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ALEXIA BRIANNA

Linux Socket
Programming by Example
Packt Publishing Ltd
"Even connecting a few
programs across a few
sockets is plain nasty
when you start to handle
real life situations.

Trillions? The cost would
be unimaginable.
Connecting computers is
so difficult that software
and services to do this is
a multi-billion dollar
business. So today we're
still connecting
applications using raw
UDP and TCP, proprietary
protocols, HTTP,
Websockets. It remains
painful, slow, hard to

scale, and essentially
centralized. To fix the
world, we needed to do
two things. One, to solve
the general problem of
"how to connect any code
to any code, anywhere."
Two, to wrap that up in
the simplest possible
building blocks that
people could understand
and use easily. It sounds
ridiculously simple. And

maybe it is. That's kind of the whole point." If you are a programmer and you aim to build large systems, in any language, then Code Connected is essential reading. Code Connected Volume 1 takes you through learning ZeroMQ, step-by-step, with over 80 examples. You will learn the basics, the API, the different socket types and how they work, reliability, and a host of patterns you can use in your applications. This is the Professional Edition for C/C++.

Expert C Programming

Sams Publishing
Software -- Operating Systems.
[Programming with Objects](#)
"O'Reilly Media, Inc."
The Restructured Extended Executor (REXX) language is a procedural language that allows you to write programs and algorithms in a clear and structural way. It is an interpreted and compiled language, and you do not have to compile a REXX command list before executing it. With IBM z/OS V1.9, you can harness the versatility of

REXX to interface and interact with the power of SDSF. A new function called REXX with SDSF is available that provides access to SDSF functions through the use of the REXX programming language. This REXX support provides a simple and powerful alternative to using SDSF batch. This IBM Redbooks publication describes the new support and provides sample REXX execs that exploit the new function and that perform real-world tasks related to operations, systems programming,

system administration, and automation. This book complements the SDSF documentation, which is primarily reference information. The audience for this book includes operations support, system programmers, automation support, and anyone with a desire to access SDSF using a REXX interface. *Network Programming with Perl* "O'Reilly Media, Inc."

The goal of this book is to teach you to think like a computer scientist. This way of thinking combines

some of the best features of mathematics, engineering, and natural science. Like mathematicians, computer scientists use formal languages to denote ideas (specifically computations). Like engineers, they design things, assembling components into systems and evaluating tradeoffs among alternatives. Like scientists, they observe the behavior of complex systems, form hypotheses, and test predictions. The single most important skill for a

computer scientist is problem solving. Problem solving means the ability to formulate problems, think creatively about solutions, and express a solution clearly and accurately. As it turns out, the process of learning to program is an excellent opportunity to practice problem-solving skills. That's why this chapter is called, The way of the program. On one level, you will be learning to program, a useful skill by itself. On another level, you will use programming as a means to an end. As

we go along, that end will become clearer.

UNIX Network

Programming Packt

Publishing Ltd

A text focusing on the methods and alternatives for designed TCP/IP-based client/server systems and advanced techniques for specialized applications with Perl. A guide examining a collection of the best third party modules in the Comprehensive Perl Archive Network. Topics covered: Perl function libraries and techniques that allow programs to

interact with resources over a network. IO: Socket library ; Net: FTP library -- Telnet library -- SMTP library ; Chat problems ; Internet Message Access Protocol (IMAP) issues ; Markup-language parsing ; Internet Protocol (IP) broadcasting and multicasting.

Python in a Nutshell

Packt Publishing Ltd

This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. Advanced Linux Programming is divided

into two parts. The first covers generic UNIX system services, but with a particular eye towards Linux specific information. This portion of the book will be of use even to advanced programmers who have worked with other Linux systems since it will cover Linux specific details and differences. For programmers without UNIX experience, it will be even more valuable. The second section covers material that is entirely Linux specific. These are truly advanced topics, and are the techniques that

the gurus use to build great applications. While this book will focus mostly on the Application Programming Interface (API) provided by the Linux kernel and the C library, a preliminary introduction to the development tools available will allow all who purchase the book to make immediate use of Linux.

Pro .NET 1.1 Network Programming

Samurai Media Limited
Although MySQL's source code is open in the sense of being publicly

available, it's essentially closed to you if you don't understand it. In this book, Sasha Pachev -- a former member of the MySQL Development Team -- provides a comprehensive tour of MySQL 5 that shows you how to figure out the inner workings of this powerful database. You'll go right to heart of the database to learn how data structures and convenience functions operate, how to add new storage engines and configuration options, and much more. The core of

Understanding MySQL Internals begins with an Architecture Overview that provides a brief introduction of how the different components of MySQL work together. You then learn the steps for setting up a working compilable copy of the code that you can change and test at your pleasure. Other sections of the book cover: Core server classes, structures, and API The communication protocol between the client and the server Configuration variables, the controls of the server;

includes a tutorial on how to add your own Thread-based request handling -- understanding threads and how they are used in MySQL An overview of MySQL storage engines The storage engine interface for integrating third-party storage engines The table lock manager The parser and optimizer for improving MySQL's performance Integrating a transactional storage engine into MySQL The internals of replication Understanding MySQL Internals provides unprecedented

opportunities for developers, DBAs, database application programmers, IT departments, software vendors, and computer science students to learn about the inner workings of this enterprise-proven database. With this book, you will soon reach a new level of comprehension regarding database development that will enable you to accomplish your goals. It's your guide to discovering and improving a great database.
Advanced Linux

Programming "O'Reilly Media, Inc."

This guide for beginning to intermediate programmers offers step-by-step instructions as well as advice on protecting servers from attack, writing programs to determine socket buffer sizes, setting the TCP/IP keep-alive feature, understanding the differences between connection- and connectionless-oriented protocols, and selecting the most effective client and server interface.

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COMPUTER SCIEN

"O'Reilly Media, Inc."

Portable, powerful, and a breeze to use, Python is the popular open source object-oriented programming language used for both standalone programs and scripting applications. It is now being used by an increasing number of major organizations, including NASA and Google. Updated for Python 2.4, The Python Cookbook, 2nd Edition offers a wealth of useful code for all Python programmers, not just

advanced practitioners. Like its predecessor, the new edition provides solutions to problems that Python programmers face everyday. It now includes over 200 recipes that range from simple tasks, such as working with dictionaries and list comprehensions, to complex tasks, such as monitoring a network and building a templating system. This revised version also includes new chapters on topics such as time, money, and metaprogramming. Here's a list of additional topics

covered: Manipulating text Searching and sorting Working with files and the filesystem Object-oriented programming Dealing with threads and processes System administration Interacting with databases Creating user interfaces Network and web programming Processing XML Distributed programming Debugging and testing Another advantage of The Python Cookbook, 2nd Edition is its trio of authors--three well-known Python programming experts, who are highly

visible on email lists and in newsgroups, and speak often at Python conferences. With scores of practical examples and pertinent background information, *The Python Cookbook, 2nd Edition* is the one source you need if you're looking to build efficient, flexible, scalable, and well-integrated systems. [Internetworking with TCP/IP](#) Sams Publishing
The book is logically divided into 5 main categories with each category representing a major skill set required by

most security professionals: 1. Coding - The ability to program and script is quickly becoming a mainstream requirement for just about everyone in the security industry. This section covers the basics in coding complemented with a slue of programming tips and tricks in C/C++, Java, Perl and NASL. 2. Sockets - The technology that allows programs and scripts to communicate over a network is sockets. Even though the theory remains the same -

communication over TCP and UDP, sockets are implemented differently in nearly ever language. 3. Shellcode - Shellcode, commonly defined as bytecode converted from Assembly, is utilized to execute commands on remote systems via direct memory access. 4. Porting - Due to the differences between operating platforms and language implementations on those platforms, it is a common practice to modify an original body of code to work on a different platforms. This technique

is known as porting and is incredible useful in the real world environments since it allows you to not "recreate the wheel".
5. Coding Tools - The culmination of the previous four sections, coding tools brings all of the techniques that you have learned to the forefront. With the background technologies and techniques you will now be able to code quick utilities that will not only make you more productive, they will arm you with an extremely valuable skill that will

remain with you as long as you make the proper time and effort dedications.*Contains never before seen chapters on writing and automating exploits on windows systems with all-new exploits. *Perform zero-day exploit forensics by reverse engineering malicious code. *Provides working code and scripts in all of the most common programming languages for readers to use TODAY to defend their networks.
Advanced C and C++
Compiling John Wiley & Sons

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 facades With this book, C++ developers have at their disposal the most complete toolkit available for developing successful, multiplatform, concurrent

networked applications with ease and efficiency.

The Practice of Programming Prentice Hall

"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.

C++ Network Programming, Volume I Pearson Education

An easy-to-read, in-depth guide to network programming in the .NET Framework! * Shows how to integrate the web and e-mail support into .NET applications. * Covers transport protocols such as TCP and UDP and application protocols such as HTTP and FTP. * Includes examples of implementing application-level protocols. * Shows how to secure network communication in .NET.

Linux System Programming Prentice Hall Professional

Write software that draws directly on services offered by the Linux kernel and core system libraries. With this comprehensive book, Linux kernel contributor Robert Love provides you with a tutorial on Linux system programming, a reference manual on Linux system calls, and an insider's guide to writing smarter, faster code. Love clearly distinguishes between POSIX standard functions and special

services offered only by Linux. With a new chapter on multithreading, this updated and expanded edition provides an in-depth look at Linux from both a theoretical and applied perspective over a wide range of programming topics, including: A Linux kernel, C library, and C compiler overview Basic I/O operations, such as reading from and writing to files Advanced I/O interfaces, memory mappings, and optimization techniques The family of system calls

for basic process management Advanced process management, including real-time processes Thread concepts, multithreaded programming, and Pthreads File and directory management Interfaces for allocating memory and optimizing memory access Basic and advanced signal interfaces, and their role on the system Clock management, including POSIX clocks and high-resolution timers
Compiling for the .NET Common Language

Runtime (CLR) Prentice Hall Professional
 Back in the mid 90s, Beej got tired of all his friends asking him how to do this stuff with networking programming in C, so he put pen to paper on the early World Wide Web and wrote down everything he knew just to get them off his back. Since then, the Guide has expanded significantly, with plenty of examples, and covers IPv6. Inside you'll find such diverse topics as: Sockets programming in the C programming language, client/server,

IPv4 and IPv6, data encoding, lots of manual pages rewritten in a friendlier format with examples, and goats! Actually no goats, but goats will be with you in spirit! Beej's Guide to Network Programming is also freely available for PDF download online in US Letter and A4 sizes, in its entirety, and always will be--Google for it. The bound version here is provided as a service to those who still prefer the analog printed word. (And to those who want to kick back a few bucks to the

author.)
Scalable Parallel Programming Applied to H.264/AVC Decoding
Apress
Software -- Programming Languages.

Sockets, Shellcode, Porting, and Coding: Reverse Engineering Exploits and Tool Coding for Security Professionals Elsevier
C++ is a general purpose programming language that, in addition to systems applications, is extensively used for scientific computation, financial applications,

embedded systems, realtime control, and other applications. Emphasizing the commonality between C++ and Java as object oriented languages, this text prepares the reader to program with objects. [Distributed Network Systems](#) "O'Reilly Media, Inc."
Intended to anyone interested in numerical computing and data science: students, researchers, teachers, engineers, analysts, hobbyists... Basic knowledge of

Python/NumPy is recommended. Some skills in mathematics will help you understand the theory behind the computational methods. [Linux Socket Programming](#) Cambridge University Press

Existing software applications should be redesigned if programmers want to benefit from the performance offered by multi- and many-core architectures. Performance scalability now depends on the possibility of finding and

exploiting enough Thread-Level Parallelism (TLP) in applications for using the increasing numbers of cores on a chip. Video decoding is an example of an application domain with increasing computational requirements every new generation. This is due, on the one hand, to the trend towards high quality video systems (high definition and frame rate, 3D displays, etc) that results in a continuous increase in the amount of data that has to be processed in real-time. On the other

hand, there is the requirement to maintain high compression efficiency which is only possible with video codes like H.264/AVC that use advanced coding techniques. In this book, the parallelization of H.264/AVC decoding is presented as a case study of parallel programming. H.264/AVC decoding is an example of a complex application with many levels of dependencies, different kernels, and irregular data structures. The book presents a detailed methodology for

parallelization of this type of applications. It begins with a description of the algorithm, an analysis of the data dependencies and an evaluation of the different parallelization strategies. Then the design and implementation of a novel parallelization approach is presented that is scalable to many core architectures. Experimental results on different parallel architectures are discussed in detail. Finally, an outlook is given on parallelization

opportunities in the upcoming HEVC standard. *Python Network Programming Cookbook* Createspace Independent Pub Harness the hidden power of Java to build network-enabled applications with lower network traffic and faster processes About This Book Learn to deliver superior server-to-server communication through the networking channels Gain expertise of the networking features of your own applications to support various network architectures such as

client/server and peer-to-peer Explore the issues that impact scalability, affect security, and allow applications to work in a heterogeneous environment Who This Book Is For Learning Network Programming with Java is oriented to developers who wish to use network technologies to enhance the utility of their applications. You should have a working knowledge of Java and an interest in learning the latest in network programming techniques using Java. No prior

experience with network development or special software beyond the Java SDK is needed. Upon completion of the book, beginner and experienced developers will be able to use Java to access resources across a network and the Internet.

What You Will Learn

- Connect to other applications using sockets
- Use channels and buffers to enhance communication between applications
- Access network services and develop client/server applications
- Explore the

- critical elements of peer-to-peer applications and current technologies
- available Use UDP to perform multicasting
- Address scalability through the use of core and advanced threading techniques
- Incorporate techniques into an application to make it more secure
- Configure and address interoperability issues to enable your applications to work in a heterogeneous environment
- In Detail
- Network-aware applications are becoming

more prevalent and play an ever-increasing role in the world today.

Connecting and using an Internet-based service is a frequent requirement for many applications. Java provides numerous classes that have evolved over the years to meet evolving network needs. These range from low-level socket and IP-based approaches to those encapsulated in software services. This book explores how Java supports networks, starting with the basics and then advancing to

more complex topics. An overview of each relevant network technology is presented followed by detailed examples of how to use Java to support these technologies. We start with the basics of networking and then explore how Java supports the development of client/server and peer-to-peer applications. The NIO packages are examined as well as multitasking

and how network applications can address practical issues such as security. A discussion on networking concepts will put many network issues into perspective and let you focus on the appropriate technology for the problem at hand. The examples used will provide a good starting point to develop similar capabilities for many of your network needs. Style and approach Each

network technology's terms and concepts are introduced first. This is followed up with code examples to explain these technologies. Many of the examples are supplemented with alternate Java 8 solutions when appropriate. Knowledge of Java 8 is not necessary but these examples will help you better understand the power of Java 8.

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