi through its paces right out of the box this tutorial guide is designed to get you learning all the tricks of the raspberry pi through building complete hands on hardware projects speed through the basics and then dive right in to development discover that you can do almost anything with your raspberry pi with a taste of almost everything get started with pi gaming as you learn how to set up minecraft and then program your own game with the help of pygame turn the pi into your own home security system with complete guidance on setting up a webcam spy camera and opencv computer vision for image recognition capabilities get to grips with gpio programming to make a pi based glowing led system build a complete functioning motion tracker and more finally get ready to tackle projects that push your pi to its limits construct a complete internet of things home automation system with the raspberry pi to control your house via twitter turn your pi into a super computer through linking multiple boards into a cluster and then add in advanced network capabilities for super speedy processing style and approach this step by step guide to building raspberry pi based projects is explained in a conversational and easy to follow style each topic is explained sequentially in the process of creating real life projects and detailed explanations of the basic and advanced features of various python libraries are also included

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

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 instruction in key sockets programming techniques focusing exclusively on java 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

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