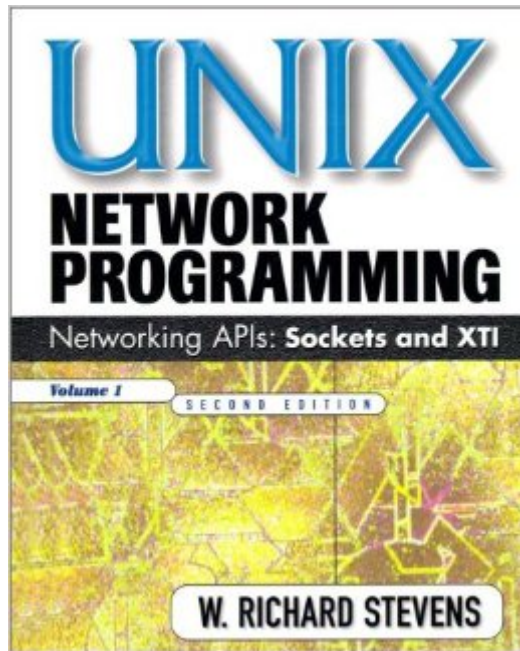The book was found

UNIX Network Programming: Networking APIs: Sockets And XTI; Volume 1

Synopsis

49001-1 The only guide to UNIX network programming APIs you'll ever need! Whether you write Web servers, client/server applications, or any other network software, you need to understand networking APIS-especially sockets in greater detail than ever before. You need UNIX Network Programming, Volume 1, Second Edition. In this book, leading UNIX networking expert W. Richard Stevens offers unprecedented, start-to-finish guidance on making the most of sockets, the de facto standard for UNIX network programming-as well as extensive coverage of the X/Open Transport Interface (XTI). Stevens begins by introducing virtually every basic capability of TCP and UDP sockets, including socket functions and options, I/O multiplexing, and name and address conversions. He presents detailed coverage of the Posix.1g standard for sockets and the Posix threads. He also introduces advanced techniques for: *Establishing IPv4/IPv6 interoperability. *Implementing non-blocking I/O. *Routing sockets. *Broadcasting and multicasting. *IP options. *Multithreading. *Advanced name and address conversions. *UNIX domain protocols. *Raw sockets.Learn how to choose among today's leading client/server design approaches, including TCP iterative, concurrent, preforked and prethreaded servers. Master the X/Open Transport Interface, including XTI TCP clients and servers, name and address functions, options, streams and additional functions. The Internet/intranet revolution has dramatically increased the demand for developers with a sophisticated understanding of network programming APIs, especially sockets. One book contains all you need to know: UNIX Network Programming, Volume 1, Second Edition.

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Customer Reviews

First things first. This is an excellent book. It is also by far the best book on its subject. Those are the first, simplest, and most important things to understand about it.Before explaining what makes it so good, let's get the table of contents out of the way:PrefacePart 1. Introduction and TCP/IP1. Introduction2. The Transport Layer: TCP and UDPPart 2. Elementary Sockets3. Sockets Introduction4. Elementary TCP Sockets5. TCP Client-Server Example6. I/O Multiplexing: The select() and poll() Functions7. Socket Options8. Elementary UDP Sockets9. Elementary Name and Address ConventionsPart 3. Advanced Sockets10. IPv4 and IPv6 Interoperability11. Advanced Name and Address Conversions12. Daemon Processes and 'inetd' Superserver13. Advanced I/O Functions14. Unix Domain Protocols15. Non-Blocking I/O16. ioctl() Operations17. Routing Sockets18. Broadcasting19. Multicasting20. Advanced UDP Sockets21. Out-of-Band Data22. Signal-Driven I/O23. Threads24. IP Options25. Raw Sockets26. Datalink Access27. Client-Server Design AlternativesPart 4. XTI: X/Open Transport Interface28. XTI: TCP Clients29. XTI: Name and Address Functions30. XTI: TCP Servers31. XTI: UDP Clients and Servers32. XTI Options33. Streams34. XTI: Additional FunctionsAppendix A. IPv4, IPv6, ICMPv4, ICMPv6Appendix B. Virtual NetworksAppendix C. Debugging TechniquesAppendix D. Miscellaneous Source CodeAppendix E. Solutions to Selected ExercisesBibliographyIndexAppendicesA. Function PrototypesB.

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