

Tcp Ip Socket Programming Web Services Overview

Java For Artists: The Art, Philosophy, and Science of Object-Oriented Programming is a Java programming language text/tradebook that targets beginner and intermediate Java programmers.

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

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.

Java's rich, comprehensive networking interfaces make it an ideal platform for building today's networked, Internet-centered applications, components, and Web services. Now, two Java networking experts demystify Java's complex networking API, giving developers practical insight into the key techniques of network development, and providing extensive code examples that show exactly how it's done. David and Michael Reilly begin by reviewing fundamental Internet architecture and TCP/IP protocol concepts all network programmers need to understand, as well as general Java features and techniques that are especially important in network programming, such as exception handling and input/output. Using practical examples, they show how to write clients and servers using UDP and TCP; how to build multithreaded network applications; and how to utilize HTTP and access the Web using Java. The book includes detailed coverage of server-side application development; distributed computing

Read Book Tcp Ip Socket Programming Web Services Overview

development with RMI and CORBA; and email-enabling applications with the powerful JavaMail API. For all beginning to intermediate Java programmers, network programmers who need to learn to work with Java.

The enormous growth in the field of biotechnology necessitates the utilization of information technology for the management, flow and organization of data. The field continues to evolve with the development of new applications to fit the needs of the biomedicine. From molecular imaging to healthcare knowledge management, the storage, access and analysis of data contributes significantly to biomedical research and practice. All biomedical professionals can benefit from a greater understanding of how data can be efficiently managed and utilized through data compression, modelling, processing, registration, visualization, communication, and large-scale biological computing. In addition Biomedical Information Technology contains practical integrated clinical applications for disease detection, diagnosis, surgery, therapy, and biomedical knowledge discovery, including the latest advances in the field, such as ubiquitous M-Health systems and molecular imaging applications. The world's most recognized authorities give their "best practices" ready for implementation Provides professionals with the most up to date and mission critical tools to evaluate the latest advances in the field and current integrated clinical applications Gives new staff the technological fundamentals and updates experienced professionals with the latest practical integrated clinical applications

* 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

Read Book Tcp Ip Socket Programming Web Services Overview

Linux, or for the proficient Linux developer looking to incorporate client-server programming into their application.

"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

Read Book Tcp Ip Socket Programming Web Services Overview

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 *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

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,

Read Book Tcp Ip Socket Programming Web Services Overview

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.

Internet Protocols—Advances in Research and Application: 2013 Edition is a ScholarlyEditions™ book that delivers timely, authoritative, and comprehensive information about File Transfer Protocol. The editors have built Internet Protocols—Advances in Research and Application: 2013 Edition on the vast information databases of ScholarlyNews.™ You can expect the information about File Transfer Protocol in this book to be deeper than what you can access anywhere else, as well as consistently reliable, authoritative, informed, and relevant. The content of Internet Protocols—Advances in Research and Application: 2013 Edition has been produced by the world's leading scientists, engineers, analysts, research institutions, and companies. All of the content is from peer-reviewed sources, and all of it is written, assembled, and edited by the editors at ScholarlyEditions™ and available exclusively from us. You now have a source you can cite with authority, confidence, and credibility. More information is available at <http://www.ScholarlyEditions.com/>.

A guide for intermediate to advanced users offers expert advice on maximizing the Linux programming environment

"This book comprehensively reviews the state of handheld computing technology and application development"--Provided by publisher.

Over 25 hands-on recipes to create robust and highly-efficient cross-platform distributed applications with the Boost.Asio library About This Book Build highly efficient distributed

Read Book Tcp Ip Socket Programming Web Services Overview

applications with ease Enhance your cross-platform network programming skills with one of the most reputable C++ libraries Find solutions to real-world problems related to network programming with ready-to-use recipes using this detailed and practical handbook Who This Book Is For If you want to enhance your C++ network programming skills using the Boost.Asio library and understand the theory behind development of distributed applications, this book is just what you need. The prerequisite for this book is experience with general C++11. To get the most from the book and comprehend advanced topics, you will need some background experience in multithreading. What You Will Learn Boost your working knowledge of one of the most reputable C++ networking libraries—Boost.Asio Familiarize yourself with the basics of TCP and UDP protocols Create scalable and highly-efficient client and server applications Understand the theory behind development of distributed applications Increase the security of your distributed applications by adding SSL support Implement a HTTP client easily Use iostreams, scatter-gather buffers, and timers In Detail Starting with recipes demonstrating the execution of basic Boost.Asio operations, the book goes on to provide ready-to-use implementations of client and server applications from simple synchronous ones to powerful multithreaded scalable solutions. Finally, you are presented with advanced topics such as implementing a chat application, implementing an HTTP client, and adding SSL support. All the samples presented in the book are ready to be used in real projects just out of the box. As well as excellent practical examples, the book also includes extended supportive theoretical material on distributed application design and construction. Style and approach This book is a set of recipes, each containing the statement and description of a particular practical problem followed by code sample providing the solution to the problem and detailed step-by-step

Read Book Tcp Ip Socket Programming Web Services Overview

explanation. Recipes are grouped by topic into chapters and ordered by the level of complexity from basic to advanced.

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.

Covering all the essential components of Unix/Linux, including process management, concurrent programming, timer and time service, file systems and network programming, this

Read Book Tcp Ip Socket Programming Web Services Overview

textbook emphasizes programming practice in the Unix/Linux environment. Systems Programming in Unix/Linux is intended as a textbook for systems programming courses in technically-oriented Computer Science/Engineering curricula that emphasize both theory and programming practice. The book contains many detailed working example programs with complete source code. It is also suitable for self-study by advanced programmers and computer enthusiasts. Systems programming is an indispensable part of Computer Science/Engineering education. After taking an introductory programming course, this book is meant to further knowledge by detailing how dynamic data structures are used in practice, using programming exercises and programming projects on such topics as C structures, pointers, link lists and trees. This book provides a wide range of knowledge about computer system software and advanced programming skills, allowing readers to interface with operating system kernel, make efficient use of system resources and develop application software. It also prepares readers with the needed background to pursue advanced studies in Computer Science/Engineering, such as operating systems, embedded systems, database systems, data mining, artificial intelligence, computer networks, network security, distributed and parallel computing.

From Charles M. Kozierok, the creator of the highly regarded www.pcguides.com, comes The TCP/IP Guide. This completely up-to-date, encyclopedic reference on the TCP/IP protocol suite will appeal to newcomers and the seasoned professional alike. Kozierok details the core protocols that make TCP/IP internetworks function and the most important classic TCP/IP applications, integrating IPv6 coverage throughout. Over 350 illustrations and hundreds of tables help to explain the finer points of this complex topic. The book's personal, user-friendly

Read Book Tcp Ip Socket Programming Web Services Overview

writing style lets readers of all levels understand the dozens of protocols and technologies that run the Internet, with full coverage of PPP, ARP, IP, IPv6, IP NAT, IPSec, Mobile IP, ICMP, RIP, BGP, TCP, UDP, DNS, DHCP, SNMP, FTP, SMTP, NNTP, HTTP, Telnet, and much more. The TCP/IP Guide is a must-have addition to the libraries of internetworking students, educators, networking professionals, and those working toward certification.

Windows NT TCP/IP Network Administration is a complete guide to setting up and running a TCP/IP network on Windows NT. Windows NT and TCP/IP have long had a close association, and this is the first book to focus exclusively on NT networking with TCP/IP. It starts with the fundamentals--what the protocols do and how they work, how addresses and routing move data through the network, and how to set up your network connection. Beyond that, all the important networking services provided as part of Windows NT-- including IIS, RRAS, DNS, WINS, and DHCP--are presented in detail. This book is the NT administrator's indispensable guide. Contents include: Overview Delivering the data Network services Getting started Installing and configuring NT TCP/IP Using Dynamic Host Configuration Protocol Using Windows Internet Name Service Using Domain Name Service Configuring Email Service Using Microsoft routing Using Remote Access Service Troubleshooting TCP/IP Network Security Internet Information Server Appendixes on the TCP/IP commands, PPP script language reference, and DNS resource records

Expert F# 2.0 is about practical programming in a beautiful language that puts the power and elegance of functional programming into the hands of professional developers. In combination with .NET, F# achieves unrivaled levels of programmer

Read Book Tcp Ip Socket Programming Web Services Overview

productivity and program clarity. Expert F# 2.0 is The authoritative guide to F# by the inventor of F# A comprehensive reference of F# concepts, syntax, and features A treasury of expert F# techniques for practical, real-world programming F# isn't just another functional programming language. It's a general-purpose language ideal for real-world development. F# seamlessly integrates functional, imperative, and object-oriented programming styles so you can flexibly and elegantly solve any programming problem. Whatever your background, you'll find that F# is easy to learn, fun to use, and extraordinarily powerful. F# will change the way you think about—and go about—programming. Written by F#'s inventor and two major contributors to its development, Expert F# 2.0 is the authoritative, comprehensive, and in-depth guide to the language and its use. Designed to help others become experts, the first part of the book quickly yet carefully describes the F# language. The second part then shows how to use F# elegantly for a wide variety of practical programming tasks. The world's foremost experts in F# show you how to program in F# the way they do!

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

Read Book Tcp Ip Socket Programming Web Services Overview

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

Read Book Tcp Ip Socket Programming Web Services Overview

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.

This book explains what the Web is and how to write web pages. It also covers topics like what the Internet is, how it works, what web servers are and how to administer them, in some detail. Technologies covered include: HTML4-5, images, CGI/Perl, PHP, MySQL, AJAX/JSON, JavaScript, Cookies, RSS, CSS, Forms, Apache. This book does not cover Flash, as it is deprecated, nor ASP, as the technologies covered are all open-source. The information provided is, however, sufficient for you to build an attractive and fully functional modern website for deployment on a Mac OS X, Linux or UNIX server.

8 mini books chock full of Linux! Inside, over 800 pages of Linux topics are organized into eight task-oriented mini books that help you understand all aspects of the latest OS distributions of the most popular open-source operating system in use today. Topics include getting up and running with basics, desktops, networking, internet services, administration, security, scripting, Linux certification, and more. This new edition of Linux All-in-One For Dummies has a unique focus on Ubuntu, while still including coverage of Debian, Red Hat, SuSE, and others. The market is looking for administrators, and part of the qualifications needed for job openings is the authentication of skills by vendor-neutral third parties (CompTIA/Linux Professional

Read Book Tcp Ip Socket Programming Web Services Overview

Institute)—and that’s something other books out there don’t address. Install and configure peripherals, software packages, and keep everything current Connect to the internet, set up a local area network (including a primer on TCP/IP, and managing a local area network using configuration tools and files) Browse the web securely and anonymously Get everything you need to pass your entry-level Linux certification exams This book is for anyone getting familiar with the Linux OS, and those looking for test-prep content as they study for the level-1 Linux certification!

The Internet Encyclopedia in a 3-volume reference work on the internet as a business tool, IT platform, and communications and commerce medium.

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

Read Book Tcp Ip Socket Programming Web Services Overview

with RPC, web sockets, and more Who This Book Is For Experienced Go programmers and other programmers with some experience with the Go language.

Most Internet applications use sockets to implement network communication protocols. TCP/IP Sockets in Java: Practical Guide for Programmers, with its focused, tutorial-based coverage, helps you master the tasks and techniques essential to virtually all client-server projects using sockets in Java. Later chapters teach you to implement more specialized functionality; incisive discussions of programming constructs and protocol implementations equip you with a deeper understanding that is invaluable for meeting future challenges. No other resource presents so concisely or so effectively the exact material you need to get up and running with Java sockets programming right away. For those who program using the C language, be sure to check out this book's companion, TCP/IP Sockets in C: Practical Guide for Programmers. For example code from the text, sample programming exercises, Powerpoint slides, and more, click on the grey "Companion Site" button to the right. *Concise, no-nonsense explanations of issues often troublesome for students, including message construction and parsing, underlying mechanisms and Java I/O *Comprehensive example-based coverage of the most important TCP/IP techniques-including iterative and threaded servers, timeouts and asynchronous message processing *Includes a detailed, easy-to-use reference to the relevant JAVA class libraries *A companion Web site provides online code for all the example programs given in the book *Provides a guide to common errors and a

Read Book Tcp Ip Socket Programming Web Services Overview

reference offering detailed documentation of the sockets interface *Perfect for a practitioner who may even want just to "look into" this technology. *Provides tutorial-based instruction in key sockets programming techniques, focusing exclusively on Java and complemented by example code. *Covers challenging sockets programming issues: message construction and parsing, underlying TCP/IP protocol mechanisms, Java I/O, iterate and threaded servers, and timeouts. *Includes references to the relevant Java class libraries that often go beyond the "official" Java documentation in clarity and explanation. *Provides code for all example programs, along with additional exercises, via companion Web site.

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.

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

Read Book Tcp Ip Socket Programming Web Services Overview

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.

The purpose of this book is to provide tools to design and implement network-orientated applications in .NET. It is also a guide for software designers to choose the best and most efficient way to implement mission critical solutions. The book addresses real-world issues facing professional developers, such as using third-party components as opposed in-house development. It differentiates itself from existing .NET publications because it is aimed at experienced professionals and concentrates on practical, ready-to-use information. The book is written in two languages C# and VB.NET, and covers never-before published information on Telephony in .NET and packet-level networking. This is the second book in the Digital Press Software Development Series. Coverage of lower level protocols allows implementation of performance-centric applications Demonstrates the feasibility of developing telephony solutions in-house rather than outsourcing Written in VB.NET and C# to assist readers working in either

Read Book Tcp Ip Socket Programming Web Services Overview

language Coverage of Email, FTP and the WWW allows implementation of applications in all three areas

This book gives hobbyists and professional programmers the knowledge necessary to create a real time strategy game of their own.

Computer Systems Organization -- Computer-Communication Networks.

Learn effective C++ network programming with Boost.Asio and become a proficient C++ network programmer About 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 For This 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

Read Book Tcp Ip Socket Programming Web Services Overview

delve into network programming Discover how to debug and run the code successfully In Detail Boost.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 approach An example-oriented book to show you the

Read Book Tcp Ip Socket Programming Web Services Overview

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.

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.

Read Book Tcp Ip Socket Programming Web Services Overview

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: Practical Guide for Programmers, Second Edition is a quick

Read Book Tcp Ip Socket Programming Web Services Overview

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.

Java Network Programming, Third Edition, brings you up-to-date with the latest features of Java's network APIS. This book discusses all the changes and additions to networking in JDK 1.4 and 1.5 (now christened J2SE 5). It covers everything from networking fundamentals to remote method invocation (RMI), including chapters on TCP and UDP sockets, server sockets, URLs and URIs,

Read Book Tcp Ip Socket Programming Web Services Overview

multicasting, and special-purpose APIs such as JavaMail. This book shows you how to use JSSE to write secure networking applications and explains how to use the NIO APIs to write ultra high-performance servers. And it covers Java's support for network proxies, web cookies, and URL caching. Java Network Programming doesn't just explain the APIs: it shows you how to put them to work. This book is full of examples; it contains thousands of lines of working code (all of which are available online), implementing fully functional network clients and servers. Whether you want to write a special-purpose web server, a secure online order taker, a simple multicast agent, or even an email client, you'll find code that you can learn from and borrow. Whether you're an experienced network developer, a new Java programmer, or someone who just wants to see what's possible, you'll find that Java Network Programming, Third Edition is an important part of your library. Once you've started using the Java Networking APIs, the possibilities are only limited by your imagination.

This six-volume-set (CCIS 231, 232, 233, 234, 235, 236) constitutes the refereed proceedings of the International Conference on Computing, Information and Control, ICCIC 2011, held in Wuhan, China, in September 2011. The papers are organized in two volumes on Innovative Computing and Information (CCIS 231 and 232), two volumes on Computing and Intelligent Systems (CCIS 233 and 234), and in two

Read Book Tcp Ip Socket Programming Web Services Overview

volumes on Information and Management Engineering (CCIS 235 and 236).

Objective of conference is to define knowledge and technologies needed to design and develop project processes and to produce high-quality, competitive, environment- and consumer-friendly structures and constructed facilities. This goal is clearly related to the development and (re)-use of quality materials, to excellence in construction management and to reliable measurement and testing methods.

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.

Read Book Tcp Ip Socket Programming Web Services Overview

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. 0201615894B04062001

Explains how to implement and maintain JavaBeans, covering event listeners and adapters, object validation, property editors and customizers, and using JavaBeans in Visual Basic programs

[Copyright: 6be5ec82d1701634e68640b5bbc26ef4](#)