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TCP/IP Sockets in C - Michael J. Donahoo - 2009-03-02
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. Second 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.

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TCP/IP Sockets in C# - David B. Makofske - 2004
This volume focuses on the underlying sockets class, one of the basis for learning about networks in any programming language. By learning to write simple client and server programs that use TCP/IP, readers can then realize network routing, framing, error detection and correction, and performance.

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TCP/IP Sockets in Java - Kenneth L. Calvert - 2011-08-29
The networking capabilities of the Java platform have been extended considerably since the first edition of the book. This new edition covers version 1.5-1.7, the most current iterations, as well as making the following improvements: The API (application programming interface) reference sections in each chapter, which describe the relevant parts of each class, have been replaced with (i) a summary section that lists the classes and methods used in the code, and (ii) a “gotchas” section that mentions nonobvious or poorly-documented aspects of the objects. In addition, the book covers several new classes and capabilities introduced in the last few revisions of the Java platform. New abstractions to be covered include NetworkInterface, InterfaceAddress, Inet4/6Address, SocketAddress/InetSocketAddress, Executor, and others; extended access to low-level network information; support for IPv6; more complete access to socket options; and scalable I/O. The example code is also modified to take advantage of new language features such as annotations, enumerations, as well as generics and implicit iterators where appropriate. Most Internet applications use sockets to implement network communication protocols. This book's focused, tutorial-based approach helps the reader master the tasks and techniques essential to virtually all client-server projects using sockets in Java. Chapter 1 provides a general overview of networking concepts to allow readers to synchronize the concepts with terminology. Chapter 2 introduces the mechanics of simple clients and servers. Chapter 3 covers basic message construction and parsing. Chapter 4 then deals with techniques used to build more robust clients and servers. Chapter 5 (NEW) introduces the scalable interface facilities which were introduced in Java 1.5, including the buffer and channel abstractions. Chapter 6 discusses the relationship between the programming constructs and the underlying protocol implementations in more detail. Programming concepts are introduced through simple program examples accompanied by line-by-line code commentary that describes the purpose of every part of the program. No other resource presents so concisely or so effectively the material necessary to get up and running with Java sockets programming. Focused, tutorial-based instruction in key sockets programming techniques allows reader to quickly come up to speed on Java applications. Concise and up-to-date coverage of the most recent platform (1.7) for Java applications in networking technology.

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A comprehensive guide to programming with network sockets, implementing Internet protocols, designing IoT devices, and much more with C Key Features Leverage your C or C++ programming skills to build powerful network applications Get to grips with a variety of network protocols that allow you to load web pages, send emails, and do much more Write portable network code for operating systems such as Windows, Linux, and macOS Book Description Network programming, a challenging topic in C, is made easy to understand with a careful exposition of socket programming APIs. This book gets you started with modern network programming in C and the right use of relevant operating system APIs. You’ll even get to grips with network monitoring and implementing security best practices. By the end of this book, you’ll have experience of working with client-server applications, and be able to implement new network programs in C. This code in this book is compatible with the older C99 version as well as the latest C18 and C++17 standards. Special consideration is given to writing robust, reliable, and secure code that is portable across operating systems, including Winsock sockets for Windows and POSIX sockets for Linux and macOS. What you will learn Uncover cross-platform socket programming APIs Implement techniques for supporting IPv4 and IPv6 Understand how TCP and UDP connections work over IP Discover how hostname resolution and DNS work Interface with web APIs using HTTP and HTTPS Acquire hands-on experience with Simple Mail Transfer Protocol (SMTP) Apply network programming to the Internet of Things (IoT) Who this book is for If you’re a developer or a system administrator who wants to enter the world of network programming, this book is for you. Basic knowledge of C programming is assumed.


A comprehensive guide to programming with network sockets, implementing Internet protocols, designing IoT devices, and much more with C Key Features Leverage your C or C++ programming skills to build powerful network applications Get to grips with a variety of network protocols that allow you to load web pages, send emails, and do much more Write portable network code for operating systems such as Windows, Linux, and macOS Book Description Network programming, a challenging topic in C, is made easy to understand with a careful exposition of socket programming APIs. This book gets you started with modern network programming in C and the right use of relevant operating system APIs. You’ll even get to grips with network monitoring and implementing security best practices. By the end of this book, you’ll have experience of working with client-server applications, and be able to implement new network programs in C. This code in this book is compatible with the older C99 version as well as the latest C18 and C++17 standards. Special consideration is given to writing robust, reliable, and secure code that is portable across operating systems, including Winsock sockets for Windows and POSIX sockets for Linux and macOS. What you will learn Uncover cross-platform socket programming APIs Implement techniques for supporting IPv4 and IPv6 Understand how TCP and UDP connections work over IP Discover how hostname resolution and DNS work Interface with web APIs using HTTP and HTTPS Acquire hands-on experience with Simple Mail Transfer Protocol (SMTP) Apply network programming to the Internet of Things (IoT) Who this book is for If you’re a developer or a system administrator who wants to enter the world of network programming, this book is for you. Basic knowledge of C programming is assumed.
TCP/IP Sockets in C - Michael J. Donahoo - 2001
For example code from the text, Winsock adaptations of text code, sample programming exercises and more, click on the grey “COMPANION SITE” button to the right. Note: This title was formerly known as Pocket Guide to TCP/IP Socket Programming, 1st ed., ISBN 1-55860-686-6.

TCP/IP Sockets in C: Practical Guide for Programmers is a quick and affordable way to gain the knowledge and skills you need to develop sophisticated and powerful network-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.

C# Network Programming - Richard Blum - 2006-02-20
On its own, C# simplifies network programming. Combine it with the precise instruction found in C# Network Programming, and you’ll find that building network applications is easier and quicker than ever. This book helps newcomers get started with a look at the basics of network programming as they relate to C#, including networking violent applications, the Winsock interface, and DNS resolution. Spend as much time here as you need, and then dig into the core topics of the network layer. You’ll learn to make socket-connections via TCP and “connectionless” connections via UDP. You’ll also discover just how much help C# gives you with some of your toughest chores, such as asynchronous socket programming, multithreading, and multicasting. Network-layer techniques are just a means to an end, of course, and so this book keeps going, providing a series of detailed application-layer programming examples that show you how to work with real protocols and real network environments to build and implement a variety of applications. Use SNMP to manage network devices, SMTP to communicate with remote mail servers, and HTTP to Web-enable your applications. And use classes native to C# to query and modify Active Directory entries. Rounding it all out is plenty of advanced coverage to push your C# programming skills to the limit. For example, you’ll learn two ways to share application methods across all .NET environments, this book’s companion, TCP/IP Sockets in C: Practical Guide for Programmers, Second Edition. Includes comprehensive 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.

TCP/IP Architecture, Design, and Implementation in Linux - Sameer Seth - 2009-01-23
This book provides thorough knowledge of Linux TCP/IP stack and kernel functionality for its network stack, including complete knowledge of design and implementation. Starting with simple client-server socket programs and progressing to complex design and implementation of TCP/IP protocol in Linux, this book provides different aspects of socket programming and major TCP/IP related algorithms. In addition, the text features netfilter hook framework, a complete explanation of routing sub-system, IP QOS implementation, and Network SoftIRQ. This book further contains elements on TCP state machine implementation, TCP timer implementation on Linux, TCP memory management on Linux, and debugging TCP/IP stack using lcrash.

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addressing common development challenges. The ACE Toolkit Connection protocols, message exchange, and the select() system call, thereby allowing the reader to program in accordance with the most current standards for internet protocols. 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.

This book contains everything you need to make your application program support IPv6. IPv6 socket APIs (RFC2553) are fully described with real-world examples. It covers security, a great concern these days. To secure the Internet infrastructure, every developer has to take a security stance - to audit every line of code, to use proper APIs and write correct and secure code as much as possible. To achieve this goal, the examples presented in this book are implemented with a security stance. Also, the book leads you to write secure programs. For instance, the book recommends against the use of some of the IPv6 standard APIs - unfortunately, there are some IPv6 APIs that are inherently insecure, so the book tries to avoid (and discourage) the use of such APIs. Another key issue is portability. The examples in the book should be applicable to any of UNIX based operating systems, MacOS X, and Windows XP.

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**HTTP** - David Gourley - 2002-09-27
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**C++ Network Programming, Volume 1** - Douglas Schmidt - 2001-12-10
As networks, devices, and systems continue to evolve, software engineers face the unique challenge of creating reliable distributed applications within frequently changing environments. C++ Network Programming, Volume 1, provides practical solutions for developing and optimizing complex distributed systems using the ADAPTIVE Communication Environment (ACE), a revolutionary open-source framework that runs on dozens of hardware platforms and operating systems. This book guides software professionals through the traps and pitfalls of developing efficient, portable, and flexible networked applications. It explores the inherent design complexities of concurrent networked applications and the tradeoffs that must be considered when working to master them. C++ Network Programming begins with an overview of the issues and tools involved in writing distributed concurrent applications. The book then provides the essential design dimensions, patterns, and principles needed to develop flexible and efficient concurrent networked applications. The book's expert author team shows you how to enhance design skills while applying C++ and patterns effectively to develop object-oriented networked applications. Readers will find coverage of C++ network programming, including an overview and strategies for addressing common development challenges. The ACE Toolkit Connection protocols, message exchange, and message-passing versus shared memory. Implementation methods for reusable networked application services. Concurrency in object-oriented network programming. Design principles and patterns for ACE wrapper APIs. This book contains everything you need to make your application program support IPv6. IPv6 socket APIs (RFC2553) are fully described with real-world examples. It covers security, a great concern these days. To secure the Internet infrastructure, every developer has to take a security stance - to audit every line of code, to use proper API and write correct and secure code as much as possible. To achieve this goal, the examples presented in this book are implemented with a security stance. Also, the book leads you to write secure programs. For instance, the book recommends against the use of some of the IPv6 standard APIs - unfortunately, there are some IPv6 APIs that are inherently insecure, so the book tries to avoid (and discourage) the use of such APIs. Another key issue is portability. The examples in the book should be applicable to any of UNIX based operating systems, MacOS X, and Windows XP.

**C++ Network Programming, Volume 2** - Douglas Schmidt - 2002-10-29
Do you need to develop flexible software that can be customized quickly? Do you need to add the power and efficiency of frameworks to your software? The ADAPTIVE Communication Environment (ACE) is an open-source toolkit for building high-performance networked applications and next-generation middleware. ACE's power and flexibility arise from object-oriented frameworks, used to achieve the systematic reuse of networked application software. ACE frameworks handle common network programming tasks and can be customized using C++ language features to produce complete distributed applications. C++ Network Programming, Volume 2, focuses on ACE frameworks, providing thorough coverage of the concepts, patterns, and usage rules that form their structure. This book is a practical guide to designing object-oriented frameworks and shows developers how to apply frameworks to concurrent networked applications. C++ Networking, Volume 1, introduced ACE and the wrapper APIs, which are basic network computing ingredients. Volume 2 explains how frameworks build on wrapper frameworks to provide higher-level communication services. Written by two experts in the ACE community.
protocols do and how they work, how addresses and routing are used to move data through the network, how to key capabilities of the most important ACE frameworks Numerous C++ code examples that demonstrate how to use ACE frameworks C++ Network Programming, Volume 2, teaches how to use frameworks to write networked applications quickly, reducing development effort and overhead. It will be an invaluable asset to any C++ developer working on networked applications.

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Software -- Operating Systems.

TCP/IP Network Administration - Craig Hunt - 2002-04-04

This complete guide to setting up and running a TCP/IP network is essential for network administrators, and invaluable for users of home systems that access the Internet. The book starts with the fundamentals -- what protocols do and how they work, how addresses and routing are used to move data through the network, how to set up your network connection -- and then covers, in detail, everything you need to know to exchange information via the Internet. Included are discussions on advanced routing protocols (RIPv2, OSPF, and BGP) and the gated software package that implements them, a tutorial on configuring important network services -- including DNS, Apache, sendmail, Samba, PPP, and DHCP -- as well as expanded chapters on troubleshooting and security. TCP/IP Network Administration is also a command and syntax reference for important packages such as gated, ppd, named, dhcpcd, and sendmail. With coverage that includes Linux, Solaris, BSD, and System V TCP/IP implementations, the third edition contains: Overview of TCP/IP Delivering the data Network services Getting startedM Basic configuration Configuring the interface Configuring routing Configuring DNS Configuring network servers Configuring sendmail Configuring Apache Network security Troubleshooting Appendices include dip, ppd, and chat reference, a gated reference, a dhcpcd reference, and a sendmail reference. This new edition also includes ways of configuring Samba to provide file and print sharing on networks that integrate Unix and Windows, and a new chapter is dedicated to the important task of configuring the Apache web server. Coverage of network security now includes details on OpenSSH, stunnel, gpg, iptables, and the access control mechanism in xinetd. Plus, the book offers updated information about DNS, including details on BIND 8 and BIND 9, the role of classless IP addressing and network prefixes, and the changing role of registrars. Without a doubt, TCP/IP Network Administration, 3rd Edition is a must-have for all network administrators and anyone who deals with a network that transmits data over the Internet.

Network Programming in .NET - Flach Reid - 2004-07-01

The purpose of this book is to provide tools and design network-oriented applications in .NET. It is also a guide for software designers to choose the best and most efficient way to implement mission critical solutions. The book addresses real-world issues facing professional developers, such as using third-party components as opposed to in-house development. It differs from previous books in that it is aimed at experienced professionals and concentrates on practical, ready-to-use information. The book is written in two languages C# and VB.NET, and covers never-before published information on Telephony in .NET and packet-level networking. This is the second book in the Digital Press Software Development Series. Coverage of lower level protocols allows implementation of performance-centric applications. Demonstrates the feasibility of developing telephony solutions in-house rather than outsourcing Written in VB.NET and C# to assist readers working in either language. Coverage of Email, FTP and the WWW allows implementation of applications in all three areas.

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TCP/IP Sockets in Java - Kenneth L. Calvert - 2002

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TCP/IP sockets in Java: Practical Guide for Programmers, with its focused, tutorial-based coverage, helps you master the tasks and techniques essential to virtually all client-server projects using sockets in Java. Later chapters teach you to implement more specialized functionality, incisive discussions of programming constructs and protocol implementations. The book equips you with a deeper understanding of the Java class libraries that often go beyond the "official" Java documentation in clarity and explanation. *Provides code for all example programs, along with additional exercises, via companion Web site.

TCP/IP Sockets in C Bundle

TCP/IP Sockets in C Bundle: A comprehensive guide to understanding network architecture, communication protocols, and network analysis to build secure applications compatible with the latest versions of C# 8 and .NET Core 3.0. Key Features Explore TCP/IP techniques including iterative and threaded servers, timeouts and asynchronous message processing. Includes a detailed, easy-to-use reference to the relevant Java class libraries. A companion Web site provides online code for all the example programs given in the book. This book will help you gain a deeper, more intuitive understanding of the entire protocol suite so you can build better applications and run more reliable, efficient networks.

TCP/IP Illustrated, Volume 1

For an engineer determined to refine and secure Internet operation or to explore alternative solutions to persistent problems, the insights provided by this book will be invaluable. —Vint Cerf, Internet pioneer TCP/IP Illustrated, Volume 1, Second Edition, is a detailed and visual guide to today’s TCP/IP protocol suite. Fully updated for the newest innovations, it demonstrates each protocol in action through realistic examples from modern Linux, Windows, and Mac OS environments. There’s no better way to discover why TCP/IP works as it does, how it reacts to common conditions, and how to apply it. Building on the late W. Richard Stevens’ classic first edition, author Kevin R. Fall adds his cutting-edge experience as a leader in TCP/IP protocol research, updating the book to fully reflect the latest protocols and best practices. He first introduces TCP/IP’s core goals and architectural concepts, showing how they can robustly connect diverse networks and support multiple services running concurrently. Next, he carefully explains Internet addressing in both IPv4 and IPv6 networks. Then, he walks through TCP/IP’s structure and function from the bottom up: from link layer protocols such as Ethernet and Wi-Fi-through network, transport, and application layers. Fall thoroughly introduces ARP, DHCP, NAT, firewalls, ICMPv4/ICMPv6, broadcasting, multicasting, UDP, DNS, and much more. He offers extensive coverage of reliable transport and TCP, including connection management, timeout, retransmission, interactive data flow, and congestion control. Finally, he introduces the basics of security and cryptography, and illuminates the crucial modern protocols for protecting security and privacy, including EAP, PAP, TLS, DSS/SEC, and DDM. Whatever your TCP/IP experience, this book will help you gain a deeper, more intuitive understanding of the entire protocol suite so you can build better applications and run more reliable, efficient networks.
A comprehensive guide to understanding network architecture, communication protocols, and network analysis to build secure applications compatible with the latest versions of C# and .NET Core 3.0. Key Features: Explore various network architectures that make distributed programming possible. Learn how to make reliable software by writing secure interactions between clients and servers. Use .NET Core for network device automation, DevOps, and software-defined networking. Book Description: The C# language and the.NET Core application framework provide the tools and patterns required to make the discipline of network programming as intuitive and enjoyable as any other aspect of C#. The help of this book, you will discover how the C# language and the .NET Core framework make this possible. The book begins by introducing the core concepts of network programming, and what distinguishes this field of programming from other disciplines. After this, you will gain insights into concepts such as transport protocols, sockets and ports, and remote data streams, which will provide you with a holistic understanding of how network software fits into larger distributed systems. The book will also explore the intricacies of how network software is implemented in a more explicit context, by covering sockets, connection strategies such as Transmission Control Protocol (TCP) and User Datagram Protocol (UDP), asynchronous processing, and threads. You will then be able to work through code examples for TCP servers, web APIs served over HTTP, and a Secure Shell (SSH) client. By the end of this book, you will have a good understanding of the Open Systems Interconnection (OSI) network stack, the various communication protocols for that stack, and the skills that are essential to implement those protocols using the C# programming language and the .NET Core framework. What you will learn: Understand the breadth of C#’s network programming. Utility classes Utilize network-layer architecture and organizational strategies. Implement various communication and transport protocols within C#. Discover hands-on examples of distributed application development. Gain hands-on experience with asynchronous socket programming and streams. Learn how C# and the .NET Core runtime interact with a hosting network. Understand a full suite of network programming tools and features. Who this book is for: If you’re a .NET developer or a system administrator with .NET experience and are looking to get started with network programming, then this book is for you. Basic knowledge of C# and .NET is assumed, in addition to a basic understanding of common web protocols and some high-level distributed system designs.

Linux Socket Programming - Sean Walton - 2001

“Linux Socket Programming” provides thorough, authoritative coverage of the sockets API, the de facto 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.

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UNIX Systems Programming - Kay A. Robbins - 2001

UNIX essentials with a concentration on communication, concurrency, and multithreading techniques. Full of ideas on how to design and implement good software along with unique projects throughout. Excellent companion to Stevens’ Advanced UNIX System Programming

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UNIX essentials with a concentration on communication, concurrency, and multithreading techniques. Full of ideas on how to design and implement good software along with unique projects throughout. Excellent companion to Stevens’ Advanced UNIX System Programming

Microelectronic Devices, Circuits and Systems - V. Arunachalam - 2021

This book constitutes selected papers from the Second International Conference on Microelectronic Devices, Circuits and Systems, ICMDCS 2021, held in Vellore, India, in February 2021. The 32 full papers and 6 short papers presented were thoroughly reviewed and selected from 103 submissions. They are organized in the topical sections on digital design for signal, image and video processing; VLSI testing and verification; emerging technologies and IoT; nano-scale modelling and process technology device; analog and mixed signal design; communication technologies and circuits; and technology and modelling for micro electronic devices; electronics for green technology.

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WinSock Programming Fundamental: A Compilation -

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Java Network Programming - Elliott Rusty Harold - 2000

A guide to developing network programs covers networking fundamentals as well as TCP and UDP sockets, multica...
SFML Game Development - Jan Haller - 2013-01-01
SFML Game Development is a fast-paced, step-by-step guide, providing you with all the knowledge and tools you need to create your first game using SFML 2.0. SFML Game Development addresses ambitious C++ programmers who want to develop their own game. If you have plenty of ideas for an awesome and unique game, but don’t know how to start implementing them, then this book is for you. The book assumes no knowledge about SFML or game development, but a solid understanding of C++ is required.

The Assembly Programming Master Book - Vlad Pirogov - 2006

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Text Processing in Python - David Mertz - 2003
bull; Demonstrates how Python is the perfect language for text-processing functions. bull; Provides practical pointers and tips that emphasize efficient, flexible, and maintainable approaches to text-processing challenges. bull; Helps programmers develop solutions for dealing with the increasing amounts of data with which we are all inundated.

IBM z/OS V1R12 Communications Server TCP/IP Implementation: Volume 1 Base Functions, Connectivity, and Routing - Mike Ebbers - 2012-11-06
For more than 40 years, IBM® mainframes have supported an extraordinary portion of the world's computing work, providing centralized corporate databases and mission-critical enterprise-wide applications. The IBM System z®, the latest generation of the IBM distinguished family of mainframe systems, has come a long way from its IBM System/360 heritage. Likewise, its IBM z/OS® operating system is far superior to its predecessors in providing, among many other capabilities, world class and state-of-the-art support for the TCP/IP Internet protocol suite. TCP/IP is a large and evolving collection of communication protocols managed by the Internet Engineering Task Force (IETF), an open, volunteer organization. Because of its openness, the TCP/IP protocol suite has become the foundation for the set of technologies that form the basis of the Internet. The convergence of IBM mainframe capabilities with Internet technology, connectivity, and standards (particularly TCP/IP) is dramatically changing the face of information technology and driving new requirements for even more secure, scalable, and highly available mainframe TCP/IP implementations. The z/OS Communications Server TCP/IP Implementation series provides understandable, step-by-step guidance about how to enable the most commonly used and important functions of z/OS Communications Server TCP/IP. In this IBM Redbooks® publication, we provide an introduction to z/OS Communications Server TCP/IP. We then discuss the system resolver, showing the implementation of global and local settings for single and multi-stack environments. We present implementation scenarios for TCP/IP Base functions, Connectivity, Routing, Virtual MAC support, and sysplex subplexing.

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IBM z/OS V2R2 Communications Server TCP/IP Implementation Volume 1: Base Functions, Connectivity, and Routing - Bill White - 2016-11-30
For more than 50 years, IBM® mainframes have supported an extraordinary portion of the world's computing work, providing centralized corporate databases and mission-critical enterprise-wide applications. IBM z/OS Systems, the latest generation of the IBM distinguished family of mainframe systems, has come a long way from its IBM System/360 heritage. Likewise, its IBM z/OS® operating system is far superior to its predecessors in providing, among many other capabilities, world-class and state-of-the-art support for the TCP/IP internet protocol suite. TCP/IP is a large and evolving collection of communication protocols that is managed by the Internet Engineering Task Force (IETF), an open, volunteer organization. Because of its openness, the TCP/IP protocol suite has become the foundation for the set of technologies that form the basis of the internet. The convergence of IBM mainframe capabilities with internet technology, connectivity, and standards (particularly TCP/IP) is dramatically changing the face of information technology and driving requirements for even more secure, scalable, and highly available mainframe TCP/IP implementations. The z/OS Communications Server TCP/IP Implementation series provides understandable, step-by-step guidance for enabling the most commonly used and important functions of z/OS Communications Server TCP/IP. This IBM Redbooks® publication is for people who install and support z/OS Communications Server. It introduces z/OS Communications Server TCP/IP, describes the system resolver, and shows the implementation of global and local settings for single and multi-stack environments. It presents implementation scenarios for TCP/IP base functions, connectivity, routing, and subplexing.

Real World Haskell - Bryan O'Sullivan - 2008-11-15
This easy-to-use, fast-moving tutorial introduces you to functional programming with Haskell. You'll learn how to use Haskell in a variety of practical ways, from short scripts to large and demanding applications. Real World Haskell takes you through the basics of functional programming at a brisk pace, and then helps you increase your understanding of Haskell in real-world issues like I/O, performance, dealing with data, concurrency, and more as you move through each chapter.

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Understanding Linux Network Internals - Christian Benvenuti - 2006
Benvenuti describes the relationship between the Internet's TCP/IP implementation and the Linux Kernel so that programmers and advanced administrators can modify and fine-tune their network environment.

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