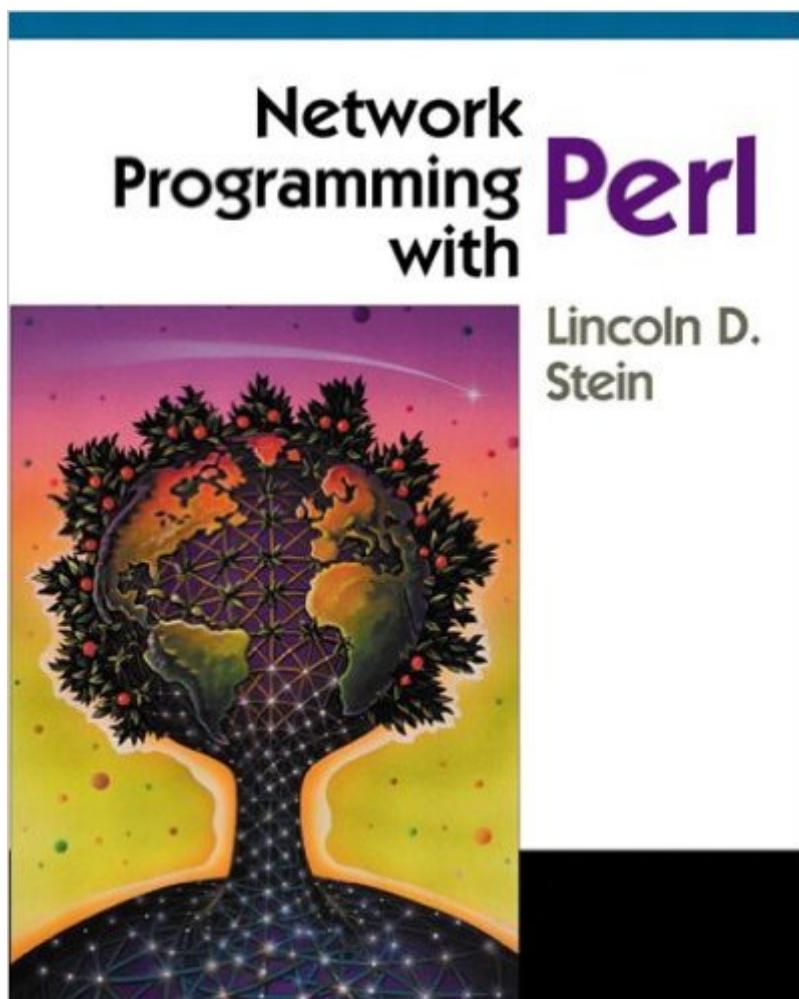


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# Network Programming With Perl



## Synopsis

This is a superb book. Another splendid book from Lincoln, whose mastery and lucid exposition make this a must-have for the serious Perl programmer. --Jon Orwant, Chief Technology Officer, O'Reilly & Associates Founder of The Perl Journal, author of Mastering Algorithms with Perl, (O'Reilly & Associates)and co-author of Programming Perl, Third Edition (O'Reilly & Associates) Network Programming with Perl is a comprehensive, example-rich guide to creating network-based applications using the Perl programming language. Among its many capabilities, modern Perl provides a straightforward and powerful interface to TCP/IP, and this book shows you how to leverage these capabilities to create robust, maintainable, and efficient custom client/server applications. The book quickly moves beyond the basics to focus on high-level, application programming concepts, tools, and techniques. Readers will find a review of basic networking concepts and Perl fundamentals, including Perl's I/O functions, process model, and object-oriented extensions. In addition, the book examines a collection of the best third-party modules in the Comprehensive Perl Archive Network, including existing network protocols f

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## Customer Reviews

This book, replete with code, is one of the most useful resources I've come across. There aren't just code snippets here -- there are complete and useful programs, with explanations for each line of code. These line-by-line explanations not only make the code crystal clear, but it demonstrates how you can adapt the code to suit your specific need. It discusses the esoteric topics such as threading,

sockets, parsing binary email attachments, and more in a very understandable and open fashion. It also discusses existing modules and their "hidden" usefulness (Hint: Net::Telnet can be used to SSH). The author is to be commended on his ability to make these cryptic topics understood. When I first flipped through Network Programming with Perl, I immediately found the solution to a problem I was having for the previous few days. A few more moments, I saw solutions to problems that associates were having. It's not very often a single book can do that without a thorough reading, but this one came through brilliantly. I strongly recommend this book to anyone serious about taking their Perl expertise to the next level.

This book has excellent coverage of forking, multithreading, multiplexing, and non-blocking IO. Good coverage of this material is hard to find. Most books just concentrate on specific protocols such as POP, IMAP, FTP, SMTP, etc. This book also covers that material, but unlike other books, this one will actually start you off understanding sockets, pipes and signals rather than just showing you how to use a bunch of libs. There is plenty of example source code here too.

This book has been in my wish list for pretty long time, and before I actually buy it decided to check it out of my school's library. Enjoyment started at the first chapters of the book that I read in the library's cafeteria. The book definitely covers all the aspects of the Network Programming, not only with Perl, but in general as well. In the first chapters of the book, Lincoln Stein makes good use of such OO modules as IO::File and IO::Socket to demonstrate that difference between local file operations and remote network programming isn't that much different at all (at least in Perl). Chapter 2 shows you several applications that are built on pipes. The best thing about the chapter was the signals part, where L. Stein shows examples, catching all sorts of signals that your program receives and reacts accordingly. One example was reacting to pressing of CTRL+C sequence of keys to terminate the program. I would call Chapter 3 the heart of the book, since it goes over Berkeley Sockets, the base for Network programming in most systems, no matter what programming language you tend to prefer. It also explains thoroughly Sockets Addressings, Network naming conventions, protocols, services and a lot more. This chapter, together with the Chapter 4 alone are worth the whole price of the book, I believe. The chapter in the end goes over some common network analysis tools, such as "nslookup", "ping", so on and so forth. Chapter 4 tells you all you need about TCP Protocol. Shows several examples as well. Goes over Adjusting Socket options, and their uses. Chapter 5 is not anything newer supposing you've been following all the previous chapters. Until this chapter, L. Stein demonstrates the coding using much low level Socket API.

here Lincoln starts using IO::Socket's Object Oriented Interface for its handy functionalities that enable writing Networking applications more relieving. Chapters 6, 7, 8 and 9 takes you through writing several common network clients such as SMTP/mailing clients, Telnet, FTP clients. Also provides their complete source codes in case you just feel like copying them. Chapter 9 gets into the most fun part: LWP and HTML/XML Parsing. Spends good 50 pages on those. Very exciting indeed! The rest of the book (another half) is dedicated for writing Server applications, which I haven't read. I am sure the rest is as exciting as it's been up to this point. But no matter what, I am grateful to the book for such an exciting and informative coverage of the topics. It's worth every penny that you spend on it. Buy it!

The first thing I want to point out for many readers who may not know this: Lincoln Stein is the author of CGI.pm -- the module that is responsible for a vast majority of perl powered websites on the internet. Second, Lincoln has contributed enormous amounts of code to the perl community, and I originally bought this book as an insight to the code of his that I have and want to work with further. Let me say that a lot of the book focuses on modules like Net::Telnet and Net::FTP. That isn't particularly useful to me because I have a firm understanding of them already. The real meat of the book, if you ask me, is the discussion of fully multiplexed servers that are able to handle many simultaneous upstreams and downstreams, and do a vast array of things. His code is very clear and concise, as well as commented and explained throughout the text. This is definitely something every perl programmer who writes network maintenance code should have.

As an intermediate Perl programmer and a relative newcomer to network programming, I found Part 1, The Basics, to be pure gold. Dr. Stein's easy-to-follow writing style helped me to finally understand elusive concepts like fork, pipes and sockets. As the book progresses, it gently builds into more and more advanced network topics. When I hit Part 4, Advanced Topics, I knew was in over my head. Yet, I now have a great reference for the future when I need/want to learn how to play with Broadcasting, UDP servers, etc. One of the most valuable aspects of this book is his coverage of such a multitude of Perl modules, helping the reader to understand the each of modules' basic API in a straightforward manner. This book is worth every cent.

Lincoln Stein's latest book, "Network Programming with Perl", is a must-have text for anyone who is doing Perl network programming, or may be doing so in the near future. It reviews the basics of Perl I/O, explains the details of Perl's network functions, and covers the ever-evolving examples with

line-by-line descriptions. From telnet, mail, ftp, and the Web, from Usenet News to custom services, this 650-page book covers any networking task currently known to man, and gives you the skills to manage the unknown tasks to come.

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