Effective TCP/IP Programming: 44 Tips to Improve Your Network Programs: 44 Tips to Improve Your Network Programs

Von Jon C. Snader
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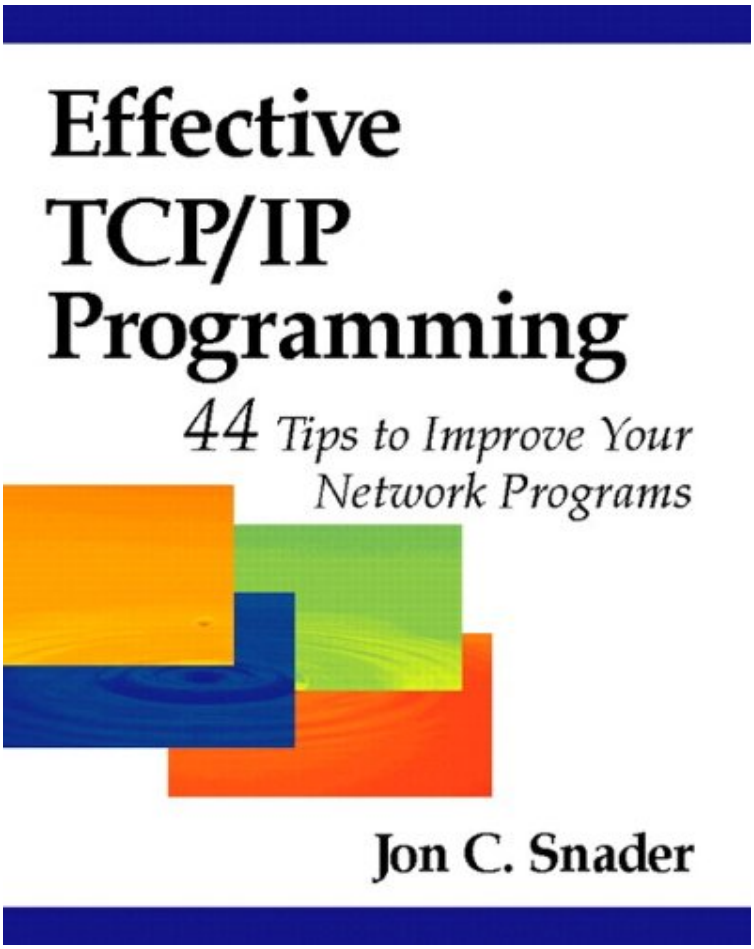

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Von Jon C. Snader : Effective TCP/IP Programming: 44 Tips to Improve Your Network Programs: 44 Tips to Improve Your Network Programs before purchasing it in order to gage whether or not it would be worth my time, and all praised Effective TCP/IP Programming: 44 Tips to Improve Your Network Programs: 44 Tips to Improve Your Network Programs:

KundenrezensionenHilfreichste Kundenrezensionen6 von 6 Kunden fanden die folgende Rezension hilfreich. Tolles Buch fr Server-ProgrammiererVon Ein KundeMit Effective TCP/IP-Programming liefert Snader einen Titel, den sich jeder angucken sollte, der ernsthaft Server fr TCP/IP entwickelt. Das Buch enthlt eine Vielzahl von Tipps, die alles andere als offensichtlich sind und groen Einfluss auf die Performance einer Anwendung haben knnen. Z.B. zeigt der Autor die Effekte, die der Nagle-Algorithmus haben kann, wenn man eine Response mit mehreren write()-Calls statt

mit einem einzigen Call versendet. Die Hintergrnde werden fundiert erklrt.Das Buch enthlt viele ntzliche Beispiele. Darunter z.B. auch ein detailliert erlutertes Listing fr Interprozesskommunikation mit Shared Memory und Semaphoren.Wie gesagt, das Buch ist fr ernsthafte Server-Programmierer. Als TCP-/IP-Anfnger sollte man sich eher den entsprechenden Titel von Stevens (Unix Network Programming) oder von Comer (Internetworking with TCP/IP) besorgen.Als Programmiersprache wird C verwendet, die meisten Tipps sind aber leicht auf Java bertragbar.Sowohl fr Unix- als auch fr Windows- Programmierer empfehlenswert.

KurzbeschreibungProgramming in TCP/IP can seem deceptively simple. Nonetheless, many network programmers recognize that their applications could be much more robust. Effective TCP/IP Programming is designed to boost programmers to a higher level of competence by focusing on the protocol suite's more subtle features and techniques. It gives you the know-how you need to produce highly effective TCP/IP programs. In forty-four concise, self-contained lessons, this book offers experience-based tips, practices, and rules of thumb for learning high-performance TCP/IP programming techniques. Moreover, it shows you how to avoid many of TCP/IP's most common trouble spots. Effective TCP/IP Programming offers valuable advice on such topics as: Exploring IP addressing, subnets, and CIDR Preferring the sockets interface over XTI/TLI Using two TCP connections Making your applications event-driven Using one large write instead of multiple small writes Avoiding data copying Understanding what TCP reliability really means Recognizing the effects of buffer sizes Using tcpdump, traceroute, netstat, and ping effectively Numerous examples demonstrate essential ideas and concepts. Skeleton code and a library of common functions allow you to write applications without having to worry about routine chores. Through individual tips and explanations, you will acquire an overall understanding of TCP/IP's inner workings and the practical knowledge needed to put it to work. Using Effective TCP/IP Programming, you'll speed through the learning process and quickly achieve the programming capabilities of a seasoned pro..deMany C/C++ programmers know at least the basics of TCP/IP, but becoming an expert network programmer usually requires a lot of experience and sometimes hard-to-find knowledge. Written to give the intermediate or advanced developer a leg up in creating robust network applications using TCP/IP and related protocols, Effective TCP/IP Programming offers a truly valuable review and guide to getting the most out of your networked programs that are based on this popular standard. This book is packaged as a series of 44 tips for better TCP/IP programs, but it actually does much more. Early sections review the basics of the TCP, UDP and IP protocols, along with related standards. A winning feature here is the author's care to distinguish between the well-known BSD (for Unix) and Winsock (for Windows) versions of sockets. (By using macros and "skeleton" programs, his sample C code will run easily on either implementation.) Besides offering nuts-and-bolts programming advice and plenty of hints for better performance, Snader also discusses how IP works under the hood. Standout sections here include a discussion of the pitfalls of scaling a stand-alone or LAN TCP/IP application to the Internet, as well as what a "reliable" protocol like TCP really means. He shows you how to handle misbehaving servers and clients, and how to use multiple sockets effectively, and he offers several useful tips for optimizing data streamed across the wire. Although he doesn't mention Java here (which offers strong socket support on its own), the author does provide Perl examples that work with sockets in order to get you started with sockets used within scripting languages. Because IP is the protocol of choice for the Internet, more and more of us are faced with becoming socket-programming experts in a hurry. In all, Effective TCP/IP Programming offers a good mix of basic and advanced tips on today's IP and related protocols. It's a valuable resource for any developer who programs for the Internet and wants to write better code using sockets. --Richard Dragan Topics covered: TCP/IP overview and programming tips, Berkeley Socket Distribution (BSD) vs. Winsock/Windows socket implementation issues, connected and connectionless protocols, network-programming frameworks, UDP vs. TCP, reliable protocols, network programming for single workstations, LANs and WANs; event-driven programming, improving write operations, IP packet layout, byte ordering issues, the Nagle and delayed ACK algorithms, using network utilities: inetd, tcpmux, tcpdump, traceroute, ttcp, and netstat; and resources and hints for improving network-programming skills.KurzbeschreibungProgramming in TCP/IP can seem deceptively simple. 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