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BARKER HINTON

C++ Network Programming, Volume I "O'Reilly Media, Inc."

Computer Network Simulations Using NS2 provides a solid foundation of computer networking knowledge and skills, covering everything from simple operating system commands to the analysis of complex network performance metrics. The book begins with a discussion of the evolution of data communication techniques and the fundamental issues associated with performance evaluation. After presenting a preliminary overview of simulation and other performance evaluation techniques, the authors: Describe a number of computer network protocols and TCP/IP and OSI models, highlighting the networking devices used Explain a socket and its use in network programming, fostering the development of network applications using C and socket API Introduce the NS2 network simulator, exhibiting its internal architecture, constituent software packages, and installation in different operating systems Delve into simulation using NS2, elaborating on the use of Tcl and OTcl scripts as well as AWK scripting and plotting with Gnuplot Show how to simulate wired and wireless network protocols step by step, layer by layer Explore the idea of simulating very large networks, identifying the challenges associated with measuring and graphing the various network parameters Include nearly 90 example programs, scripts, and outputs, along with several exercises requiring application of the theory and programming Computer Network Simulations Using NS2 emphasizes the

implementation and simulation of real-world computer network protocols, affording readers with valuable opportunities for hands-on practice while instilling a deeper understanding of how computer network protocols work.

Advanced Linux Programming Springer Science & Business Media

Beginning and experienced programmers will use this comprehensive guide to persistent memory programming. You will understand how persistent memory brings together several new software/hardware requirements, and offers great promise for better performance and faster application startup times—a huge leap forward in byte-addressable capacity compared with current DRAM offerings. This revolutionary new technology gives applications significant performance and capacity improvements over existing technologies. It requires a new way of thinking and developing, which makes this highly disruptive to the IT/computing industry. The full spectrum of industry sectors that will benefit from this technology include, but are not limited to, in-memory and traditional databases, AI, analytics, HPC, virtualization, and big data. Programming Persistent Memory describes the technology and why it is exciting the industry. It covers the operating system and hardware requirements as well as how to create development environments using emulated or real persistent memory hardware. The book explains fundamental concepts; provides an introduction to persistent memory programming APIs for C, C++, JavaScript, and other languages; discusses RMDA with persistent memory; reviews security features; and presents many examples. Source code and examples that you can run on your own systems are included. What You'll Learn Understand what persistent memory is, what it does, and the value it brings to the industry Become familiar with the operating system and hardware requirements to use

persistent memory Know the fundamentals of persistent memory programming: why it is different from current programming methods, and what developers need to keep in mind when programming for persistence Look at persistent memory application development by example using the Persistent Memory Development Kit (PMDK) Design and optimize data structures for persistent memory Study how real-world applications are modified to leverage persistent memory Utilize the tools available for persistent memory programming, application performance profiling, and debugging Who This Book Is For C, C++, Java, and Python developers, but will also be useful to software, cloud, and hardware architects across a broad spectrum of sectors, including cloud service providers, independent software vendors, high performance compute, artificial intelligence, data analytics, big data, etc.

[Computer Network Simulation Using NS2](#) Sams Publishing

This book covers all the major aspects and theory behind creating a fully functional network game, from setting up a stable MySQL back-end database for storing player information to developing a reusable TCP/IP network library for online games as well as developing web-based server interfaces.

This title focuses on sockets rather than DirectPlay, which allows for multiplatform development as opposed to developing game servers solely for Windows-based servers and focuses on MySQL and PHP4 as development tools as well as the multiplatform use of OpenGL. Includes CD.

Scalable Parallel Programming Applied to H.264/AVC Decoding Prentice Hall

The classic guide to how computers work, updated with new chapters and interactive graphics "For me, Code was a revelation. It was the first book about programming that spoke to me. It started with a story, and it built up, layer by layer, analogy by analogy, until I understood not just the Code, but the System. Code is a book that is as much about Systems Thinking and abstractions as it is about code and programming. Code teaches us how many unseen layers there are between the computer systems that we as users look at every day and the magical silicon rocks that we infused with lightning and taught to think." - Scott Hanselman, Partner Program Director, Microsoft, and host of Hanselminutes Computers are everywhere, most obviously in our laptops and smartphones, but also our cars, televisions, microwave ovens, alarm clocks, robot vacuum cleaners, and other smart appliances. Have you ever wondered what goes on inside these devices to make our lives easier but occasionally more infuriating? For more than 20 years, readers have delighted in Charles Petzold's illuminating story of the secret inner life of computers, and now he has revised it for this new age of computing. Cleverly illustrated and easy to understand, this is the book that cracks the mystery. You'll discover what flashlights, black cats, seesaws, and the ride of Paul Revere can teach you about computing, and how human ingenuity and our compulsion to communicate have shaped every electronic device we use. This new expanded edition explores more deeply the bit-by-bit and gate-by-gate construction of the heart of every smart device, the central processing unit that combines the simplest of basic operations to perform the most complex of feats. Petzold's companion website, CodeHiddenLanguage.com, uses animated graphics of key circuits in the book to make computers even easier to comprehend. In addition to substantially revised and updated content, new chapters include: Chapter 18: Let's Build a Clock! Chapter 21: The Arithmetic Logic Unit Chapter 22: Registers and Busses Chapter 23: CPU Control Signals Chapter 24: Jumps, Loops, and Calls Chapter 28: The World Brain From the simple ticking of clocks to the worldwide hum of the internet, Code reveals the essence of the digital revolution.

Perl Microsoft Press

"Even connecting a few programs across a few sockets is plain nasty when you start to handle real life situations. Trillions? The cost would be unimaginable. Connecting computers is so difficult that software and services to do this is a multi-billion dollar business. So today we're still connecting applications using raw UDP and TCP, proprietary protocols, HTTP, Websockets. It remains painful, slow, hard to scale, and essentially centralized. To fix the world, we needed to do two things. One, to solve the general problem of "how to connect any code to any code, anywhere." Two, to wrap that up in the simplest possible building blocks that people could understand and use easily. It sounds ridiculously simple. And maybe it is. That's kind of the whole point." If you are a programmer and you aim to build large systems, in any language, then Code Connected is essential reading. Code Connected Volume 1 takes you through learning ZeroMQ, step-by-step, with over 80 examples. You will learn the basics, the API, the different socket types and how they work, reliability, and a host of patterns you can use in your applications. This is the Professional Edition for C/C++.

Code Prentice Hall Professional

The Second Edition of the bestselling Measurement, Instrumentation, and Sensors Handbook brings together all aspects of the design and implementation of measurement, instrumentation, and sensors. Reflecting the current state of the art, it describes the use of instruments and techniques for performing practical measurements in engineering, physics, chemistry, and the life sciences and discusses processing systems, automatic data acquisition, reduction and analysis, operation characteristics, accuracy, errors, calibrations, and the incorporation of standards for control purposes. Organized according to measurement problem, the Electromagnetic, Optical, Radiation, Chemical, and Biomedical Measurement volume of the Second Edition: Contains contributions from field experts, new chapters, and updates to all 98 existing chapters Covers sensors and sensor technology, time and frequency, signal processing, displays and recorders, and optical, medical, biomedical, health, environmental, electrical, electromagnetic, and chemical variables A concise and useful reference for engineers, scientists, academic faculty, students, designers, managers, and industry professionals involved in instrumentation and measurement research and development, Measurement, Instrumentation, and Sensors Handbook, Second Edition: Electromagnetic, Optical, Radiation, Chemical, and Biomedical Measurement provides readers with a greater understanding of advanced applications.

[Programming Persistent Memory](#) Springer Science & Business Media

This guide for beginning to intermediate programmers offers step-by-step instructions as well as advice on protecting servers from attack, writing programs to determine socket buffer sizes, setting the TCP/IP keep-alive feature, understanding the differences between connection- and connectionless-oriented protocols, and selecting the most effective client and server interface.

[TCP/IP Sockets in C](#) Wordware Publishing, Inc.

Modern C++ at your fingertips! About This Book This book gets you started with the exciting world of C++ programming It will enable you to write C++ code that uses the standard library, has a level of object orientation, and uses memory in a safe and effective way It forms the basis of

programming and covers concepts such as data structures and the core programming language Who This Book Is For A computer, an internet connection, and the desire to learn how to code in C++ is all you need to get started with this book. What You Will Learn Get familiar with the structure of C++ projects Identify the main structures in the language: functions and classes Feel confident about being able to identify the execution flow through the code Be aware of the facilities of the standard library Gain insights into the basic concepts of object orientation Know how to debug your programs Get acquainted with the standard C++ library In Detail C++ has come a long way and is now adopted in several contexts. Its key strengths are its software infrastructure and resource-constrained applications, including desktop applications, servers, and performance-critical applications, not to forget its importance in game programming. Despite its strengths in these areas, beginners usually tend to shy away from learning the language because of its steep learning curve. The main mission of this book is to make you familiar and comfortable with C++. You will finish the book not only being able to write your own code, but more importantly, you will be able to read other projects. It is only by being able to read others' code that you will progress from a beginner to an advanced programmer. This book is the first step in that progression. The first task is to familiarize you with the structure of C++ projects so you will know how to start reading a project. Next, you will be able to identify the main structures in the language, functions, and classes, and feel confident being able to identify the execution flow through the code. You will then become aware of the facilities of the standard library and be able to determine whether you need to write a routine yourself, or use an existing routine in the standard library. Throughout the book, there is a big emphasis on memory and pointers. You will understand memory usage, allocation, and access, and be able to write code that does not leak memory. Finally, you will learn about C++ classes and get an introduction to object orientation and polymorphism. Style and approach This straightforward tutorial will help you build strong skills in C++ programming, be it for enterprise software or for low-latency applications such as games or embedded programming. Filled with examples, this book will take you gradually up the steep learning curve of C++.

[The Practice of Programming](#) Apress

Learn to write advanced C programs that are strongly type-checked, compact, and easy to maintain. This book focuses on real-life applications and problem solving in networking, database development, compilers, operating systems, and CAD.

[Data Parallel C++](#) Morgan Kaufmann

TCP/IP Sockets in C: Practical Guide for Programmers, Second Edition is a quick and affordable way to gain the knowledge and skills needed to develop sophisticated and powerful web-based applications. The book's focused, tutorial-based approach enables the reader to master the tasks and techniques essential to virtually all client-server projects using sockets in C. This edition has been expanded to include new advancements such as support for IPv6 as well as detailed defensive programming strategies. If you program using Java, be sure to check out this book's companion, TCP/IP Sockets in Java: Practical Guide for Programmers, 2nd Edition. Includes completely new and expanded sections that address the IPv6 network environment, defensive programming, and the select() system call, thereby allowing the reader to program in accordance with the most current standards for internetworking. Streamlined and concise tutelage in conjunction with line-by-line code commentary allows readers to quickly program web-based applications without having to wade through unrelated and discursive networking tenets.

[Exploring BeagleBone](#) DIANE Publishing

This complete guide to the Perl programming language ranges widely through the Perl programmer's universe, gathering together in a convenient form a wealth of information about Perl itself and its application to CGI scripts, XML processing, network programming, database interaction, and graphical user interfaces. The book is an ideal reference for experienced Perl programmers and beginners alike. With more than a million dedicated programmers, Perl is proving to be the best language for the latest trends in computing and business, including network programming and the ability to create and manage web sites. It's a language that every Unix system administrator and serious web developer needs to know. In the past few years, Perl has found its way into complex web applications of multinational banks, the U.S. Federal Reserve, and hundreds of large corporations. In this second edition, "Perl in a Nutshell" has been expanded to include coverage of Perl 5.8, with information on Unicode processing in Perl, new functions and modules that have been added to the core language, and up-to-date details on running Perl on the Win32 platform. The book also covers Perl modules for recent technologies such as XML and SOAP. Here are just some of the topics contained in this book: Basic Perl reference Quick reference to built-in functions and standard modules CGI.pm and mod_perl XML::* modules DBI, the database-independent API for Perl Sockets programming LWP, the library for Web programming in Perl Network programming with the Net modules Perl/Tk, the Tk extension to Perl for graphical interfaces Modules for interfacing with Win32 systems As part of the successful "in a Nutshell" book series from O'Reilly & Associates, "Perl in a Nutshell" is for readers who want a single reference for all their needs. "In a nutshell, Perl is designed to make the easy jobs easy, without making the hard jobs impossible." -- Larry Wall, creator of Perl

[C++ Network Programming, Volume II: Systematic Reuse With Ace And Frameworks](#) Pearson Education India

Here is the CORBA book that every C++ software engineer has been waiting for. Advanced CORBA® Programming with C++ provides designers and developers with the tools required to understand CORBA technology at the architectural, design, and source code levels. This book offers hands-on explanations for building efficient applications, as well as lucid examples that provide practical advice on avoiding costly mistakes. With this book as a guide, programmers will find the support they need to successfully undertake industrial-strength CORBA development projects. The content is systematically arranged and presented so the book may be used as both a tutorial and a reference. The rich example programs in this definitive text show CORBA developers how to write clearer code that is more maintainable, portable, and efficient. The authors' detailed coverage of the IDL-to-C++ mapping moves beyond the mechanics of the APIs to discuss topics such as potential pitfalls and efficiency. An in-depth presentation of the new Portable Object Adapter (POA) explains how to take advantage of its numerous features to create scalable and high-performance servers. In addition, detailed discussion of advanced topics, such as garbage collection and multithreading, provides developers with the knowledge they need to write commercial applications. Other highlights In-depth coverage of IDL, including common idioms and design trade-offs Complete and detailed explanations of the Life Cycle, Naming, Trading, and Event Services Discussion of IIOP and implementation repositories Insight into the dynamic aspects of CORBA, such as dynamic typing and the new DynAny interfaces Advice on selecting appropriate application architectures and designs

Detailed, portable, and vendor-independent source code

Advanced CORBA® Programming with C++ John Wiley & Sons

Software -- Operating Systems.

[Department Of Defense Index of Specifications and Standards Numerical Listing Part II November 2005](#) Elsevier

This book provides an introduction to Bluetooth programming, with a specific focus on developing real code. The authors discuss the major concepts and techniques involved in Bluetooth programming, with special emphasis on how they relate to other networking technologies. They provide specific descriptions and examples for creating applications in a number of programming languages and environments including Python, C, Java, GNU/Linux, Windows XP, Symbian Series 60, and Mac OS X. No previous experience with Bluetooth is assumed, and the material is suitable for anyone with some programming background. The authors place special emphasis on the essential concepts and techniques of Bluetooth programming, starting simply and allowing the reader to quickly master the basic concepts before addressing advanced features.

IPv6 Network Programming Apress

"Linux Socket Programming" provides thorough, authoritative coverage of the sockets API, the defacto standard for all network programming. It gives real-world examples that demonstrate effective techniques to make code more robust and versatile. This book contains the only complete reference for all calls and functions needed to program sockets.

[Distributed Network Systems](#) Elsevier

Annotation This clearly organized, amiably written guide provides solutions for the interoperability issues that come up when Linux and Windows are used together, including: using Samba and Linux for file and print services, implementing the best connectivity techniques, providing reliable data exchange, providing high performance cross-platform database access via ODBC, making the most of platform-independent, browser-based applications, and managing the two systems at the same workstation with boot managers, partitioning, compressed drives, and file systems. McCune is a consultant in Chicago. Annotation c. Book News, Inc., Portland, OR (booknews.com).

Linux System Programming Prentice Hall Professional

Presents an introduction to Objective-C, covering such topics as classes and objects, data types, program looping, inheritance, polymorphism, variables, memory management, and archiving.

Beginning C++ Programming "O'Reilly Media, Inc."

This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. Advanced

Linux Programming is divided into two parts. The first covers generic UNIX system services, but with a particular eye towards Linux specific information. This portion of the book will be of use even to advanced programmers who have worked with other Linux systems since it will cover Linux specific details and differences. For programmers without UNIX experience, it will be even more valuable. The second section covers material that is entirely Linux specific. These are truly advanced topics, and are the techniques that the gurus use to build great applications. While this book will focus mostly on the Application Programming Interface (API) provided by the Linux kernel and the C library, a preliminary introduction to the development tools available will allow all who purchase the book to make immediate use of Linux.

[Integrating Linux and Windows](#) Apress

In-depth instruction and practical techniques for building with the BeagleBone embedded Linux platform Exploring BeagleBone is a hands-on guide to bringing gadgets, gizmos, and robots to life using the popular BeagleBone embedded Linux platform. Comprehensive content and deep detail provide more than just a BeagleBone instruction manual—you'll also learn the underlying engineering techniques that will allow you to create your own projects. The book begins with a foundational primer on essential skills, and then gradually moves into communication, control, and advanced applications using C/C++, allowing you to learn at your own pace. In addition, the book's companion website features instructional videos, source code, discussion forums, and more, to ensure that you have everything you need. The BeagleBone's small size, high performance, low cost, and extreme adaptability have made it a favorite development platform, and the Linux software base allows for complex yet flexible functionality. The BeagleBone has applications in smart buildings, robot control, environmental sensing, to name a few; and, expansion boards and peripherals dramatically increase the possibilities. Exploring BeagleBone provides a reader-friendly guide to the device, including a crash course in computer engineering. While following step by step, you can: Get up to speed on embedded Linux, electronics, and programming Master interfacing electronic circuits, buses and modules, with practical examples Explore the Internet-connected BeagleBone and the BeagleBone with a display Apply the BeagleBone to sensing applications, including video and sound Explore the BeagleBone's Programmable Real-Time Controllers Hands-on learning helps ensure that your new skills stay with you, allowing you to design with electronics, modules, or peripherals even beyond the BeagleBone. Insightful guidance and online peer support help you transition from beginner to expert as you master the techniques presented in Exploring BeagleBone, the practical handbook for the popular computing platform.

Linux Socket Programming by Example Addison-Wesley Professional

Writing high-quality networked applications is difficult - its expensive, complicated, and error-prone. In order to be successful, software for networked applications must be affordable, extensible, flexible, portable, predictable, efficient, reliable, and scalable. This book guides C++ programmers through using the ADAPTIVE Communication Environment (ACE), the most complete toolkit available for networked programming.