



Unix Network Programming, Volume 1: Networking APIs - Sockets and XTI

W. Richard Stevens

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The only guide to UNIX network programming APIs you'll ever need! 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 Interface (XTI). Stevens begins by introducing virtually every basic capability of TCP and UDP sockets, including socket functions and options, I/O multiplexing, and name and address conversions. He presents detailed coverage of the Posix.1g standard for sockets and the Posix threads. He also introduces advanced techniques for: Establishing IPv4/IPv6 interoperability. Implementing non-blocking I/O. Routing sockets. Broadcasting and multicasting. IP options. Multithreading. Advanced name and address conversions. UNIX domain protocols. Raw sockets. Learn how to choose among today's leading client/server design approaches, including TCP

Unix Network Programming, Volume 1: Networking APIs - Sockets and XTI Details

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From Reader Review Unix Network Programming, Volume 1: Networking APIs - Sockets and XTI for online ebook

Ankit Mishra says

fd fv dffrwv

Ernesto says

Quite dry but works as reference for programming with Berkeley sockets.

Laurent says

This book opened my eyes on networking. See newer edition.

Ryan says

dear reader,

NO JOKE there is a HUGE grey, windowless schoolbus outside my window right now! what a world we live in, am i right?!

anyway, enough jokes! the time for joking around is over! now it's time to get serious, and we'll be doing that today by discussing the seminal thriller, "unix network programming" by, well, i can't remember his name, but fuck he is smart. ok, let's go!

REVIEW:

excellently organized.

begins with overview of the OSI model, discussing the lower (transport: TCP/IP) layer first.
great tcp client-server example.

in-depth explanation of select() and poll() and ioctl().

good API reference.

iterative vs. concurrent, multi-process vs. single-process.

VERDICT:

```
portno = atoi(argv[2]);
sockfd = socket(AF_INET, SOCK_STREAM, 0);
if (sockfd < 0)
```

```
error("ERROR opening socket");
server = gethostbyname(argv[1]);
```

yes!

Dave Petricolas says

The definitive guide to the UNIX networking API. Few technical authors can match Stevens, who unfortunately passed away not too long ago.

Dean Jones says

How I learned Unix socket programming. Great reference.

Sanjeev says

Best book

Jaehyun says

good

Michael Venzke says

the definitive network programming best-practices tutorial, at least as of a couple years ago.

mostly everything still applies.

Harit Himanshu says

The best book to learn about Computer Networking. I learned everything about TCP/IP, UDP, UDS, L2 layer and much more. The code is in C so familiarity with C is very helpful

Deen says

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