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## Unix Network Programming The Sockets Networking Api Volume 1

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## **Unix Network Programming The Sockets**

Sockets are supported by Unix, Windows, Mac, and many other operating systems. The tutorial provides a strong foundation by covering basic topics such as network addresses, host names, architecture, ports and services before moving into network

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address functions and explaining how to write client/server codes using sockets.

## **Unix Socket Tutorial - Tutorialspoint**

A Unix Socket is used in a client-server application framework. A server is a process that performs some functions on request from a client. Most of the application-level protocols like FTP, SMTP, and POP3 make use of sockets to establish connection between client and server and then for exchanging data.

## **What is a Socket? - Tutorialspoint**

In this book, the authors offer unprecedented, start-to-finish guidance on making the most of sockets, the de facto standard for UNIX network programming. The authors begin by introducing virtually every basic capability of TCP and UDP sockets, including socket functions and options, I/O multiplexing, and name and address conversions.

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## **Unix Network Programming, Volume 1: The Sockets Networking ...**

This is the gold standard for socket tutorials: Beej's Guide:  
Beej's Guide to Network Programming If you are getting paid to do network programming get Stevens' books on UNIX Network Programming. Assuming you'd like to keep your job. UNIX Network Programming Volume 1 & Volume 2.

## **Sockets - Unix**

New topics include: \* POSIX Single UNIX Specification Version 3 \* IPv6 APIs (including updated guidance on IPv6/IPv4 interoperability) \* The new SCTP transport protocol \* IPsec-based Key Management Sockets \* FreeBSD 4.8/5.1, Red Hat Linux 9.x, Solaris 9, AIX 5.x, HP-UX, and Mac OS X implementations \* New network program debugging techniques \* Source Specific Multicast API, the key enabler for ...

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## **UNIX Network Programming: The Sockets Networking API**

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UNIX Network Programming: The sockets networking API, Volume 1 Addison-Wesley professional computing series Volume 1 of UNIX Network Programming, W. Richard Stevens UNIX Network Programming: The Sockets Networking API, W. Richard Stevens: Authors: W. Richard Stevens, W. Stevens, Bill Fenner, Andrew M. Rudoff: Edition: illustrated, reprint ...

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UNIX Network Programming, Volume 1 [an excerpt from the preface...] This book is for people who want to write programs that communicate with each other using an application program interface (API) known as sockets. Some readers may be very familiar with sockets already, as that model has become synonymous with network programming.

## **UNIX Network Programming**

Spencer's Socket Site about network programming with sockets under Unix and Windows. Feature articles/tutorials and links to other FAQs, tutorials, and sample code.

## **Spencer's Socket Site: Network Programming with Sockets**

UNIX Network Programming, Volume 1, Second Edition:

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Networking APIs: Sockets and XTI, Prentice Hall, 1998, ISBN 0-13-490012-X. . Table of Contents () () () Preface () () Sample chapter: Chapter 11: Advanced Name and Address Conversions, 57 pages (PDF, 280K) (PostScript, 561K).This chapter contains the description of the Posix.1g getaddrinfo function, along with a complete implementation that ...

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A network socket is a software structure within a network node of a computer network that serves as an endpoint for sending and receiving data across the network. The structure and

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properties of a socket are defined by an application programming interface (API) for the networking architecture. Sockets are created only during the lifetime of a process of an application running in the node.

## **Network socket - Wikipedia**

UNIX Network Programming: Sockets & Streams September 22, 1992 Embedded Staff Network applications in the UNIX world usually follow the client-server model using the communications facilities provided by the UNIX kernel.

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