Network Programming In Net With C And Visual Basic Net

Learning Network Programming with Java
An Introduction to Network Programming with Java
Network Programming for the Microsoft .NET Framework
Network Programming in .NET
UNIX Network Programming: The sockets networking API
Microsoft Network Programming for the Microsoft .NET Framework
Professional .Net Network Programming
C# 8 mit Visual Studio 2019
Palm OS Network Programming
Hands-On Neural Network Programming with C#
Network Programming in .NET
An Introduction to Network Programming with Java
Palm OS Network Programming
C# for Programmers
Netzwerkprogrammierung mit Perl
Hands-On Network Programming with C# and .NET Core

Practical .NET 2.0 Networking Projects
The Definitive Guide to Linux Network Programming
Rust for Network Programming and Automation
Pro .NET 1.1 Network Programming
Boost. Asio C++ Network Programming - Second Edition
Network Programming with Go
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NETWORK PROGRAMMING .NET FRAMEWORK
Python Network Programming Cookbook

TURNER BRAXTON

Learning Network Programming with Java
Elsevier
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.

An Introduction to Network Programming with Java Prentice Hall Professional

"TCP/IP sockets in C# is an excellent book for anyone interested in writing network applications using Microsoft .Net frameworks. It is a unique combination of well written concise text and rich carefully selected set of working examples. For the beginner of network programming, it's a good starting book; on the other hand professionals could also take advantage of excellent handy sample code snippets and material on topics like message parsing and asynchronous programming." Adarsh Khare, SDT, .Net Frameworks Team, Microsoft Corporation

The popularity of the C# language and the .NET framework is ever rising due to its ease of use, the extensive class libraries available in the .NET Framework, and the ubiquity of the Microsoft Windows operating system, to name a few advantages. TCP/IP Sockets in C# focuses on the Sockets API, the de facto standard for

writing network applications in any programming language. Starting with simple client and server programs that use TCP/IP (the Internet protocol suite), students and practitioners quickly learn the basics and move on to firsthand experience with advanced topics including non-blocking sockets, multiplexing, threads, asynchronous programming, and multicasting. Key network programming concepts such as framing, performance and deadlocks are illustrated through hands-on examples. Using a detailed yet clear, concise approach, this book includes numerous code examples and focused discussions to provide a solid understanding of programming TCP/IP sockets in C#. Features *Tutorial-based instruction in key sockets programming techniques complemented by numerous code examples throughout *Discussion moves quickly into the C# Sockets API definition and code examples, desirable for those who want to get up-to-speed quickly *Important coverage of "under the hood" details that developers will find useful when creating and using a socket or a higher level TCP class that utilizes sockets *Includes end-of-chapter exercises to facilitate learning, as well as sample code available for download at the book’s companion web site

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Network Programming for the Microsoft .NET Framework Packt Publishing Ltd

With the spread of web-enabled desktop clients and web-server based applications, developers can no longer afford to treat security as an afterthought. It's one topic, in fact, that .NET forces you to address, since Microsoft has placed security-related features at the core of the .NET Framework. Yet, because a developer's carelessness or lack of experience can still allow a program to be used in an unintended way, Programming .NET Security shows you how the various tools will help you write secure applications.The book works as both a comprehensive tutorial and reference to security issues for .NET application development, and

contains numerous practical examples in both the C# and VB.NET languages. With Programming .NET Security, you will learn to apply sound security principles to your application designs, and to understand the concepts of identity, authentication and authorization and how they apply to .NET security. This guide also teaches you to: use the .NET run-time security features and .NET security namespaces and types to implement best-practices in your applications, including evidence, permissions, code identity and security policy, and role based and Code Access Security (CAS) use the .NET cryptographic APIs , from hashing and common encryption algorithms to digital signatures and cryptographic keys, to protect your data. use COM+ component services in a secure manner If you program with ASP.NET will also learn how to apply security to your applications. And the book also shows you how to use the Windows Event Log Service to audit Windows security violations that may be a threat to your solution.Authors Adam Freeman and Allen Jones, early .NET adopters and long-time proponents of an "end-to-end" security model, based this book on their years of experience in applying security policies and developing products for NASDAQ, Sun Microsystems,

Netscape, Microsoft, and others. With the .NET platform placing security at center stage, the better informed you are, the more secure your project will be.

Network Programming in .NET Apress

On its own, C# simplifies network programming. Combine it with theprecise instruction found in C# Network Programming, and you'llfind that building network applications is easier and quicker thanever. This book helps newcomers get started with a look at the basicsof network programming as they relate to C#, including thelanguage's network classes, the Winsock interface, and DNSresolution. Spend as much time here as you need, then dig into thecore topics of the network layer. You'll learn to make socketsconnections via TCP and "connectionless" connections via UDP.You'll also discover just how much help C# gives you with some ofyour 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 detailedapplication-layer programming examples that show you how to workwith real protocols and real network environments to build andimplement a variety of applications. Use SNMP to manage

networkdevices, SMTP to communicate with remote mail servers, and HTTP toWeb-enable your applications. And use classes native to C# to queryand modify Active Directory entries. Rounding it all out is plenty of advanced coverage to push yourC# network programming skills to the limit. For example, you'lllearn two ways to share application methods across the network:using Web services and remoting. You'll also master the securityfeatures intrinsic to C# and .NET--features that stand to benefitall of your programming projects.

UNIX Network Programming: The sockets networking API O'Reilly Media

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.

Microsoft Network Programming for the Microsoft .NET Framework Springer Science & Business Media

bull; Both a tutorial and reference for experienced programmers, with coverage of material not found in any other books. bull; More programmers work on the Pocket PC than on any other mobile

platform. bull; Author is a practicing professional who realistically covers what the reader needs to know.

Professional .Net Network Programming Packt Publishing Ltd If you're interested in developing for this burgeoning platform, there is no one better able to get you up-to-speed."

C# 8 mit Visual Studio 2019 Irwin/McGraw-Hill A text focusing on the methods and alternatives for designed TCP/IP-based client/server systems and advanced techniques for specialized applications with Perl. A guide examining a collection of the best third party modules in the Comprehensive Perl Archive Network. Topics covered: Perl function libraries and techniques that allow programs to interact with resources over a network. IO: Socket library ; Net: FTP library -- Telnet library -- SMTP library ; Chat problems ; Internet Message Access Protocol (IMAP) issues ; Markup-language parsing ; Internet Protocol (IP) broadcasting and multicasting.

Palm OS Network Programming Apress A comprehensive guide to understanding network architecture, communication protocols, and network analysis to build secure applications compatible with the latest versions of C# 8 and .NET Core 3.0 Key FeaturesExplore various network architectures that make distributed

programming possibleLearn how to make reliable software by writing secure interactions between clients and serversUse .NET Core for network device automation, DevOps, and software-defined networkingBook Description The C# language and the .NET Core application framework provide the tools and patterns required to make the discipline of network programming as intuitive and enjoyable as any other aspect of C# programming. With the help of this book, you will discover how the C# language and the .NET Core framework make this possible. The book begins by introducing the core concepts of network programming, and what distinguishes this field of programming from other disciplines. After this, you will gain insights into concepts such as transport protocols, sockets and ports, and remote data streams, which will provide you with a holistic understanding of how network software fits into larger distributed systems. The book will also explore the intricacies of how network software is implemented in a more explicit context, by covering sockets, connection strategies such as Transmission Control Protocol (TCP) and User Datagram Protocol (UDP), asynchronous processing, and threads. You will then be able to work through code examples for TCP servers, web

APIs served over HTTP, and a Secure Shell (SSH) client. By the end of this book, you will have a good understanding of the Open Systems Interconnection (OSI) network stack, the various communication protocols for that stack, and the skills that are essential to implement those protocols using the C# programming language and the .NET Core framework. What you will learnUnderstand the breadth of C#'s network programming utility classesUtilize network-layer architecture and organizational strategiesImplement various communication and transport protocols within C#Discover hands-on examples of distributed application developmentGain hands-on experience with asynchronous socket programming and streamsLearn how C# and the .NET Core runtime interact with a hosting networkUnderstand a full suite of network programming tools and featuresWho this book is for If you're a .NET developer or a system administrator with .NET experience and are looking to get started with network programming, then this book is for you. Basic knowledge of C# and .NET is assumed, in addition to a basic understanding of common web protocols and some high-level distributed system designs.

Hands-On Neural Network Programming with C# "O'Reilly Media, Inc."

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.
Network Programming in .NET Packt Publishing Ltd
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Learn effective C++ network programming with Boost.Asio and become a proficient C++ network programmerAbout This Book- Learn efficient

C++ network programming with minimum coding using Boost.Asio- Your one-stop destination to everything related to the Boost.Asio library- Explore the fundamentals of networking to choose designs with more examples, and learn the basics of Boost.Asio Who This Book Is ForThis book is for C++ Network programmers with basic knowledge of network programming, but no knowledge of how to use Boost.Asio for network programming.What You Will Learn- Prepare the tools to simplify network programming in C++ using Boost.Asio- Explore the networking concepts of IP addressing, TCP/IP ports and protocols, and LAN topologies- Get acquainted with the usage of the Boost libraries- Get to know more about the content of Boost.Asio network programming and Asynchronous programming- Establish communication between client and server by creating client-server application- Understand the various functions inside Boost.Asio C++ libraries to delve into network programming- Discover how to debug and run the code successfullyIn DetailBoost.Asio is a C++ library used for network programming operations.Organizations use Boost because of its productivity. Use of these high-quality libraries speed up initial development, result in fewer bugs,

reduce reinvention-of-the-wheel, and cut long-term maintenance costs. Using Boost libraries gives an organization a head start in adopting new technologies.This book will teach you C++ Network programming using synchronous and asynchronous operations in Boost.Asio with minimum code, along with the fundamentals of Boost, server-client applications, debugging, and more.You will begin by preparing and setting up the required tools to simplify your network programming in C++ with Boost.Asio. Then you will learn about the basic concepts in networking such as IP addressing, TCP/IP protocols, and LAN with its topologies. This will be followed by an overview of the Boost libraries and their usage.Next you will get to know more about Boost.Asio and its concepts related to network programming. We will then go on to create a client-server application, helping you to understand the networking concepts. Moving on, you will discover how to use all the functions inside the Boost.Asio C++ libraries. Lastly, you will understand how to debug the code if there are errors found and will run the code successfully.Style and approachAn example-oriented book to show you the basics of networking and help you create a network application simply using Boost.Asio, with more examples for you to get up and running with Boost.Asio quickly.

Palm OS Network Programming Apress This book provides a solid overview of mobile phone programming for readers in both academia and industry. Coverage includes all commercial realizations of the Symbian, Windows Mobile and Linux platforms. The text introduces each programming language (JAVA, Python, C/C++) and offers a set of development environments "step by step," to help familiarize developers with limitations, pitfalls, and challenges. C# for Programmers John Wiley & Sons * 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. Netzwerkprogrammierung mit Perl GitforGits Microsoft's C# ("C sharp") is a modern, object-oriented programming language built from the ground up to exploit the power of XML-based Web services on Microsoft's new .NET platform. With its Visual C++ development system heritage, C# will enable millions of C

and C++ developers to use existing skills to rapidly build sophisticated XML-based .NET applications. Why Will Web Developers Switch to C#? ...Because it's the ideal solution for C and C++ programmers who need to combine rapid development with the power to access all the functionality of the Microsoft.NET platform. They want an environment that is completely in sync with emerging Web standards and one that provides easy integration with existing applications. C#.net Web Developer's Guide will enhance developer productivity and help them eliminate programming errors that can lead to increased development costs. This book teaches Web developers to quickly and easily build solutions for the Microsoft .NET platform. Web developers will learn to use C# components to build Web services and applications that are available across the Internet, from any application running on any platform. * Timely coverage of newly released product - programmers and developers are anxious to learn about the new technology * Comes with Syngress' revolutionary wallet-sized CD containing a printable HTML version of the book and all of the source code examples and demos of popular C# upgrade and programming tools

Hands-On Network Programming with

C# and .NET Core Springer Science & Business Media
Here is the complete guide to the hot new field of network applications development for the Palm computing platform. All the major concepts are discussed here, as well as insider tips on the development nuances.
Practical .NET 2.0 Networking Projects Addison-Wesley Professional
* Covers low-level networking in Python —essential for writing a new networked application protocol. * Many working examples demonstrate concepts in action -- and can be used as starting points for new projects. * Networked application security is demystified. * Exhibits and explains multitasking network servers using several models, including forking, threading, and non-blocking sockets. * Features extensive coverage of Web and E-mail. Describes Python's database APIs.
The Definitive Guide to Linux Network Programming Addison-Wesley Professional
Power up your network applications with Python programming Key FeaturesMaster Python skills to develop powerful network applicationsGrasp the fundamentals and functionalities of SDNDesign multi-threaded, event-driven architectures for echo and chat serversBook Description This Learning Path highlights major aspects of Python network programming

such as writing simple networking clients, creating and deploying SDN and NFV systems, and extending your network with Mininet. You'll also learn how to automate legacy and the latest network devices. As you progress through the chapters, you'll use Python for DevOps and open source tools to test, secure, and analyze your network. Toward the end, you'll develop client-side applications, such as web API clients, email clients, SSH, and FTP, using socket programming. By the end of this Learning Path, you will have learned how to analyze a network's security vulnerabilities using advanced network packet capture and analysis techniques. This Learning Path includes content from the following Packt products: Practical Network Automation by Abhishek Ratan Mastering Python Networking by Eric ChouPython Network Programming Cookbook, Second Edition by Pradeeban Kathiravelu, Dr. M. O. Faruque SarkerWhat you will learnCreate socket-based networks with asynchronous modelsDevelop client apps for web APIs, including S3 Amazon and TwitterTalk to email and remote network servers with different protocolsIntegrate Python with Cisco, Juniper, and Arista eAPI for automationUse Telnet and SSH connections for remote system monitoringInteract with websites via XML-RPC,

SOAP, and REST APIsBuild networks with Ryu, OpenDaylight, Floodlight, ONOS, and POXConfigure virtual networks in different deployment environmentsWho this book is for If you are a Python developer or a system administrator who wants to start network programming, this Learning Path gets you a step closer to your goal. IT professionals and DevOps engineers who are new to managing network devices or those with minimal experience looking to expand their knowledge and skills in Python will also find this Learning Path useful. Although prior knowledge of networking is not required, some experience in Python programming will be helpful for a better understanding of the concepts in the Learning Path.

Rust for Network Programming and Automation Network Programming in .NET 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.

Pro .NET 1.1 Network Programming Apress

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.

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