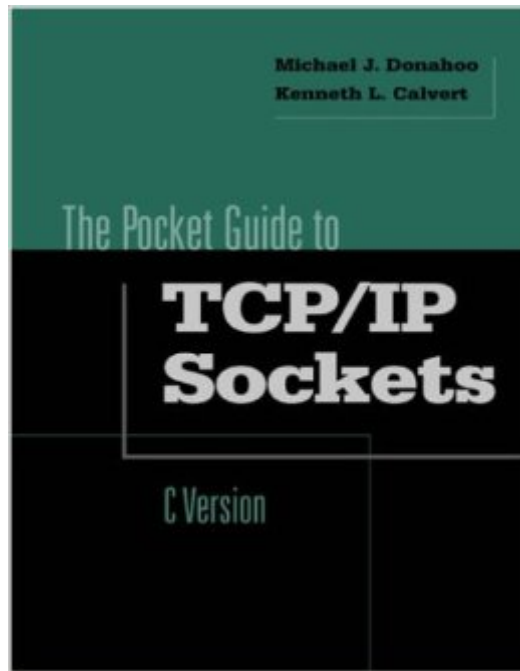


The book was found

Pocket Guide To TCP/IP Socket Programming In C (Morgan Kaufmann Series In Networking)



Synopsis

The Pocket Guide to TCP/IP Sockets 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.

Book Information

Series: Morgan Kaufmann Series in Networking

Paperback: 130 pages

Publisher: Morgan Kaufmann (August 21, 2000)

Language: English

ISBN-10: 1558606866

ISBN-13: 978-1558606869

Product Dimensions: 9 x 7 x 0.4 inches

Shipping Weight: 9.6 ounces

Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (15 customer reviews)

Best Sellers Rank: #1,120,604 in Books (See Top 100 in Books) #39 in [Books > Computers &](#)

[Technology > Networking & Cloud Computing > Networks, Protocols & APIs > TCP-IP](#) #401

[in Books > Computers & Technology > Programming > Languages & Tools > C & C++ > C](#) #779

[in Books > Computers & Technology > Programming > Microsoft Programming > C & C++](#)

[Windows Programming](#)

Customer Reviews

I own several books on sockets programming for TCP/IP. Most are quite large and pricey, address a specific environment such as UNIX (BSD sockets) or Windows (WinSock), and get bogged down in user interface details. The Pocket Guide to TCP/IP Socket Programming in C is both small in size

(130 pages) and price yet provides a great deal of quality information. Within the book, you will find C source code (appears to be ANSI/ISO C) for small functional clients and servers using both the TCP and UDP transports. The C code examples used in the book are traditional in that they favor the UNIX environment. However, all is not lost. If you visit the publishers website you will find WinSock adaptations for nearly all (17 of 22) of the examples in the book. To avoid unnecessary distractions, the applications in this book use a text rather than a GUI interface; if you are programming for the PC under Windows use the Win32 Console Application project type. Besides the source code examples, there are sufficient diagrams and text explanations to give an application programmer enough information to write well-behaved network applications. This book would be perfect for teaching network application programming at a school or as part of a corporate training program. The book deals with an exciting topic at a nice price.

I didn't even know what a socket was before I got this book. Less than a week later I have successfully completed several programs for my employer that use sockets to communicate. This book is written for Unix, but with the supplemental Windows programs at the MKP website I was able to write programs in a Windows environment with ease. This book is clear and concise and contains all the information you need at a price that is at least three times less than that of other books I have seen. I would certainly recommend it to anyone trying to learn sockets.

Compared to other network programming books, this IS pocket sized. However, you shouldn't judge a book based on its size (like a previous reviewer). It's a great introduction to sockets programming. Very clear and concise, with no wasted pages. I had never worked with sockets before reading this book, and now I understand enough to build non-trivial applications. It's essential for the beginning sockets programmer. Also, if you're new to sockets and looking to jump into the Stevens book, this might make that book a little easier to read.

The publishers website has changed, meaning the sources are incredibly hard to find. I will post a link for one to find the winsock adaptations of the UNIX environment c source code.[...]The book is a great read, for those who are interested in socket programming in c. Note that only 17/22 of the source code work in winsock. The best thing for one to do would to have both windows and on another computer a UNIX like operating system such as any Linux distro. The only prerequisite for this book would be knowing the c programming language.

I was disappointed in this book, but it is still usually the first of the many on the shelf that I reach for when I need a quick sockets reference. The examples are excellent. The API reference is the biggest disappointment, it is incomplete and occasionally inaccurate. There are many better books for WinSock programmers, but for C/Unix programmers this is a handy book to have on the shelf. Be sure to check out the Stevens *_Unix Network Programming_* book for a deeper and more authoritative reference.

With this price and relatively small number of pages, this book clearly explained the socket programming. And its way of explaining things is just amazingly good.

This book is a good introduction to programming sockets in C. The presentation is UNIX/POSIX based but is fine for Windows programmers who wanting to get an introduction to TCP/IP programming. This is a practical guide that gets to the point, theory and TCP/IP design underpinnings are left to other books. Don't expect to much from this book it is short, 130 pages, and 20 of that is an API reference. It's ok for those simply interested in the subject or if used as a primer before reading something more substantive on the subject. A more complete book on the subject is "Network Programming for Windows" by Jones and Ohlund.

Having written network code for both Unix and Windows in professional and academic environments, I can say that this book is quite possibly THE perfect TCP/IP sockets programming quick reference guide for the Unix/Linux environment. If you are looking for a good reference guide with many concise code examples, then this is the book for you! Every example that I tried worked beautifully; it's apparent that the authors took great care in crafting this book. As an aside, I attended an advanced, graduate level networking class taught by one of the authors (Dr. Calvert). It was an amazing class! This author knows his "stuff."

[Download to continue reading...](#)

Pocket Guide to TCP/IP Socket Programming in C (Morgan Kaufmann Series in Networking)
High-Performance Communication Networks, Second Edition (The Morgan Kaufmann Series in Networking)
Computer Networks, Fifth Edition: A Systems Approach (The Morgan Kaufmann Series in Networking)
MICO: An Open Source CORBA Implementation (The Morgan Kaufmann Series in Software Engineering and Programming)
Advanced Graphics Programming Using OpenGL (The Morgan Kaufmann Series in Computer Graphics)
Applying Knowledge Management: Techniques for Building Corporate Memories (The Morgan Kaufmann Series in Artificial Intelligence)
The Art

and Science of Digital Compositing, Second Edition: Techniques for Visual Effects, Animation and Motion Graphics (The Morgan Kaufmann Series in Computer Graphics) Mobile 3D Graphics: with OpenGL ES and M3G (The Morgan Kaufmann Series in Computer Graphics) Introduction to Data Compression, Second Edition (The Morgan Kaufmann Series in Multimedia Information and Systems) Logical Effort: Designing Fast CMOS Circuits (The Morgan Kaufmann Series in Computer Architecture and Design) Foundations of Multidimensional and Metric Data Structures (The Morgan Kaufmann Series in Computer Graphics) Relational Database Design Clearly Explained, Second Edition (The Morgan Kaufmann Series in Data Management Systems) Data Governance: How to Design, Deploy and Sustain an Effective Data Governance Program (The Morgan Kaufmann Series on Business Intelligence) Computer Organization and Design, Fifth Edition: The Hardware/Software Interface (The Morgan Kaufmann Series in Computer Architecture and Design) Computer Organization and Design: The Hardware/Software Interface (The Morgan Kaufmann Series in Computer Architecture and Design) Knowledge Representation and Reasoning (The Morgan Kaufmann Series in Artificial Intelligence) Probabilistic Reasoning in Intelligent Systems: Networks of Plausible Inference (Morgan Kaufmann Series in Representation and Reasoning) Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books) Understanding TCP/IP: A clear and comprehensive guide to TCP/IP protocols Internetworking with TCP/IP: Internals and Implementation v. 2 (Internetworking with TCP/IP Vol. 2)

[Dmca](#)