

## Linux Socket Programming By Example Warren

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Create a socket (lines 71 to 73). Create the server socket address (lines 78 to 92). Bind the socket address (lines 97 to 101). Mark the socket as a listening socket (lines 106 to 108). Start the client service loop (line 113). Accept a client connection (lines 117 to 123). Generate a date and time string (lines 128 to 131).

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Demonstrates socket programming fundamentals, including writing servers, creating secure applications, address conversion functions, socket types, and TCP/IP protocols and options

"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.

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. This book covers core concepts, such as hostname resolution with DNS, that are crucial to the functioning of the modern web. You 'll delve into the fundamental network protocols, TCP and UDP. Essential techniques for networking paradigms such as client-server and peer-to-peer models are explained with the help of practical examples. You 'll also study HTTP and HTTPS (the protocols responsible for web pages) from both the client and server perspective. To keep up with current trends, you 'll apply the concepts covered in this book to gain insights into web programming for IoT. 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. The 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: 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.

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. \* Covers the new protocol just adopted by the Dept of Defense for future systems \* Deals with security concerns, including spam and email, by presenting the best programming standards \* Fully describes IPv6 socket APIs (RFC2553) using real-world examples \* Allows for portability to UNIX-based operating systems, MacOS X, and Windows XP

\* Clear and abundant examples, using real-world code, written by three experienced developers who write networking code for a living. \* Describes how to build clients and servers, explains how TCP, UDP, and IP work, and shows how to debug networking applications via packet sniffing and deconstruction. \* Well suited for Windows developer looking to expand to Linux, or for the proficient Linux developer looking to incorporate client-server programming into their application.

This book provides thorough knowledge of Linux TCP/IP stack and kernel framework 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 Soft IRQ. 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

Demonstrates socket programming fundamentals, including writing servers, creating secure applications, address conversion functions, socket types, and TCP/IP protocols and options

This book teaches systems programming with the latest versions of C through a set of practical examples and problems. It covers the development of a handful of programs, implementing efficient coding examples. Practical Systems Programming with C contains three main parts: getting your hands dirty with C programming; practical systems programming using concepts such as processes, signals, and inter-process communication; and advanced socket-based programming which consists of developing a network application for reliable communication. You will be introduced to a marvelous ecosystem of systems programming with C, from handling basic system utility commands to communicating through socket programming. With the help of socket programming you will be able to build client-server applications in no time. The "secret sauce" of this book is its curated list of topics and solutions, which fit together through a set of different pragmatic examples; each topic is covered from scratch in an easy-to-learn way. On that journey, you'll focus on practical implementations and an outline of best practices and potential pitfalls. The book also includes a bonus chapter with a list of advanced topics and directions to grow your skills. What You Will Learn Program with operating systems using the latest version of C Work with Linux Carry out multithreading with C Examine the POSIX standard Work with files, directories, processes, and signals Explore IPC and how to work with it Who This Book Is For Programmers who have an exposure to C programming and want to learn systems programming. This book will help them to learn about core concepts of operating systems with the help of C programming. .

UNIX, UNIX LINUX & UNIX TCL/TK. Write software that makes the most effective use of the Linux system, including the kernel and core system libraries. The majority of both Unix and Linux code is still written at the system level, and this book helps you focus on everything above the kernel, where applications such as Apache, bash, cp, vim, Emacs, gcc, gdb, glibc, ls, mv, and X exist. Written primarily for engineers looking to program at the low level, this updated edition of Linux System Programming gives you an understanding of core internals that makes for better code, no matter where it appears in the stack. -- Provided by publisher.

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