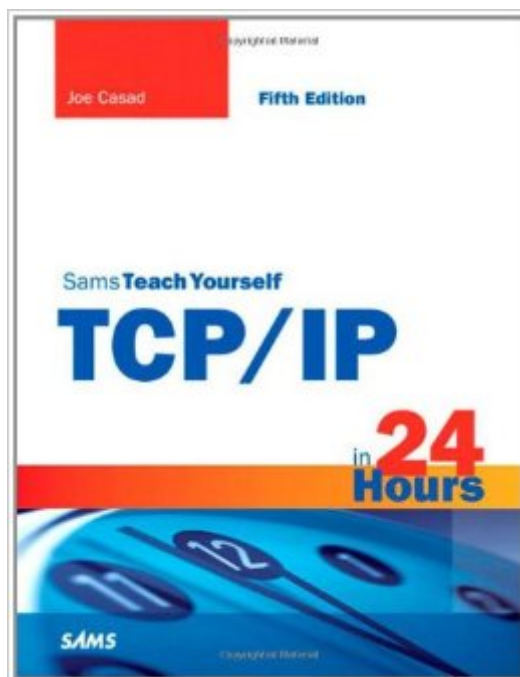# The book was found

Sams Teach Yourself TCP/IP In 24 Hours (5th Edition)

Synopsis

In just 24 sessions of one hour or less, youâ ™ll discover how to implement, monitor, and manage a TCP/IP networkâ "even the latest cloud-based and IPv6 networks. Using this bookâ ™s straightforward, step-by-step approach, youâ ™ll uncover the essentials of TCP/IP and put that knowledge to work through practical examples. Each lesson builds on what youâ ™ve already learned, giving you a strong real-world foundation for success. Expert author and network engineer Joe Casad guides you from the basics to advanced techniquesâ "including TCP/IPâ ™s architecture, layers, subnetting, CIDR, routing, security, utilities, remote access, web services, streaming, and much more. Â Practical discussions provide an inside look at TCP/IP components and protocols. Â Step-by-step instructions walk you through many common tasks. Â Q&As at the end of each hour help you test your knowledge. Â Notes and tips point out shortcuts and solutions and help you steer clear of potential problems. Â If youâ ™re looking for a smart, concise introduction to the protocols that power the Internet, start your clock and look inside. Sams Teach Yourself TCP/IP in 24 Hours is your guide to the secrets of TCP/IP. Â Learn how toâ | Â Understand what TCP/IP is, and how it works Discover how IPv6 differs from IPv4, and how to migrate or coexist with IPv6 Work with TCP/IPâ ™s Network Access, Internet, Transport, and Application layers Implement flexible addressing with subnetting and CIDR Establish efficient and reliable routing Implement name resolution Secure TCP/IP networksâ "detect and prevent attacks Automatically configure TCP/IP clients and hosts Provide classic TCP/IP services and powerful new Web services Use TCP/IP in advanced cloud-based environments Support efficient media streaming and webcasting Capitalize on the benefits of the new HTML5 standard Run TCP/IP protocols over wireless networks Troubleshoot TCP/IP networks with ping, traceroute, and other tools Provide for monitoring and remote access Deploy efficient email systems with POP3, IMAP4, and SMTP Walk through all facets of implementing a TCP/IP network Â

Book Information

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Customer Reviews

Overall a decent introductory TCP/IP book. If you don't know the concept - the "in 24 hours" concept means that there are 24 chapters, each of which are meant to take an hour or less to read over & understand. I found most of the chapters took me under an hour to review, but I'm already pretty experienced in the concepts presented, so for a novice (to which this book is preominantly aimed), an hour sounds about right for reading, reviewing, & fully comprehending the material. Each chapter starts out with a very small one-page outline of what you're about to read in the chapter and what specific goals or takeaways you should be getting from the material. In terms of "sidenotes" (of which I am fond), the book calls them "by the way" notes, and they're essentially just by-the-way blurbs about things you're reading. I don't really think there are enough of these, but, then again, they would make the chapters longer and possibly get in the way of the whole "hour" concept....Each chapter concludes with a summary, Q&A (only 4 or 5 questions, with the answers provided directly underneath each question), ~5 Q quiz (NOT multiple choice; answers provided at the back of the book), ~5 exercises, and a glossary of key terms. I'm typically a fan of more questions in the quizzes, but 5 is enough to broadly cover the concepts in the chapter, so more might be overkill. The difficulty of the quizzes is about what you'd expect - nothing too hard, nothing too easy, as long as you've read the chapter. I might have also asked for a book-wide quiz at the very end of the book to help reinforce material from 18 hours ago, but that isn't included.

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