



Tutorial on Socket Programming

Computer Networks - CSC 458
Department of Computer Science

Pooyan Habibi

[Slides are mainly from Seyed Hossein
Mortazavi, Monia Ghobadi, and Amin
Tootoonchian, ...]

Tutorial On Socket Programming University Of Toronto

Terry C. Jones



Tutorial On Socket Programming University Of Toronto:

Canadian Electronics Engineering, 1979 **ADLA Six** Art Directors Club of Los Angeles, 1990 **Network World**, 1989-06-05 For more than 20 years Network World has been the premier provider of information intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations Readers are responsible for designing implementing and managing the voice data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce *TCP/IP Sockets in C* Michael J. Donahoo, Kenneth L. Calvert, 2002-02-13 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 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 **TCP/IP Sockets in Java** Kenneth L. Calvert, Michael J. Donahoo, 2011-08-29 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 InetAddress 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 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# David Makofske, Michael J. Donahoo, Kenneth L. Calvert, 2004-05-25

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 is 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 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

The Pocket Guide to TCP/IP Sockets
Michael J. Donahoo,Kenneth L. Calvert,2001 Mastering the sockets interface is essential for computer network programmers and practitioners who want to learn how to write programs that communicate using the network This book provides an introduction to socket programming

Windows Sockets Network Programming Bob Quinn,Dave Shute,1995-07-01
WinSock Programming Fundamental: A Compilation ,

TCP/IP Sockets in Java Kenneth Calvert,Michael Donahoo,2011 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 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 genral 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 The book s Web site contains many examples of command based sockets related code discussed throughout the book No other resource presents so concisely or so effectively the material necessary to get up and running with Java sockets programming

KEY FEATURES Focused tutorial based instruction in key sockets programming tec

TCP/IP Sockets in Java, 2nd Edition Kenneth Calvert,Michael Donahoo,2011 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

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