Unix Network Programming Unix Network Programming Volume 1 Sockets Networking Api V 1 Addison Wesley Professional Computing

Written to help you with the ten percent of the network programming that consumes ninety percent of your time and causes most of your vexing problems, it teaches communications/network programing, including interprocess communicator, protocols, and process level application programming. Geared to the growing number of programmers in the UNIX workstation environment, it covers a variety of the most widely used protocols of OSI, TCP/IP, X.25, Berkeley Sockets, AT&T System V Streams and more. In addition, it develops the code for solutions to typical problems in network software programming and offers numerous practical and helpful examples.

Well-implemented interprocess communications (IPC) are key to the performance of virtually every non-trivial UNIX program. In UNIX Network Programming, Volume 2, Second Edition, legendary UNIX expert W. Richard Stevens presents a comprehensive guide to every form of IPC, including message passing, synchronization, shared memory, and Remote Procedure Calls (RPC). Stevens begins with a basic introduction to IPC and the problems it is intended to solve. Step-by-step you'll learn how to maximize both System V IPC and the new Posix standards, which offer dramatic improvements in convenience and performance.

V.1 Networking APIs: sockets and XTI V.2 Interprocess communications.

UNIX Network ProgrammingUNIX Network Programming: The sockets networking APIAddison-Wesley Professional Introduction to Unix and Shell Programming is designed to be an introductory first-level book for a course on Unix. Organised into twelve simple chapters, the book guides the students from the basic introduction to the Unix operating system and ext.

Software -- Operating Systems.

bull; Learn UNIX essentials with a concentration on communication, concurrency, and multithreading techniques bull; Full of ideas on how to design and implement good software along with unique projects throughout bull; Excellent companion to Stevens' Advanced UNIX System Programming

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.

Presents a guide to programming UNIX networks using the BSD socket interface, a generalized networking capability. Sockets allow communication between two different processes on the same or different machines, as well as use Internet protocols for communication between machines. Includes examples of client and server protocols. Describes the three stages of socket use and contains examples of socket creation. Links to a UNIX network programming source code.

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The Art of UNIX Programming poses the belief that understanding the unwritten UNIX engineering tradition and mastering its design patterns will help programmers of all stripes to become better programmers. This book attempts to capture the engineering wisdom and design philosophy of the UNIX, Linux, and Open Source software development community as it has evolved over the past three decades, and as it is applied today by the most experienced programmers. Eric Raymond offers the next generation of "hackers" the unique opportunity to learn the connection between UNIX philosophy and practice through careful case studies of the very best UNIX/Linux programs.

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Covers the development tools needed to create applications based on a client/server model of computing. The book describes the programming interfaces to SVRR4.2 networking facilities such as Transport Library Interface (TLI), Sockets, Remote Procedure Call (RPC), Connection Server and REXEC.

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.

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.

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.

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