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Unix Network Programming Unix Network

Unix Network Programming is a book written by W. Richard Stevens. It was published in 1990 by Prentice Hall and covers many topics regarding UNIX networking and Computer network programming. The book focuses on the design and development of network software under UNIX.

UNIX Network Programming - Wikipedia

Focuses on design, development, and coding of networking software under the UNIX operating system. Begins by showing that a fundamental basic for networking programming is interprocess communication (IPC), and a requisite for understanding IPC is a knowledge of what constitutes a process.

UNIX Network Programming: Stevens, W. Richard ...

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.

Unix Network Programming, Volume 1: The Sockets Networking ...

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.

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UNIX Network Programming, Volume 2, Second Edition UNIX Network Programming, Volume 2: Interprocess Communications (The Unix Networking Reference Series , Vol 2) UNIX Network Programming Hardcover - Import, 23 January 1990 - W. Richard Stevens, author of UNIX Network Programming, Advanced Programming in the UNIX Environment, TCP/IP

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Books by Richard Stevens (reverse chronological) UNIX Network Programming, Volume 2, Second Edition: Interprocess Communications, Prentice Hall, 1999.. UNIX Network Programming, Volume 1, Second Edition: Networking APIs: Sockets and XTI, Prentice Hall, 1998.. TCP/IP Illustrated, Volume 3: TCP for Transactions, HTTP, NNTP, and the UNIX Domain Protocols, Addison-Wesley, 1996.

W. Richard Stevens' Home Page - Kohala

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of network programming in C under a typical Unix operating system. Topics will include, but not limited to, elementary BSD socket APIs, signal handling, for network programming, non-blocking IO, concurrent server, and a brief introduction to some advanced network programming aspects such as raw sockets, broadcasting

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Unix Network Programming, Volume 1: Networking APIs ...

According to "UNIX Network Programming", all TCP/IP implementations must support a minimum IP datagram size of 576 bytes, regardless of the MTU. Assuming a 20 byte IP header and 8 byte UDP header, this leaves 548 bytes as a safe maximum size for UDP messages.

[comp.unix.programmer] Unix-socket-faq for network programming

In "UNIX Network Programming, Volume 2, Second Edition," legendary UNIX expert W. Richard Stevens presents a comprehensive guide to every form of IPC, including message passing, synchronization, shared memory, and Remote Procedure Calls (RPC).

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prefer it. The sockets API, though started by the Berkeley folk, has been ported to many many platforms, including Unix, Linux, and even Windows.

Beej's Guide to Network Programming

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