

Windows Sockets Winsock C Code Api Tenouk

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.

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.NET Black Book is the one-time reference and solid introduction, written from the programmer's point of view, containing hundreds of examples covering every aspect of VS 2005 programming. It will help you master the entire spectrum of VB 2005 from Visual basic language reference to creating Windows Applications to control docking, from basic database handling to Windows Services, from Windows Mobile Applications to directory services and My Object and much more. In C# 2005 from C# language reference to OOPS to delegates and events and error handling in .NET Framework from graphics and file Handling to Remoting, from collection and generics to security and cryptography in .NET Framework and much more. In ASP.NET 2.0 from features of ASP.NET 2.0 to standard and HTML controls from navigation controls to Login and Web Parts controls, from data driven web applications to master pages and themes, from Caching to web services and AJAX and much more. This unique book is designed to contain more VS 2005 coverage than any other no doubt every aspect of the book is worth the price of the entire book.

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Many computer networks are now a hybrid of different types, typically a mixture of two or more different operating systems. These systems must successfully integrate for the complete system to operate properly, whether it is in terms of its compatibility, its security or its ease-of-use. The main aim of this book is to cover the configuration, architecture and networking of the three of the most popular networking operating systems - Microsoft Windows, Novell NetWare and UNIX.

Designed for game programmers interested in developing mobile phone applications, Wireless Game Development in C/C++ with BREW™ uses QUALCOMM®'s BREW development environment to illustrate a variety of techniques in the field of wireless phone games. From the basics of the BREW SDK™ and bitmap graphics to wireless networking and applet distribution, this book takes you through the fundamentals of the API, including graphics, sound, and input, and brings it all together with a complete example of a working game. Capitalize on the popularity of programmable mobile phones by developing your own game. Explore how to use the BREW SDK™ to apply existing game development techniques to mobile gaming. Discover how to incorporate text, menus, and dialogs into a graphical user interface. Understand the process for having your application receive the TRUE BREW™ designation. Learn various techniques for optimizing your code.

The computer bus is the foundation of the modern computer. Without busses, a computer would just be a bundle of components. As more and more equipment becomes interface driven-either through controllers or directly to and from PCs-the question of which bus to use becomes increasingly important. Computer Busses has been designed to help answer

Special Edition Using Visual C++.NET is a comprehensive resource to help readers leverage the exciting new features of Visual C++.NET as well as port their existing skills to the new .NET development environment. The book shows how both Win32 and .NET applications work, not only instructing the reader in the use of Microsoft's Visual C++ wizards, but also showing what the wizards create. A variety of programming tasks from simple dialog boxes to database and Internet programming are included. Because of the new .NET platform developers in any of 17 languages (including Visual C++) will use the same class libraries to construct high-performance applications. SE Using Visual C++.NET will not only cover the new version of the software but also how to get maximum programming results from combining several languages into one project. Related technologies such as XML and XSLT are also covered, along with integrating Visual C++ code with Visual Basic and C# code.

This book covers all the major aspects and theory behind creating a fully functional network game, from setting up a stable MySQL back-end database for storing player information to developing a reusable TCP/IP network library for online games as well as developing web-based server interfaces. This title focuses on sockets rather than DirectPlay, which allows for multiplatform development as opposed to developing game servers solely for Windows-based servers and focuses on MySQL and PHP4 as development tools as well as the multiplatform use of OpenGL. Includes CD.

Pro Visual C++/CLI and the .NET 3.5 Platform is about writing .NET applications using C++/CLI. While readers are learning the ins and outs of .NET application development, they will also be learning the syntax of C++, both old and new to .NET. Readers will also gain a good understanding of the .NET architecture. This is truly a .NET book applying C++ as its development language—not another C++ syntax book that happens to cover .NET.

Windows Telephony Programming: A Developer's Guide to TAPI offers C++ programmers a clear and concise tutorial to Windows Telephony that significantly reduces TAPI's steep learning curve. TAPI is an API that has standardized the interface between computers and telephony hardware. Included with Windows 9x and Windows NT, TAPI is a major element of the Windows communications backbone. Despite its growing importance, TAPI may still be very daunting and difficult to master. The author makes TAPI more accessible by revealing its underlying architecture and rationale and by relating its functions and features to specific tasks developers seek to accomplish in their applications such as making, answering, and monitoring calls, handling modem data, and building an answering machine. In addition to carefully developed, intuitive explanations, Windows Telephony Programming features numerous real-world examples of how actual TAPI programs are built, and a comprehensive C++ class library that takes much of the "grunt" work out of TAPI programming. The author also discusses building a telephony service provider and includes a complete working example. Completely up-to-date, this book covers TAPI versions 1.x to 2.0, and offers a glimpse into the future of telephony with a preview of the new TAPI 3.0 incorporated into Windows NT 5.0. To exploit the power of TAPI 3.0 when it becomes available, it is imperative that you understand TAPI 1.x and 2.0 first. This book provides the clear methodology to gain that understanding. 0201634503B04062001

In 1994, W. Richard Stevens and Addison-Wesley published a networking classic: TCP/IP Illustrated. The model for that book was a brilliant, unfettered approach to networking concepts that has proven itself over time to be popular with readers of beginning to intermediate networking knowledge. The Illustrated Network takes this time-honored approach and modernizes it by creating not only a much larger and

more complicated network, but also by incorporating all the networking advancements that have taken place since the mid-1990s, which are many. This book takes the popular Stevens approach and modernizes it, employing 2008 equipment, operating systems, and router vendors. It presents an illustrated explanation of how TCP/IP works with consistent examples from a real, working network configuration that includes servers, routers, and workstations. Diagnostic traces allow the reader to follow the discussion with unprecedented clarity and precision. True to the title of the book, there are 330+ diagrams and screen shots, as well as topology diagrams and a unique repeating chapter opening diagram. Illustrations are also used as end-of-chapter questions. A complete and modern network was assembled to write this book, with all the material coming from real objects connected and running on the network, not assumptions. Presents a real world networking scenario the way the reader sees them in a device-agnostic world. Doesn't preach one platform or the other. Here are ten key differences between the two: Stevens Goralski's Older operating systems (AIX,svr4,etc.) Newer OSs (XP, Linux, FreeBSD, etc.) Two routers (Cisco, Telebit (obsolete)) Two routers (M-series, J-series) Slow Ethernet and SLIP link Fast Ethernet, Gigabit Ethernet, and SONET/SDH links (modern) Tcpdump for traces Newer, better utility to capture traces (Ethereal, now has a new name!) No IPsec IPsec No multicast Multicast No router security discussed Firewall routers detailed No Web Full Web browser HTML consideration No IPv6 IPv6 overview Few configuration details More configuration details (ie, SSH, SSL, MPLS, ATM/FR consideration, wireless LANS, OSPF and BGP routing protocols New Modern Approach to Popular Topic Adopts the popular Stevens approach and modernizes it, giving the reader insights into the most up-to-date network equipment, operating systems, and router vendors. Shows and Tells Presents an illustrated explanation of how TCP/IP works with consistent examples from a real, working network configuration that includes servers, routers, and workstations, allowing the reader to follow the discussion with unprecedented clarity and precision. Over 330 Illustrations True to the title, there are 330 diagrams, screen shots, topology diagrams, and a unique repeating chapter opening diagram to reinforce concepts Based on Actual Networks A complete and modern network was assembled to write this book, with all the material coming from real objects connected and running on the network, bringing the real world, not theory, into sharp focus.

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.

This book assists users in writing programs that access the Internet from Windows; creating their own ftp, finger, ping, mail programs and more; understanding the Winsock API; mastering TCP/IP programming and Internet protocols; and programming the Internet using C, C++, Visual C++, and Visual Basic.

The clear, concise, authoritative guide to writing high-performance, scalable Winsock applications using Microsoft's networking APIs plus IPv4 and IPv6 Internet protocols. This updated edition provides the latest information about how to write applications that take advantage of the advanced networking protocols and technologies that Microsoft Windows XP supports--Internet Protocol (IP) versions 4 and 6, Pragmatic General Multicasting (PGM) protocol, Internet Group Management Protocol 3 (IGMPv3), IPv6 multicasting, the Network Location Awareness (NLA) namespace provider, the Winsock Provider Interface, 64-bit Winsock APIs, and .NET Sockets. The book includes code samples in the Microsoft Visual Basic(R), Microsoft Visual C++(R), and Microsoft Visual C#TM development systems Special Edition Using Visual C++ 6 focuses on making you productive with Visual C++ as quickly as possible. Because of its straightforward approach, this book is able to progress into more advanced topics such as database capabilities, creating ActiveX controls and documents, and enterprise features. Coverage includes all the new features of version 6 as well as expanding on a few topics such as Active Server Pages, VC++, and ActiveX Data Object (ADO & OLE DB).

A comprehensive guide to programming with network sockets, implementing Internet protocols, designing IoT devices, and much more with C Key Features Leverage your C or C++ programming skills to build powerful network applications Get to grips with a variety of network protocols that allow you to load web pages, send emails, and do much more Write portable network code for operating systems such as Windows, Linux, and macOS Book Description Network programming, a challenging topic in C, is made easy to understand with a careful exposition of socket programming APIs. This book gets you started with modern network programming in C and the right use of relevant operating system APIs. This book covers core concepts, such as hostname resolution with DNS, that are crucial to the functioning of the modern web. You'll delve into the fundamental network protocols, TCP and UDP. Essential techniques for networking paradigms such as client-server and peer-to-peer models are explained with the help of practical examples. You'll also study HTTP and HTTPS (the protocols responsible for web pages) from both the client and server perspective. To keep up with current trends, you'll apply the concepts covered in this book to gain insights into web programming for IoT. You'll even get to grips with network monitoring and implementing security best practices. By the end of this book, you'll have experience of working with client-server applications, and be able to implement new network programs in C. The code in this book is compatible with the older C99 version as well as the latest C18 and C++17 standards. Special consideration is given to writing robust, reliable, and secure code that is portable across operating systems, including Winsock sockets for Windows and POSIX sockets for Linux and macOS. What you will learn Uncover cross-platform socket programming APIs Implement techniques for supporting IPv4 and IPv6 Understand how TCP and UDP connections work over IP Discover how hostname resolution and DNS work Interface with web APIs using HTTP and HTTPS Acquire hands-on experience with Simple Mail Transfer Protocol (SMTP) Apply network programming to the Internet of Things (IoT) Who this book is for If you're a developer or a system administrator who wants to enter the world of network programming, this book is for you. Basic knowledge of C programming is assumed.

Networking is one of the fastest moving technologies and brings benefits to virtually every country in the world. With the interconnection of networks to the Internet, the world has become a global village. For many people the first place to search for a given topic is the World Wide Web. This book aims to provide a foundation to networks, their components and their applications. The main areas covered are network types, network protocols, security, encryption and authentication and the World Wide Web.

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 socket 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.

Demonstrates important concepts and offers working Transact-SQL code, covering data filtering, DDL, DML, statistical functions, runs and sequences, transactions, stored procedures and triggers, and performance tuning.

Designed for the beginner yet useful for the expert, **COMPUTER NETWORKING FROM LANS TO WANS: HARDWARE, SOFTWARE, AND SECURITY** provides comprehensive coverage of all aspects of networking. This book contains 24 chapters illustrating network hardware and software, network operating systems, multimedia and the Internet, and computer and network security and forensics. Six appendices provide coverage of the history of the Internet, the ASCII code, the operation of MODEMs, tips on becoming certified in network, security, and forensics, telecommunication technologies, and setting up a computer repair shop. A companion CD includes numerous videos and files that allow the reader to perform important hands-on networking, security, and forensic activities. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

In just 24 sessions of one hour or less, you'll learn how to build high performance games for Windows Phone 7 with Microsoft's free XNA 4.0 toolset. Using this book's straightforward, step-by-step approach, you'll master all the skills you need to design, develop, test, and publish highly playable games for any WP7 device. You'll learn how to integrate game logic, touch screen user input, bitmaps, animations, audio, physics effects, GPS location services, and more. Each lesson builds on what you've already learned, culminating in the construction of a complete game--and giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Windows Phone 7 game development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Develop fast, playable Windows Phone 7 games with XNA 4.0 Get and manage user touch screen input Draw 2D bitmapped images, and bring them to life as sprites Transform sprites using rotation, scaling, and velocity calculations Detect and handle collisions between game objects Create surprisingly realistic animation effects Master sophisticated finite state programming techniques Integrate GPS Location Services into your game Make the most of Windows Phone audio Read, write, and save game files Create your game's Graphical User Interface (GUI) Implement realistic physics effects, including gravity and acceleration Tweak gameplay to make your games more fun

Discusses the evolution of WHOIS and how policy changes will affect WHOIS' place in IT today and in the future This book provides a comprehensive overview of WHOIS. The text begins with an introduction to WHOIS and an in-depth coverage of its forty-year history. Afterwards it examines how to use WHOIS and how WHOIS fits in the overall structure of the Domain Name System (DNS). Other technical topics covered include WHOIS query code and WHOIS server details. The book also discusses current policy developments and implementations, reviews critical policy documents, and explains how they will affect the future of the Internet and WHOIS. Additional resources and content updates will be provided through a supplementary website. Includes an appendix with information on current and authoritative WHOIS services around the world Provides illustrations of actual WHOIS records and screenshots of web-based WHOIS query interfaces with instructions for navigating them Explains network dependencies and processes related to WHOIS utilizing flowcharts Contains advanced coding for programmers Visit the book's companion website <http://whois.knujon.com> for technical and policy documents concerning WHOIS, WHOIS code examples, internet locations for WHOIS databases and more. WHOIS Running the Internet: Protocol, Policy, and Privacy is written primarily for internet developers, policy developers, industry professionals in law enforcement, digital forensic investigators, and intellectual property attorneys. Garth O. Bruen is an Internet policy and security researcher whose work has been published in the Wall Street Journal and the Washington Post. Since 2012 Garth Bruen has served as the North American At-Large Chair to the Internet Corporation of Assigned Names and Numbers (ICANN). In 2003 Bruen created KnujOn.com with his late father, Dr. Robert Bruen, to process and investigate Internet abuse complaints (SPAM) from consumers. Bruen has trained and advised law enforcement at the federal and local levels on malicious use of the Domain Name System in the way it relates to the WHOIS record system. He has presented multiple times to the High Technology Crime Investigation Association (HTCIA) as well as other cybercrime venues including the Anti-Phishing Working Group (APWG) and the National Center for Justice and the Rule of Law at The University of Mississippi School of Law. Bruen also teaches the Fisher College Criminal Justice School in Boston where he develops new approaches to digital crime.

* Offers an entry point to one of the most crucial aspects of Microsoft-oriented Web development--database integration with Active Server Pages * Covers ADO/OLE DB architecture, SQL, recordsets, databases and cookies, error handling, command object, stored procedures, irregular data handling, performance testing and tuning and more * Discusses how to incorporate databases into your ASP applications, using ActiveX Data Objects (ADO) * Provides code examples, exercises, and quizzes - each captioned with step-by-step explanations

WinSock Programming Fundamental: A CompilationAn Introduction to DigitalWindows Sockets Network ProgrammingAddison-WesleySpecial Edition Using Visual C++.NETQue Publishing Describes the concepts of programming with Linux, covering such topics as shell programming, file structure, managing memory, using MySQL, debugging, processes and signals, and GNOME.

Ethereal is the #2 most popular open source security tool used by system administrators and security professionals. This all new book builds on the success of Syngress' best-selling book **Ethereal Packet Sniffing. Wireshark & Ethereal Network Protocol Analyzer Toolkit** provides complete information and step-by-step Instructions for analyzing protocols and network traffic on Windows, Unix or Mac OS X networks. First, readers will learn about the types of sniffers available today and see the benefits of using Ethereal. Readers will then learn to install Ethereal in multiple environments including Windows, Unix and Mac OS X as well as building Ethereal from source and will also be guided through Ethereal's graphical user interface. The following sections will teach readers to use command-line options of Ethereal as well as using Tethereal to capture live packets from the wire or to read saved capture files. This section also details how to import and export files between Ethereal and WinDump, Snort, Snoop, Microsoft Network Monitor, and EtherPeek. The book then teaches the reader to master advanced tasks such as creating sub-trees, displaying bitfields in a graphical view, tracking requests and reply packet pairs as well as exclusive coverage of MATE, Ethereal's brand new configurable upper level analysis engine. The final section to the book teaches readers to enable Ethereal to read new Data sources, program their own protocol dissectors, and to create and customize Ethereal reports. Ethereal is the #2 most popular open source security tool, according to a recent study conducted by insecure.org Syngress' first Ethereal book has consistently been one of the best selling security books for the past 2 years

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

The book is logically divided into 5 main categories with each category representing a major skill set required by most security professionals: 1. Coding – The ability to program and script is quickly becoming a mainstream requirement for just about everyone in the security industry. This section covers the basics in coding complemented with a slue of programming tips and tricks in C/C++, Java, Perl and NASL. 2. Sockets – The technology that allows programs and scripts to communicate over a network is sockets. Even though the theory remains the same – communication over TCP and UDP, sockets are implemented differently in nearly ever language. 3. Shellcode – Shellcode, commonly defined as bytecode converted from Assembly, is utilized to execute commands on remote systems via direct memory access. 4. Porting – Due to the differences between operating platforms and language implementations on those platforms, it is a common practice to modify an original body of code to work on a different platforms. This technique is known as porting and is incredible useful in the real world environments since it allows you to not “recreate the wheel. 5. Coding Tools – The culmination of the previous four sections, coding tools brings all of the techniques that you have learned to the forefront. With the background technologies and techniques you will now be able to code quick utilities that will not only make you more productive, they will arm you with an extremely valuable skill that will remain with you as long as you make the proper time and effort dedications. *Contains never before seen chapters on writing and automating exploits on windows systems with all-new exploits. *Perform zero-day exploit forensics by reverse engineering malicious code. *Provides working code and scripts in all of the most common programming languages for readers to use TODAY to defend their networks.

The comprehensive, authoritative introduction to the protocols that drive the Internet Covers internetworking, routing, transport protocols, multicast, and much more Includes detailed coverage of application protocols--DNS, TELNET, FTP, HTTP, SMTP, RTP/RTCP, SNMP, and WAP Presents techniques for maximizing security, availability, and scalability Extensive new coverage includes QoS, MPLS, IP telephony, and WAP An in-depth introduction to the entire TCP/IP suite--including the latest protocols and concepts Systematic coverage of internetworking, routing, transport, multicast, and application protocols New and updated coverage of QoS, MPLS, IP telephony, security, WAP, and more TCP/IP Tutorial and Technical Overview is an exceptionally complete, easy-to-understand, and up-to-date guide to the protocols that drive the Internet. Ideal for beginners--and for networking professionals who want to deepen their understanding--this book covers the entire TCP/IP suite, including emerging protocols that address the Internet's key challenges. The authors--an expert team of IBM TCP/IP instructors and consultants--begin by introducing TCP/IP's fundamental goals, roles, components, and underlying concepts. They survey today's core TCP/IP application protocols, from DNS to HTTP, SMTP to RTP, as well as protocols designed for advanced wireless and multimedia applications. The book includes detailed coverage of the latest trends in networking and infrastructure, including Quality of Service, MPLS, security, IP mobility, IP telephony, and IPv6. The authors also introduce leading tools for maximizing availability and scalability in IBM and Cisco environments, including IBM Sysplex Distributor, Cisco MultiNode Load Balancing, and OS/390 DNS/WLM. INTERNATIONAL TECHNICAL SUPPORT ORGANIZATIONSharing Technical Expertise From Around the World Prentice Hall PTR has selected this IBM Redbook for its worldwide publishing program. IBM Redbooks are produced by the International Technical Support Organization where experts from around the world work together to build effective technical information based on their practical work experience. For more information: ibm.com/redbooks

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Featuring the latest changes in Fedora Core, this book offers valuable new secrets for Fedora users, including yum, mail filtering with SpamAssassin, mandatory access control with Security Enhanced Linux (SELinux), and improved device handling with udev Demonstrates how to use Linux for real-world tasks, from learning UNIX commands to setting up a secure Java-capable Web server for a business Because Fedora Core updates occur frequently, the book contains a helpful appendix with instructions on how to download and install the latest release of Fedora Core The DVD contains the Fedora distribution as well as all binary code packages and source code

The object of this book is to cover most of the currently relevant areas of data communications and networks. These include: Communications protocols (especially TCP/IP) Networking (especially in Ethernet, Fast Ethernet, FDDI and ATM) Networking operating systems (especially in Windows NT, Novell NetWare and UNIX) Communications programs (especially in serial communications, parallel communications and TCP/IP) Computer hardware (especially in PC hardware, serial communications and parallel communication) The book thus splits into 15 different areas, these are: General data compression (Chapters 2 and 3) Video, images and sound (Chapters 4-11) Error coding and encryption (Chapters 12-17) TCP/IP, WWW, Internets and Intranets (Chapters 18-20 and 23) Electronic Mail (Chapter 21) HTML (Chapters 25 and 26) Java (Chapters 27-29) Communication Programs (Chapters 20, 29 and 49) Network Operating Systems (Chapters 31-34) LANs/WANs (Chapters 35, 38-46) Serial Communications (Chapters 47 and 48) Parallel Communications (Chapters 50-52) Local Communications (Chapters 53-57) Routing and Protocols (Chapters 36 and 37) Cables and connectors (Chapters 58--60) Many handbooks and reference guides on the market contain endless tables and mathematics, or are dry to read and contain very little insight in their subject area. I have tried to make this book readable, but also contain key information which can be used by professionals.

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