
Introduction To Sockets

Programming In C Using Tcp Ip

Learning Network Programming with Java

Network Programming with Rust

Linux Socket Programming by Example

Introduction to Computer Networks and Cybersecurity

Effective TCP/IP Programming

Extreme C

WinSock Programming Fundamental: A Compilation

Linux Socket Programming

Learning Python Networking

Computer Networking: A Top-Down Approach Featuring the Internet, 3/e

UNIX Network Programming

Socket. IO Real-Time Web Application Development

Bluetooth Essentials for Programmers

Mastering Python for Networking and Security

C++ Network Programming, Volume I

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Learning Network Programming with Java

Apress

Practical explanations are given of Microsoft's networking APIs. This definitive reference covers the network programming interfaces available on the Windows

98, Windows NT/200, and Windows CE platforms. The CD-ROM features reusable code examples in Visual C++.

Network Programming with Rust

FT Press
Dive into key topics in network architecture and Go, such as data serialization, application level protocols, character sets and encodings. This book covers network architecture and gives an

overview of the Go language as a primer, covering the latest Go release. Beyond the fundamentals, Network Programming with Go covers key networking and security issues such as HTTP and HTTPS, templates, remote procedure call (RPC), web sockets including HTML5 web sockets, and more. Additionally, author Jan Newmarch guides you in

building and connecting to a complete web server based on Go. This book can serve as both as an essential learning guide and reference on Go networking. What You Will Learn Master network programming with Go Carry out data serialization Use application-level protocols Manage character sets and encodings Deal with HTTP(S) Build a complete Go-based web server Work with RPC, web sockets, and more Who This Book Is For Experienced Go

programmers and other programmers with some experience with the Go language.
Linux Socket Programming by Example
 Prentice Hall Professional
 The Unix model;
 Interprocess communication; A network primer;
 Communication protocols; Berkeley sockets; System V transport layer interface; Library routines; Security; Time and date routines; Ping routines; Trivial file transfer protocol; Line printer spoolers; Remote

command execution; Remote login; Remote tape drive access; Performance; Remote procedure calls.
Introduction to Computer Networks and Cybersecurity Packt Publishing Ltd
 The new third edition of this highly regarded introduction to Java networking programming has been thoroughly revised to cover all of the 100+ significant updates to Java Developers Kit (JDK) 1.5. It is a clear, complete introduction to developing network

programs (both applets and applications) using Java, covering everything from networking fundamentals to remote method invocation (RMI). Java Network Programming, 3rd Edition includes chapters on TCP and UDP sockets, multicasting protocol and content handlers, servlets, multithreaded network programming, I/O, HTML parsing and display, the Java Mail API, and the Java Secure Sockets Extension. There's also significant information on the New

I/O API that was developed in large part because of the needs of network programmers. This invaluable book is a complete, single source guide to writing sophisticated network applications. Packed with useful examples, it is the essential resource for any serious Java developer. **Effective TCP/IP Programming** Springer Nature Programming in TCP/IP can seem deceptively simple. Nonetheless, many network

programmers recognize that their applications could be much more robust. Effective TCP/IP Programming is designed to boost programmers to a higher level of competence by focusing on the protocol suite's more subtle features and techniques. It gives you the know-how you need to produce highly effective TCP/IP programs. In forty-four concise, self-contained lessons, this book offers experience-based tips, practices, and rules of thumb for learning high-

performance TCP/IP programming techniques. Moreover, it shows you how to avoid many of TCP/IP's most common trouble spots. *Effective TCP/IP Programming* offers valuable advice on such topics as: Exploring IP addressing, subnets, and CIDR Preferring the sockets interface over XTI/TLI Using two TCP connections Making your applications event-driven Using one large write instead of multiple small writes Avoiding data copying Understanding what TCP reliability really

means Recognizing the effects of buffer sizes Using `tcpdump`, `traceroute`, `netstat`, and `ping` effectively Numerous examples demonstrate essential ideas and concepts. Skeleton code and a library of common functions allow you to write applications without having to worry about routine chores. Through individual tips and explanations, you will acquire an overall understanding of TCP/IP's inner workings and the practical knowledge needed to put it to work.

Using *Effective TCP/IP Programming*, you'll speed through the learning process and quickly achieve the programming capabilities of a seasoned pro. *Extreme C Que Pub* Demonstrates socket programming fundamentals, including writing servers, creating secure applications, address conversion functions, socket types, and TCP/IP protocols and options *WinSock Programming Fundamental: A Compilation* Linux Socket

Programming by Example
A comprehensive guide to programming with network sockets, implementing Internet protocols, designing IoT devices, and much more with C Key FeaturesLeverage your C or 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 operating systems such as Windows, Linux, and

macOSBook 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

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 HTTPSAcquire 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. *Linux Socket Programming* Packt Publishing Ltd The 1st edition of this book was equally useful as an undergraduate textbook and as the lucid, no-nonsense guide required by IT professionals, featuring many code examples, screenshots and exercises. The new 2nd edition adds revised language reflecting

significant changes in J2SE 5.0; update of support software; non-blocking servers; DataSource interface and Data Access Objects for connecting to remote databases.

Learning Python

Networking Pearson Education India

* 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.

Computer Networking: A Top-Down Approach Featuring the Internet, 3/e John Wiley & Sons

This second edition of Foundations of Python Network Programming

targets Python 2.5 through Python 2.7, the most popular production versions of the language. Python has made great strides since Apress released the first edition of this book back in the days of Python 2.3. The advances required new chapters to be written from the ground up, and others to be extensively revised. You will learn fundamentals like IP, TCP, DNS and SSL by using working Python programs; you will also be able to familiarize yourself with infrastructure components

like memcached and message queues. You can also delve into network server designs, and compare threaded approaches with asynchronous event-based solutions. But the biggest change is this edition's expanded treatment of the web. The HTTP protocol is covered in extensive detail, with each feature accompanied by sample Python code. You can use your HTTP protocol expertise by studying an entire chapter on screen scraping and you can then

test lxml and BeautifulSoup against a real-world web site. The chapter on web application programming now covers both the WSGI standard for component interoperability, as well as modern web frameworks like Django. Finally, all of the old favorites from the first edition are back: E-mail protocols like SMTP, POP, and IMAP get full treatment, as does XML-RPC. You can still learn how to code Python network programs using the Telnet and FTP protocols, but you are

likely to appreciate the power of more modern alternatives like the paramiko SSH2 library. If you are a Python programmer who needs to learn the network, this is the book that you want by your side.

UNIX Network Programming Prentice Hall

"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.

Socket. IO Real-Time Web Application

Development No Starch Press

Multicast Sockets: Practical Guide for Programmers is a hands-on, application-centric approach to multicasting (as opposed to a network-centric one) that is filled with examples, ideas, and

experimentation. Each example builds on the last to introduce multicast concepts, frameworks, and APIs in an engaging manner that does not burden the reader with lots of theory and jargon. The book is an introduction to multicasting but assumes that the reader has a background in network programming and is proficient in C or Java. After reading the book, you will have a firm grasp on how to write a multicast program. Author team of instructor and

application programmer is reflected in this rich instructional and practical approach to the subject material Only book available that provides a clear, concise, application-centric approach to programming multicast applications and covers several languages—C, Java, and C# on the .NET platform Covers important topics like service models, testing reachability, and addressing and scoping Includes numerous examples and exercises for programmers and

students to test what they have learned

Bluetooth Essentials for Programmers Packt Publishing Ltd

The networking

capabilities of the Java platform have been extended considerably since the first edition of the book. This new edition covers version 1.5-1.7, the most current iterations, as well as making the following improvements: The API (application programming interface) reference sections in each chapter, which describe the

relevant parts of each class, have been replaced with (i) a summary section that lists the classes and methods used in the code, and (ii) a "gotchas" section that mentions nonobvious or poorly-documented aspects of the objects. In addition, the book covers several new classes and capabilities introduced in the last few revisions of the Java platform. New abstractions to be covered include `NetworkInterface`, `InterfaceAddress`, `Inet4/6Address`,

`SocketAddress/InetSocketAddress`, `Executor`, and others; extended access to low-level network information; support for IPv6; more complete access to socket options; and scalable I/O. The example code is also modified to take advantage of new language features such as annotations, enumerations, as well as generics and implicit iterators where appropriate. Most Internet applications use sockets to implement network communication protocols.

This book's focused, tutorial-based approach helps the reader master the tasks and techniques essential to virtually all client-server projects using sockets in Java. Chapter 1 provides a general overview of networking concepts to allow readers to synchronize the concepts with terminology. Chapter 2 introduces the mechanics of simple clients and servers. Chapter 3 covers basic message construction and parsing. Chapter 4 then deals with techniques

used to build more robust clients and servers. Chapter 5 (NEW) introduces the scalable interface facilities which were introduced in Java 1.5, including the buffer and channel abstractions. Chapter 6 discusses the relationship between the programming constructs and the underlying protocol implementations in more detail. Programming concepts are introduced through simple program examples accompanied by line-by-line code commentary that describes the

purpose of every part of the program. No other resource presents so concisely or so effectively the material necessary to get up and running with Java sockets programming. Focused, tutorial-based instruction in key sockets programming techniques allows reader to quickly come up to speed on Java applications. Concise and up-to-date coverage of the most recent platform (1.7) for Java applications in networking technology. *Mastering Python for Networking and Security*

CreateSpace

Learn to write servers and network clients using Rust's low-level socket classes with this guide
Key Features Build a solid foundation in Rust while also mastering important network programming details Leverage the power of a number of available libraries to perform network operations in Rust
Develop a fully functional web server to gain the skills you need, fast
Book Description Rust is low-level enough to provide fine-grained control over

memory while providing safety through compile-time validation. This makes it uniquely suitable for writing low-level networking applications. This book is divided into three main parts that will take you on an exciting journey of building a fully functional web server. The book starts with a solid introduction to Rust and essential networking concepts. This will lay a foundation for, and set the tone of, the entire book. In the second part, we will take an in-depth look at using Rust for

networking software. From client-server networking using sockets to IPv4/v6, DNS, TCP, UDP, you will also learn about serializing and deserializing data using `serde`. The book shows how to communicate with REST servers over HTTP. The final part of the book discusses asynchronous network programming using the Tokio stack. Given the importance of security for modern systems, you will see how Rust supports common primitives such as TLS and public-key

cryptography. After reading this book, you will be more than confident enough to use Rust to build effective networking software. What you will learn: Appreciate why networking is important in implementing distributed systems. Write a non-asynchronous echo server over TCP that talks to a client over a network. Parse JSON and binary data using parser combinators such as nom. Write an HTTP client that talks to the server using reqwest. Modify an existing Rust HTTP

server and add SSL to it. Master asynchronous programming support in Rust. Use external packages in a Rust project. Who this book is for: This book is for software developers who want to write networking software with Rust. A basic familiarity with networking concepts is assumed. Beginner-level knowledge of Rust will help but is not necessary. **C++ Network Programming, Volume I** Packt Publishing Ltd. This book demystifies the amazing architecture and

protocols of computers as they communicate over the Internet. While very complex, the Internet operates on a few relatively simple concepts that anyone can understand. Networks and networked applications are embedded in our lives. Understanding how these technologies work is invaluable. This book was written for everyone - no technical knowledge is required! While this book is not specifically about the Network+ or CCNA certifications, it is a way to give students

interested in these certifications a starting point.

Network Programming with Go "O'Reilly Media, Inc."

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 Web-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 Web 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.

Foundations of Python Network Programming

Packt Publishing Ltd

Harness the hidden power

of Java to build network-enabled applications with lower network traffic and faster processes. About This Book Learn to deliver superior server-to-server communication through the networking channels. Gain expertise of the networking features of your own applications to support various network architectures such as client/server and peer-to-peer. Explore the issues that impact scalability, affect security, and allow applications to work in a heterogeneous environment. Who This

Book Is For Learning Network Programming with Java is oriented to developers who wish to use network technologies to enhance the utility of their applications. You should have a working knowledge of Java and an interest in learning the latest in network programming techniques using Java. No prior experience with network development or special software beyond the Java SDK is needed. Upon completion of the book, beginner and experienced developers will be able to

use Java to access resources across a network and the Internet. What You Will Learn Connect to other applications using sockets Use channels and buffers to enhance communication between applications Access network services and develop client/server applications Explore the critical elements of peer-to-peer applications and current technologies available Use UDP to perform multicasting Address scalability through the use of core

and advanced threading techniques Incorporate techniques into an application to make it more secure Configure and address interoperability issues to enable your applications to work in a heterogeneous environment In Detail Network-aware applications are becoming more prevalent and play an ever-increasing role in the world today. Connecting and using an Internet-based service is a frequent requirement for many applications. Java

provides numerous classes that have evolved over the years to meet evolving network needs. These range from low-level socket and IP-based approaches to those encapsulated in software services. This book explores how Java supports networks, starting with the basics and then advancing to more complex topics. An overview of each relevant network technology is presented followed by detailed examples of how to use Java to support these technologies. We

start with the basics of networking and then explore how Java supports the development of client/server and peer-to-peer applications. The NIO packages are examined as well as multitasking and how network applications can address practical issues such as security. A discussion on networking concepts will put many network issues into perspective and let you focus on the appropriate technology for the problem at hand. The examples used will provide a good starting

point to develop similar capabilities for many of your network needs. Style and approach Each network technology's terms and concepts are introduced first. This is followed up with code examples to explain these technologies. Many of the examples are supplemented with alternate Java 8 solutions when appropriate. Knowledge of Java 8 is not necessary but these examples will help you better understand the power of Java 8.
C# Network Programming

Morgan Kaufmann
Covers advanced features of Perl, how the Perl interpreter works, and presents areas of modern computing technology such as networking, user interfaces, persistence, and code generation.
Foundations of Python Network Programming
Cambridge University Press
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.

[UNIX Network Programming: The sockets networking API](#)

Apress

Network Programming with Go teaches you how to write clean, secure network software with the programming language designed to make it seem easy. Go combines the

best parts of many other programming languages. It's fast, scalable, and designed for high-performance networking and multiprocessing—in other words, it's perfect for network programming. Network Programming with Go is for developers ready to start leveraging Go's ease of use for writing secure, readable, production-ready network code. Early chapters establish a foundation of networking and traffic-routing know-how upon which the rest of the book builds. You'll put that

knowledge to use as author Adam Woodbeck guides you through writing programs that communicate using TCP, UDP, Unix sockets, and other features that ensure reliable data transmission. As you progress, you'll explore higher-level network protocols like HTTP and HTTP/2, then build applications that securely interact with servers, clients, and APIs over a network using TLS. In addition, Woodbeck shows you how to create a simple messaging protocol, develop tools for

monitoring network traffic, craft a custom web server, and implement best practices for interacting with cloud providers using their SDKs. Along the way, you'll learn:

- IP basics for writing effective network programs, such as IPv4 and IPv6 multicasting, ports, and network address translation
- How to use handlers, middleware, and multiplexers to build

capable HTTP-based applications with minimal code

- The OSI and TCP/IP models for layered data architectures
- Methods for reading data from/writing data to a network connection, like the type-length-value encoding scheme
- Tools for incorporating authentication and encryption into your applications using TLS, like mutual authentication
- How to serialize data for

storage or transmission in Go-friendly formats like JSON, Gob, XML, and protocol buffers

- How to Leverage Go's code generation support to efficiently communicate with gRPC-based network services

So get ready to take advantage of Go's built-in concurrency, rapid compiling, and rich standard library. Because when it comes to writing robust network programs, it's Go time.

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