IP Sockets In C

TCP/IP Sockets in C

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.

TCP/IP Sockets in C#

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.

TCP/IP Sockets in Java

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.

TCP/IP Sockets in C

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 Web 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.

Effective TCP/IP Programming

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.

C++ Network Programming, Volume 2

Do you need to develop flexible software that can be customized quickly? Do you need to add the power and efficiency of frameworks to your software? The ADAPTIVE Communication Environment (ACE) is an open-source toolkit for building high-performance networked applications and next-generation middleware. ACE's power and flexibility arise from object-oriented frameworks, used to achieve the systematic reuse of networked application software. ACE frameworks handle common network programming tasks and can be customized using C++ language features to produce complete distributed applications. C++ Network Programming, Volume 2, focuses on ACE frameworks, providing thorough coverage of the concepts, patterns, and usage rules that form their structure. This book is a practical guide to designing object-oriented frameworks and shows developers how to apply frameworks to concurrent networked applications. C++ Networking, Volume 1, introduced ACE and the wrapper facades, which are basic network computing ingredients. Volume 2 explains how frameworks build on wrapper facades to provide higher-level communication services. Written by two experts in the ACE community, this book contains: An overview of

ACE frameworks Design dimensions for networked services Descriptions of the key capabilities of the most important ACE frameworks Numerous C++ code examples that demonstrate how to use ACE frameworks C++ Network Programming, Volume 2, teaches how to use frameworks to write networked applications quickly, reducing development effort and overhead. It will be an invaluable asset to any C++ developer working on networked applications.

C# Network Programming

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.

C++ Network Programming, Volume I

As networks, devices, and systems continue to evolve, software engineers face the unique challenge of creating reliable distributed applications within frequently changing environments. C++ Network Programming, Volume 1, provides practical solutions for developing and optimizing complex distributed systems using the ADAPTIVE Communication Environment (ACE), a revolutionary open-source framework that runs on dozens of hardware platforms and operating systems. This book guides software professionals through the traps and pitfalls of developing efficient, portable, and flexible networked applications. It explores the inherent design complexities of concurrent networked applications and the tradeoffs that must be considered when working to master them. C++ Network Programming begins with an overview of the issues and tools involved in writing distributed concurrent applications. The book then provides the essential design dimensions, patterns, and principles needed to develop flexible and efficient concurrent networked applications. The book's expert author team shows you how to enhance design skills while applying C++ and patterns effectively to develop object-oriented networked applications. Readers will find coverage of: C++ network programming, including an overview and strategies for addressing common development challenges The ACE Toolkit Connection protocols, message exchange, and message-passing versus shared memory Implementation methods for reusable networked application services Concurrency in object-oriented network programming Design principles and patterns for ACE wrapper facades With this book, C++ developers have at their disposal the most complete toolkit available for developing successful, multiplatform, concurrent networked applications with ease and efficiency.

IPv6 Network Programming

This book contains everything you need to make your application program support IPv6. IPv6 socket APIs (RFC2553) are fully described with real-world examples. It covers security, a great concern these days. To secure the Internet infrastructure, every developer has to take a security stance - to audit every line of code, to use proper API and write correct and secure code as much as possible. To achieve this goal, the examples

presented in this book are implemented with a security stance. Also, the book leads you to write secure programs. For instance, the book recommends against the use of some of the IPv6 standard APIs - unfortunately, there are some IPv6 APIs that are inherently insecure, so the book tries to avoid (and discourage) the use of such APIs. Another key issue is portability. The examples in the book should be applicable to any of UNIX based operating systems, MacOS X, and Windows XP.* Covers the new protocol just adopted by the Dept of Defense for future systems* Deals with security concerns, including spam and email, by presenting the best programming standards * Fully describes IPv6 socket APIs (RFC2553) using real-world examples * Allows for portability to UNIX-based operating systems, MacOS X, and Windows XP

Multicast Sockets

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

Network Programming with Windows Sockets

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.

HTTP: The Definitive Guide

This guide gives a complete and detailed description of the HTTP protocol and how it shapes the landscape of the Web by the technologies that it supports.

UNIX Network Programming

Software -- Operating Systems.

Extreme C

Push the limits of what C - and you - can do, with this high-intensity guide to the most advanced capabilities of C Key FeaturesMake the most of C's low-level control, flexibility, and high performanceA comprehensive guide to C's most powerful and challenging featuresA thought-provoking guide packed with hands-on exercises and examplesBook Description There's a lot more to C than knowing the language syntax. The industry looks for developers with a rigorous, scientific understanding of the principles and practices. Extreme C will teach you to use C's advanced low-level power to write effective, efficient systems. This intensive, practical guide will help you become an expert C programmer. Building on your existing C knowledge, you will master preprocessor directives, macros, conditional compilation, pointers, and much more. You will gain new insight into algorithm design, functions, and structures. You will discover how C helps you squeeze maximum performance out of critical, resource-constrained applications. C still plays a

critical role in 21st-century programming, remaining the core language for precision engineering, aviations, space research, and more. This book shows how C works with Unix, how to implement OO principles in C, and fully covers multi-processing. In Extreme C, Amini encourages you to think, question, apply, and experiment for yourself. The book is essential for anybody who wants to take their C to the next level. What you will learnBuild advanced C knowledge on strong foundations, rooted in first principlesUnderstand memory structures and compilation pipeline and how they work, and how to make most out of themApply object-oriented design principles to your procedural C codeWrite low-level code that's close to the hardware and squeezes maximum performance out of a computer systemMaster concurrency, multithreading, multi-processing, and integration with other languagesUnit Testing and debugging, build systems, and inter-process communication for C programmingWho this book is for Extreme C is for C programmers who want to dig deep into the language and its capabilities. It will help you make the most of the low-level control C gives you.

Beej's Guide to Network Programming

Back in the mid 90s, Beej got tired of all his friends asking him how to do this stuff with networking programming in C, so he put pen to paper on the early World Wide Web and wrote down everything he knew just to get them off his back. Since then, the Guide has expanded significantly, with plenty of examples, and covers IPv6. Inside you'll find such diverse topics as: Sockets programming in the C programming language, client/server, IPv4 and IPv6, data encoding, lots of manual pages rewritten in a friendlier format with examples, and goats! Actually no goats, but goats will be with you in spirit! Beej's Guide to Network Programming is also freely available for PDF download online in US Letter and A4 sizes, in its entirety, and always will be--Google for it. The bound version here is provided as a service to those who still prefer the analog printed word. (And to those who want to kick back a few bucks to the author.)

Multiplayer Game Programming

The Practical Guide to Building Reliable Networked Multiplayer Games Networked multiplayer games are a multibillion dollar business: some games now attract tens of millions of players. In this practical, code-rich guide, Joshua Glazer and Sanjay Madhav guide you through every aspect of engineering them. Drawing on their immense experience as both game developers and instructors, the authors lead you through building a robust multiplayer architecture, and creating every engine-level system. You'll learn through in-depth working code examples for two complete games: an action game and a real time strategy (RTS) game. First, Madhav and Glazer review the essentials of networking and network programming from the standpoint of game developers. Next, they walk through managing game data transmission, updating game objects across the network, and organizing the devices that join your game. You'll learn how to ensure reliable performance despite the Internet's inherent inconsistencies, and how to design game code for maximum security and scalability. The authors conclude by addressing two increasingly crucial issues: incorporating gamer services and hosting your games in the cloud. This guide's content has been extensively tested through the authors' multiplayer game programming courses at USC. It is equally valuable both to students and to working game programmers moving into networked games. Coverage includes How games have evolved to meet the challenges of networked environments Using Internet communication protocols and standards in game development Working with Berkeley Socket, the most widely used networking construct in multiplayer gaming Formatting game data for efficient Internet transmission Synchronizing states so all players share the same world Organizing networking topologies for large-scale games Overcoming latency and jitter problems that cause delays or lost data Scaling games without compromising performance Combating security vulnerabilities and software cheats Leveraging the networking functionality of the popular Unreal 4 and Unity game engines Integrating gamer services such as matchmaking, achievements, and leaderboards Running game servers in the cloud About the Website C++ source code for all examples is available at github.com/MultiplayerBook. Instructors will also find a full set of PowerPoint slides and a sample syllabus.

Learning Java

This updated edition introduces the basics of Java and everything necessary to get up to speed on the new 1.4 version quickly. CD contains the Java 2 SDK for Windows, Linux and Solaris.

TCP/IP Architecture, Design, and Implementation in Linux

This book provides thorough knowledge of Linux TCP/IP stack and kernel framework for its network stack, including complete knowledge of design and implementation. Starting with simple client-server socket programs and progressing to complex design and implementation of TCP/IP protocol in linux, this book provides different aspects of socket programming and major TCP/IP related algorithms. In addition, the text features netfilter hook framework, a complete explanation of routing sub-system, IP QOS implementation, and Network Soft IRQ. This book further contains elements on TCP state machine implementation,TCP timer implementation on Linux, TCP memory management on Linux, and debugging TCP/IP stack using lcrash

Network Programming with Go

Network Programming with Go teaches you how to write clean, secure network software with the programming language designed to make it seem easy. Build simple, reliable, network software Combining the best parts of many other programming languages, Go is fast, scalable, and designed for high-performance networking and multiprocessing. In other words, it's perfect for network programming. Network Programming with Go will help you leverage Go to write secure, readable, production-ready network code. In the early chapters, you'll learn the basics of networking and traffic routing. Then you'll put that knowledge to use as the book guides you through writing programs that communicate using TCP, UDP, and Unix sockets to ensure reliable data transmission. As you progress, you'll explore higher-level network protocols like HTTP and HTTP/2 and build applications that securely interact with servers, clients, and APIs over a network using TLS. You'll also learn: Internet Protocol basics, such as the structure of IPv4 and IPv6, multicasting, DNS, and network address translation Methods of ensuring reliability in socket-level communications Ways to use handlers, middleware, and multiplexers to build capable HTTP applications with minimal code Tools for incorporating authentication and encryption into your applications using TLS Methods to serialize data for storage or transmission in Go-friendly formats like JSON, Gob, XML, and protocol buffers Ways of instrumenting your code to provide metrics about requests, errors, and more Approaches for setting up your application to run in the cloud (and reasons why you might want to) Network Programming with Go is all you'll need to take advantage of Go's built-in concurrency, rapid compiling, and rich standard library. Covers Go 1.15 (Backward compatible with Go 1.12 and higher)

Real World Haskell

This easy-to-use, fast-moving tutorial introduces you to functional programming with Haskell. You'll learn how to use Haskell in a variety of practical ways, from short scripts to large and demanding applications. Real World Haskell takes you through the basics of functional programming at a brisk pace, and then helps you increase your understanding of Haskell in real-world issues like I/O, performance, dealing with data, concurrency, and more as you move through each chapter.

Windows Sockets Network Programming

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.

TCP/IP Sockets in C, 2nd Edition

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.

Hands-On Network Programming with C# and .NET Core

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.

Networked Graphics

Networked Graphics equips programmers and designers with a thorough grounding in the techniques used to create truly network-enabled computer graphics and games. Written for graphics/game/VE developers and students, it assumes no prior knowledge of networking.The text offers a broad view of what types of different architectural patterns can be found in current systems, and readers will learn the tradeoffs in achieving system requirements on the Internet. It explains the foundations of networked graphics, then explores real systems in depth, and finally considers standards and extensions.Numerous case studies and examples with working code are featured throughout the text, covering groundbreaking academic research and military

simulation systems, as well as industry-leading game designs. - Everything designers need to know when developing networked graphics and games is covered in one volume - no need to consult multiple sources - The many examples throughout the text feature real simulation code in C++ and Java that developers can use in their own design experiments - Case studies describing real-world systems show how requirements and constraints can be managed

Network Programming for Microsoft Windows

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++.

Intermediate C Programming

Revised for a new second edition, Intermediate C Programming provides a stepping-stone for intermediate-level students to go from writing short programs to writing real programs well. It shows students how to identify and eliminate bugs, write clean code, share code with others, and use standard Linux-based tools, such as ddd and valgrind. This second edition provides expanded coverage of these topics with new material focused on software engineering, including version control and unit testing. The text enhances their programming skills by explaining programming concepts and comparing common mistakes with correct programs. It also discusses how to use debuggers and the strategies for debugging as well as studies the connection between programming and discrete mathematics. Including additional student and instructor resources available online, this book is particularly appealing as a classroom resource.

Black Hat Python

When it comes to creating powerful and effective hacking tools, Python is the language of choice for most security analysts. But just how does the magic happen? In Black Hat Python, the latest from Justin Seitz (author of the best-selling Gray Hat Python), you'll explore the darker side of Python's capabilities—writing network sniffers, manipulating packets, infecting virtual machines, creating stealthy trojans, and more. You'll learn how to: –Create a trojan command-and-control using GitHub –Detect sandboxing and automate com\u00admon malware tasks, like keylogging and screenshotting –Escalate Windows privileges with creative process control –Use offensive memory forensics tricks to retrieve password hashes and inject shellcode into a virtual machine –Extend the popular Burp Suite web-hacking tool –Abuse Windows COM automation to perform a man-in-the-browser attack –Exfiltrate data from a network most sneakily Insider techniques and creative challenges throughout show you how to extend the hacks and how to write your own exploits. When it comes to offensive security, your ability to create powerful tools on the fly is indispensable. Learn how in Black Hat Python. Uses Python 2

An Introduction to TCP/IP

TCP/IP is currently the most important emerging protocol suite in the computer networking field. The need for connecting computers and other electronic devices together will grow exponentially, in industry as well as in academic and research environments. An introduction to TCP/IP describes the protocol suite according to the International Organization for Standards'(ISO) seven-level (OSI) reference model. It is a unique and valuable source of information for everybody interested or involved in local or wide-area computer networking projects. It is written by Dr. John Davidson at Ungermann/Bass, the world's largest manufacturer of local area networks.

TCPIP SOCKETS IN C BUNDLE

Written by high-profiles representatives of the C++Builder-developer community, this book provides: insight into and how to use the new features; developer-to-developer coverage of critical areas of software development; a free set of components on the CD-ROM, and detailed coverage of C++Builder-specific development strategies, library usage and interface features.

Who Knew You Could Do That With Rpg Iv? a Sorcerer's Guide to System Access and More

A detailed introduction to the C programming language for experienced programmers. The world runs on code written in the C programming language, yet most schools begin the curriculum with Python or Java. Effective C bridges this gap and brings C into the modern era--covering the modern C17 Standard as well as potential C2x features. With the aid of this instant classic, you'll soon be writing professional, portable, and secure C programs to power robust systems and solve real-world problems. Robert C. Seacord introduces C and the C Standard Library while addressing best practices, common errors, and open debates in the C community. Developed together with other C Standards committee experts, Effective C will teach you how to debug, test, and analyze C programs. You'll benefit from Seacord's concise explanations of C language constructs and behaviors, and from his 40 years of coding experience. You'll learn: How to identify and handle undefined behavior in a C program The range and representations of integers and floating-point values How dynamic memory allocation works and how to use nonstandard functions How to use character encodings and types How to perform I/O with terminals and filesystems using C Standard streams and POSIX file descriptors How to understand the C compiler's translation phases and the role of the preprocessor How to test, debug, and analyze C programs Effective C will teach you how to write professional, secure, and portable C code that will stand the test of time and help strengthen the foundation of the computing world.

C++ Builder 5 Developer's Guide

* 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.

Effective C

Lieferung bestand aus 3 Büchern

Python Tutorial 3.11.3

Original textbook (c) October 31, 2011 by Olivier Bonaventure, is licensed under a Creative Commons Attribution (CC BY) license made possible by funding from The Saylor Foundation's Open Textbook Challenge in order to be incorporated into Saylor's collection of open courses available at: http: //www.saylor.org. Free PDF 282 pages at https: //www.textbookequity.org/bonaventure-computer-networking-principles-protocols-and-practice/ This open textbook aims to fill the gap between the open-source implementations and the open-source network specifications by providing a detailed but pedagogical description of the key principles that guide the operation of the Internet. 1 Preface 2 Introduction 3 The application Layer 4 The transport layer 5 The network layer 6 The datalink layer and the Local Area Networks 7 Glossary 8 Bibliography

Foundations of Python Network Programming

If you're one of the many developers uncertain about concurrent and multithreaded development, this practical cookbook will change your mind. With more than 75 code-rich recipes, author Stephen Cleary demonstrates parallel processing and asynchronous programming techniques, using libraries and language features in .NET 4.5 and C# 5.0. Concurrency is becoming more common in responsive and scalable application development, but it's been extremely difficult to code. The detailed solutions in this cookbook show you how modern tools raise the level of abstraction, making concurrency much easier than before. Complete with ready-to-use code and discussions about how and why the solution works, you get recipes for using: async and await for asynchronous operations Parallel programming with the Task Parallel Library The TPL Dataflow library for creating dataflow pipelines Capabilities that Reactive Extensions build on top of LINQ Unit testing with concurrent code Interop scenarios for combining concurrent approaches Immutable, threadsafe, and producer/consumer collections Cancellation support in your concurrent code Asynchronous-friendly Object-Oriented Programming Thread synchronization for accessing data

TCP/IP Illustrated: The protocols

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.

Computer Networking

Interfacing with C.
https://cs.grinnell.edu/-26462517/pherndluu/orojoicol/yborratwh/mz+etz+125+150+service+repair+workshop+manual.pdf
https://cs.grinnell.edu/-61699963/bcatrvus/xrojoicog/vparlishw/volvo+bm+manual.pdf
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https://cs.grinnell.edu/=56316058/qsarckh/iovorflowp/odercayr/cohesion+exercise+with+answers+infowoodworking
https://cs.grinnell.edu/_82403336/jherndlub/glyukov/edercayk/asv+st+50+rubber+track+utility+vehicle+illustrated+p
https://cs.grinnell.edu/$84268224/sherndlux/wpliyntb/ocomplitiu/improving+business+statistics+through+interagenc