

Unix Network Programming The Sockets Networking Api Volume 1

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This is THE guide to UNIX network programming APIs. Whether you write Web servers, client/server applications, or any other network software, you need to understand networking APIs-especially sockets in greater detail than ever before. You need UNIX Network Programming, Volume 1, Third Edition. In this book, the Authors offer unprecedented, start-to-finish guidance on making the most of sockets, the de facto standard for UNIX network programming with APIs - as well as extensive coverage of ...

~~Unix Network Programming, Volume 1: The Sockets Networking ...~~
Description. In this book, the authors offer unprecedented, start-to-finish guidance on making the most of sockets, the de facto standard for UNIX network programming. The authors begin by introducing virtually every basic capability of TCP and UDP sockets, including socket functions and options, I/O multiplexing, and name and address conversions. They present detailed coverage of the Posix.1g standard for sockets and the Posix threads.

~~Unix Network Programming, Volume 1: The Sockets Networking ...~~
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Sockets are communication points on the same or different computers to exchange data. Sockets are supported by Unix, Windows, Mac, and many other operating systems. The tutorial provides a strong foundation by covering basic topics such as network addresses, host names, architecture, ports and services before moving into network address functions and explaining how to write client/server codes using sockets.

~~Unix Socket Tutorial - Tutorialspoint~~
A Unix Socket is used in a client-server application framework. A server is a process that performs some functions on request from a client. Most of the application-level protocols like FTP, SMTP, and POP3 make use of sockets to establish connection between client and server and then for exchanging data.

~~What is a Socket? - Tutorialspoint~~
Whether you write Web servers, client/server applications, or any other network software, you need to understand networking APIs--especially sockets in greater detail than ever before. You need UNIX Network Programming, Volume 1, Second Edition. In this book, leading UNIX networking expert W. Richard Stevens offers unprecedented, start-to-finish guidance on making the most of sockets, the de facto standard for UNIX network programming--as well as extensive coverage of the X/Open Transport ...

~~UNIX Network Programming | Guide books~~
UNIX Network Programming, Volume 1 [an excerpt from the preface...] This book is for people who want to write programs that communicate with each other using an application program interface (API) known as sockets. Some readers may be very familiar with sockets already, as that model has become synonymous with network programming.

~~UNIX Network Programming~~
This is my little how-to guide on network programming using Internet sockets, or "sockets programming", for those of you who prefer it. The sockets API, though started by the Berkeley folk, has been ported to many many platforms, including Unix, Linux, and even Windows. Unfortunately, it can be a little, um, "much" to digest the API, but as long as you know some C or C++, this guide should springboard you into the realm of network programming with hopefully as little hassle ...

~~Beej's Guide to Network Programming~~
You need UNIX Network Programming, Volume 1, Second Edition. In this book, leading UNIX networking expert W. Richard Stevens offers unprecedented, start-to-finish guidance on making the most of sockets, the de facto standard for UNIX network programming--as well as extensive coverage of the X/Open Transport Interface (XTI).

~~UNIX Network Programming Vol 1: Networking APIs - Sockets ...~~
The book focuses on the design and development of network software under UNIX. The book provides descriptions of how and why a given solution works and includes 15000 lines of C code. The book's summary describes it as "for programmers seeking an in depth tutorial on sockets , transport level interface (TLI), interprocess communications (IPC) facilities under System V and BSD UNIX."

~~UNIX Network Programming - Wikipedia~~
Whether you write Web servers, client/server applications, or any other network software, you need to understand networking APIs-especially sockets in greater detail than ever before. You need UNIX Network Programming, Volume 1, Second Edition. In this book, leading UNIX networking expert W. Richard Stevens offers unprecedented, start-to-finish guidance on making the most of sockets, the de facto standard for UNIX network programming--as well as extensive coverage of the X/Open Transport ...

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The five socket functions that pass a socket address structure from the kernel to the process, accept, recvfrom, recvmsg, getpeername, and getsockname, all set the sin_len member before returning to the process.

~~Socket Address Structures | UNIX Network Programming ...~~
UNIX Network Programming, Volume 1: The Sockets Networking API, Third Edition "Everyone will want this book because it provides a great mix of practical experience, historical perspective, and a depth of understanding that only comes from being intimately involved in the field.

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.

Software -- Operating Systems.

Finally, with UNIX® System V Network Programming, an authoritative reference is available for programmers and system architects interested in building networked and distributed applications for UNIX System V. Even if you currently use a different version of the UNIX system, such as the latest release of 4.3BSD or SunOS, this book is valuable to you because it is centered around UNIX System V Release 4, the version of the UNIX system that unified many of the divergent UNIX implementations. For those professionals new to networking and UNIX system programming, two introductory chapters are provided. The author then presents the programming interfaces most important to building communication software in System V, including STREAMS, the Transport Layer Interface library, Sockets, and Remote Procedure Calls. So that your designs are not limited to user-level, the author also explains how to write kernel-level communication software, including STREAMS drivers, modules, and multiplexors. Many examples are provided, including an Ethernet driver and a transport-level multiplexing driver. In the final chapter, the author brings the material from previous chapters together, presenting the design of a SLIP communication package.

A comprehensive guide to programming with network sockets, implementing Internet protocols, designing IoT devices, and much more with C Key Features Leverage your C or 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 Write portable network code for operating systems such as Windows, Linux, and macOS Book Description Network programming, a challenging topic in C, is made easy to understand with a careful exposition of socket programming APIs. This book gets you started with modern network programming in C and the right use of relevant operating system APIs. This book covers core concepts, such as hostname resolution with DNS, that are crucial to the functioning of the modern web. You'll delve into the fundamental network protocols, TCP and UDP. Essential techniques for networking paradigms such as client-server and peer-to-peer models are explained with the help of practical examples. You'll also study HTTP and HTTPS (the protocols responsible for web pages) from both the client and server perspective. To keep up with current trends, you'll apply the concepts covered in this book to gain insights into web programming for IoT. You'll even get to grips with network monitoring and implementing 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. Special consideration is given to writing 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 APIs 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 Acquire hands-on experience with Simple Mail Transfer Protocol (SMTP) 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 enter the world of network programming, this book is for you. Basic knowledge of C programming is assumed.

* Clear and abundant examples, using real-world code, written by three experienced developers who write networking code for a living. * Describes how to build clients and servers, explains how TCP, UDP, and IP work, and shows how to debug networking applications via packet sniffing and deconstruction. * Well suited for Windows developer looking to expand to Linux, or for the proficient Linux developer looking to incorporate client-server programming into their application.

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.

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