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This is THE guide to UNIX network programming APIs. Whether you write Web servers, client/server applications, or any other network software, you need to understand networking APIS-especially sockets in greater detail than ever before. You need UNIX Network Programming, Volume 1, Third Edition. In this book, the Authors offer

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Description. 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. They present detailed coverage of the Posix.1g standard for sockets and the Posix threads.

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UNIX Network Programming: The Sockets Networking API. Stevens W.R., Fenner B., Rudoff A.M. The classic guide to UNIX networking APIs... now completely updated! To build today's highly distributed, networked applications and services, you need deep mastery of sockets and other key networking APIs. One book delivers comprehensive, start-to-finish guidance for building robust, high-performance networked systems in any environment: UNIX Network Programming, Volume 1, Third Edition. Building on the ...

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Sockets are communication points on the same or different computers to exchange data. 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 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.

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~~What is a Socket? — Tutorialspoint~~

Whether you write Web servers, client/server applications, or any other network software, you need to understand networking APIS--especially sockets in greater detail than ever before. You need UNIX Network Programming, Volume 1, Second Edition. In this book, leading UNIX networking expert W. Richard Stevens offers unprecedented, start-to-finish guidance on making the most of sockets, the de facto standard for UNIX network programming--as well as extensive coverage of the X/Open Transport ...

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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~~

This is my little how-to guide on network programming using Internet sockets, or "sockets programming", for those of you who prefer it. The sockets API, though started by the Berkeley folk, has been ported to many many platforms, including Unix, Linux, and even Windows. Unfortunately, it can be a little, um, "much" to digest the API, but as long as you know some C or C++, this guide should springboard you into the realm of network programming with hopefully as little hassle ...

~~Beej's Guide to Network Programming~~

You need UNIX Network Programming, Volume 1, Second Edition. In this book, leading UNIX networking expert W. Richard Stevens offers unprecedented, start-to-finish guidance on making the most of sockets, the de facto standard for UNIX network programming--as well as extensive coverage of the X/Open Transport Interface (XTI).

~~UNIX Network Programming Vol 1: Networking APIs — Sockets ...~~

The book focuses on the design and development of network software under UNIX. The book provides descriptions of how and why a given solution works and includes 15000 lines of C code. The book's summary describes it as "for programmers seeking an in depth tutorial on sockets , transport level interface (TLI), interprocess communications (IPC) facilities under System V and BSD UNIX."

~~UNIX Network Programming — Wikipedia~~

Whether you write Web servers, client/server applications, or any other network software, you need to understand networking APIS--especially sockets in greater detail than ever before. You need UNIX Network Programming, Volume 1, Second Edition. In this book, leading UNIX networking expert W. Richard Stevens offers unprecedented, start-to-finish guidance on making the most of sockets, the de facto

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The five socket functions that pass a socket address structure from the kernel to the process, `accept`, `recvfrom`, `recvmsg`, `getpeername`, and `getsockname`, all set the `sin_len` member before returning to the process.

~~Socket Address Structures | UNIX Network Programming ...~~

UNIX Network Programming, Volume 1: The Sockets Networking API, Third Edition "Everyone will want this book because it provides a great mix of practical experience, historical perspective, and a depth of understanding that only comes from being intimately involved in the field.

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