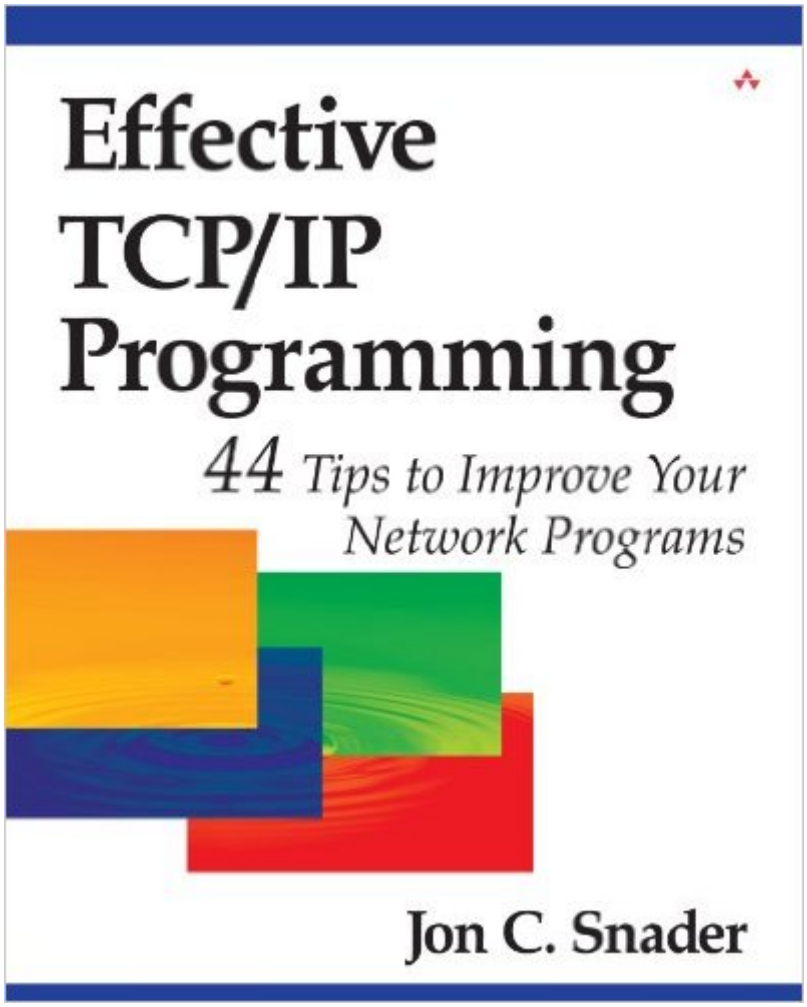
The book was found

Effective TCP/IP Programming: 44 Tips To Improve Your Network Programs: 44 Tips To Improve Your Network Programs



PDF
Adobe
DOWNLOAD EBOOK

Synopsis

An excellent next-step for students who have read Stevens' TCP/IP Illustrated series, this book is designed to boost programmers to a higher level of competence by focusing on the protocol suite's more subtle features and techniques. In forty-four concise, self-contained lessons, this book offers experience-based tips, practices, and rules of thumb for learning high-performance TCP/IP programming techniques. Moreover, it shows you how to avoid many of TCP/IP's most common trouble spots. Numerous examples demonstrate essential ideas and concepts. Skeleton code and a library of common functions allow you to write applications without having to worry about routine chores.

Book Information

Paperback: 320 pages

Publisher: Addison-Wesley Professional; 1 edition (May 14, 2000)

Language: English

ISBN-10: 0201615894

ISBN-13: 978-0201615890

Product Dimensions: 7.3 x 0.7 x 9 inches

Shipping Weight: 1.2 pounds (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 starsÂ Â See all reviewsÂ (22 customer reviews)

Best Sellers Rank: #1,137,105 in Books (See Top 100 in Books) #50 inÂ Books > Computers & Technology > Networking & Cloud Computing > Networks, Protocols & APIs > TCP-IP #1374 inÂ Books > Textbooks > Computer Science > Networking #1884 inÂ Books > Computers & Technology > Certification

Customer Reviews

This book is one of the few you would like to have in your library. a. It compresses the TCP/IP working in short and sweet format. b. It's tip section has lot of sub tips/information which mention differences/workarounds etc in concise way. c. It has extensive hands on samples to refer to. d. It feels like culmination of real life hands on implementation of protocol suite and its usage in day to day life which author succintly conveys to readers in form of anecdotes/ideas etc. e. Author is very precise about what book is not and thus maintains the readable/digestible size of the book and refers to comer/steven when appropriate. f. It will be useful for every software eng to understand the workings and sometimes even pick cool concepts from the most scalable app ever designed (TCP/IP).Overall the best book buy...most of the effective series have been good.

It’s easy to write TCP/IP communications into an application using sockets, but deceptively difficult to write it correctly. As anyone who has done TCP/IP development can tell you writing good, solid, high performance TCP/IP code is no easy task. It may look easy because the sockets API is fairly simple to use, but don’t be fooled. This book goes a long way towards helping you write high quality TCP/IP code. The book presents 44 tips, which are a treasure trove of information, on the dos and don’ts of TCP/IP development. If you do TCP/IP development at a professional level this book is a must have. I hope this helps J.

I don’t know why this book is rated so highly. There’s nothing wrong with the content (what little there is), but I feel that it’s misrepresented as a book for intermediate level network programmers. I was expecting discussion on when to use select() vs. multi-threaded vs. single-threaded servers, for example. But this book is more for beginners (Tip #1, "Understand the difference between connectionless and connection-oriented protocols").I also feel that the title is misleading. I was expecting a book of specific tips on par with Scott Meyers’ Effective C++/STL series which are vastly superior references on their own topics).It’s decent as a textbook, once you realize that’s what this is. But it’s still pretty shallow, and definitely not worth the high price tag.

Every book has target, and that’s important for rating books. As an intermediate programmer(my major was Computer Science but I don’t have much experience in real field yet. I admit it.), this book was a great help to me. I have read Mr.Comer’s "Internetworking with TCP/IP" and Mr.Steven’s "Unix Network Programming". Definitely, those books are good references. But usually, readers of those big books can miss some important points. While reading this book, I got back to those books and re-read many pages which I have missed their real meaning. So, that’s the virtue of this book. This book is quite concise and clear about Network features(especially TCP/IP) which can be easily overlooked. Author said he would deal with both UNIX(LINUX) and Windows platform, but he didn’t follow his promise well. This book is quite concentrated for Unix, but that’s not so serious defect. A great deal of this book’s technics are quite helpful regardless which platform you work.

I have just completed a major corporate network programming application. Now I am trying to iron out those network problems you only get when large volumes of REAL data start coming through your application.This book has helped me solve all problems so far. It has also allowed me to make my applications more error tolerant and robust, particularly when erroneous data is allowed through

to my apps.I NOW have some really great tools in my network programming armory thanks to this book. It has also removed any uncertanties in my mind about TCP/IP. Great book, get it, read it, apply it!

This book provides an excellent insight into TCP/IP programming. The concepts are presented in a system independent manner as much as possible. The focus of the book is to teach TCP/IP programming concepts and not to teach how to program in WINDOWS, so readers who are not competent in Windows programming may need another reference to help them out there. I have not found another book that so clearly outlines the considerations that must be made in order to design an effective and robust TCP/IP interface. A list of some of the points that I found very helpful are:1) Why to use TCP instead of UDP except for very specific circumstances.2) TCP is a STREAM protocol with no inherent notion of message or message boundary.3) Why to combine data into larger writes instead of many small writes.4) A discussion of avoiding movement of data with Shared Memory.

This is a "best of class" book. Jon Snader’s explanations are stunningly lucid and his sample code can be plucked out and used repeatedly. If you have ANY need to understand TCP/IP programming -- whether you program or manage a network -- you will love this book. It’s one of the few that I’ll read cover to cover, maybe even more than once! One of the very best books in my extensive library!

Download to continue reading...

Effective TCP/IP Programming: 44 Tips to Improve Your Network Programs: 44 Tips to Improve Your Network Programs Programming #8:C Programming Success in a Day & Android Programming In a Day! (C Programming, C++programming, C++ programming language, Android , Android Programming, Android Games) Programming #57: C++ Programming Professional Made Easy & Android Programming in a Day (C++ Programming, C++ Language, C++for beginners, C++, Programming ... Programming, Android, C, C Programming) Programming #45: Python Programming Professional Made Easy & Android Programming In a Day! (Python Programming, Python Language, Python for beginners, ... Programming Languages, Android Programming) Effective Objective-C 2.0: 52 Specific Ways to Improve Your iOS and OS X Programs (Effective Software Development Series) Improve Your Eyesight Naturally: How To Improve Your Vision Naturally - Learn Super Effective Eyesight Exercises To Improve Eyesight Without (Vision Therapy, Optometry, Eyesight Improvement) Programming: Computer Programming for Beginners: Learn the

Basics of Java, SQL & C++ - 3. Edition (Coding, C Programming, Java Programming, SQL Programming, JavaScript, Python, PHP) Raspberry Pi 2: Raspberry Pi 2 Programming Made Easy (Raspberry Pi, Android Programming, Programming, Linux, Unix, C Programming, C+ Programming) Android: Programming in a Day! The Power Guide for Beginners In Android App Programming (Android, Android Programming, App Development, Android App Development, ... App Programming, Rails, Ruby Programming) DOS: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of DOS programming (DOS, ADA, Programming, DOS Programming, ADA ... LINUX, RPG, ADA Programming, Android, JAVA) ASP.NET: Programming success in a day: Beginners guide to fast, easy and efficient learning of ASP.NET programming (ASP.NET, ASP.NET Programming, ASP.NET ... ADA, Web Programming, Programming) C#: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of C# programming (C#, C# Programming, C++ Programming, C++, C, C Programming, C# Language, C# Guide, C# Coding) FORTRAN Programming success in a day:Beginners guide to fast, easy and efficient learning of FORTRAN programming (Fortran, Css, C++, C, C programming, ... Programming, MYSQL, SQL Programming) Prolog Programming; Success in a Day: Beginners Guide to Fast, Easy and Efficient Learning of Prolog Programming (Prolog, Prolog Programming, Prolog Logic, ... Programming, Programming Code, Java) R Programming: Learn R Programming In A DAY! - The Ultimate Crash Course to Learning the Basics of R Programming Language In No Time (R, R Programming, ... Course, R Programming Development Book 1) Parallel Programming: Success in a Day: Beginners' Guide to Fast, Easy, and Efficient Learning of Parallel Programming (Parallel Programming, Programming, ... C++ Programming, Multiprocessor, MPI) Network Programming in Java: Internet protocols (IP, UDP, TCP) Effective C++: 55 Specific Ways to Improve Your Programs and Designs (3rd Edition) Effective C++: 55 Specific Ways to Improve Your Programs and Designs Extending Simple Network Management Protocol (SNMP) Beyond Network Management: A MIB Architecture for Network-Centric Services

Dmca