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For Programmers

(The Practical
Guides)
TCP/IP
Sockets In
Java:

Practical
Guide For
Programmer
s (The
Practical

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Sockets In Java:
Guides)

*Multicast
Sockets:
Practical Guide
for Programmers
is a hands-on,
application-
centric
approach to
multicasting
(as opposed to
a network-*

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*centric one)
that is filled
with examples,
ideas, and expe
rimentation.*

*Each example
builds on the
last to
introduce
multicast
concepts,
frameworks, and
APIs in an*

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*engaging manner
that does not
burden the
reader with
lots of theory
and jargon. The
book is an
introduction to
multicasting
but assumes
that the reader
has a
background in*

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network programming and is proficient in C or Java.

After reading the book, you will have a firm grasp on how to write a multicast program. Author team of instructor and

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For Programmers
(The Practical
Guides)*

*application
programmer is
reflected in
this rich*

*instructional
and practical
approach to the
subject*

*material Only
book available
that provides a
clear, concise,
application-*

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*centric
approach to
programming
multicast*

*applications
and covers
several*

*languages—C,
Java, and C# on
the .NET*

*platform Covers
important
topics like*

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*service models,
testing*

*(The Practical
Guides)
reachability,
and addressing*

and scoping

Includes

numerous

examples and

exercises for

programmers and

students to

test what they

have learned

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For Programmers

*Answering the
need for an
(The Practical
Guides)
overview of the
field, this
text/reference
presents a
manageable
introduction to
both the
theoretical and
practical
aspects of*

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Practical Guide
*computer
networks and
network
programming.*

*Clearly
structured and
easy to follow,
the book
describes
cutting-edge
developments in
network
architectures,*

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Guides)

*communication
protocols, and
programming
techniques and
models,
supported by
code examples
for hands-on
practice with
creating
network-based
applications.*

Features:

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Sockets In Java:
Practical Guide
presents
detailed
coverage of
network
architectures;
gently
introduces the
reader to the
basic ideas
underpinning
computer
networking,
before

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Sockets In Java:
Practical Guide
*gradually
building up to
more advanced
concepts;*

*provides
numerous step-
by-step
descriptions of
practical
examples;
examines a
range of
network*

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*programming
techniques;
reviews network-
based data
storage and
multimedia
transfer;
includes an
extensive set
of practical
code examples,
together with
detailed*

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*comments and
explanations.*

*The networking
capabilities of
the Java
platform have
been extended
considerably
since the first
edition of the
book. This new
edition covers
version*

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Guides)

*1.5-1.7, the
most current
iterations, as
well as making
the following
improvements:*

The API

*(application
programming
interface)*

reference

sections in

each chapter,

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which describe the relevant parts of each class, have been replaced with (i) a summary section that lists the classes and methods used in the code, and (ii) a "gotchas"

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*section that
mentions
nonobvious or p
oorly-*

*documented
aspects of the
objects. In
addition, the
book covers
several new
classes and
capabilities
introduced in*

Get Free TCP/IP Sockets In Java:

*the last few
revisions of
the Java
platform. New*

*abstractions to
be covered
include Network
Interface, Inte
rfaceAddress,
Inet4/6Address,
SocketAddress/I
netSocketAddres
s, Executor,*

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and others;
For Programmers
extended access
(The Practical
to low-level
Guides)
network
information;
support for
IPv6; more
complete access
to socket
options; and
scalable I/O.
The example
code is also

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*modified to
take advantage
of new language
features such
as annotations,
enumerations,
as well as
generics and
implicit
iterators where
appropriate.*

*Most Internet
applications*

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Guides)

*use sockets to
implement
network
communication
protocols. This
book's focused,
tutorial-based
approach helps
the reader
master the
tasks and
techniques
essential to*

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(The Practical
Guide)

*virtually all
client-server
projects using
sockets in
Java. Chapter 1
provides a
general
overview of
networking
concepts to
allow readers
to synchronize
the concepts*

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Sockets In Java:
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with
terminology.
Chapter 2

*introduces the
mechanics of
simple clients
and servers.*

*Chapter 3
covers basic
message*

*construction
and parsing.*

Chapter 4 then

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*deals with
techniques used
to build more
robust clients
and servers.*

*Chapter 5 (NEW)
introduces the
scalable
interface
facilities
which were
introduced in
Java 1.5,*

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*including the
buffer and
channel
abstractions.*

*Chapter 6
discusses the
relationship
between the
programming
constructs and
the underlying
protocol
implementations*

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in more detail.

For Programmers

*Programming
concepts are*

introduced

*through simple
program*

examples

accompanied by

line-by-line

code commentary

that describes

the purpose of

every part of

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the program. No other resource presents so concisely or so effectively the material necessary to get up and running with Java sockets programming. Focused, tutorial-based

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*instruction in
key sockets
programming
techniques*

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to quickly come
up to speed on
Java*

applications.

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to-date*

*coverage of the
most recent*

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platform (1.7)
For Programmers
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Guides)
applications in
networking
technology.
The java New
I/O (NIO)
packages in
J2SE 1.4
introduce many
new,
indispensable
features

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previously
unavailable to
Java
programmers.

These include
APIs for high-
performance I/O
operations,
regular
expression
processing, and
character set
coding. These

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*new libraries
are a treasure
trove for java
developers. The
NIO APIs are
especially
valuable where
high-
performance I/O
is a
requirement,
but they can
also be useful*

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*in a wide range
of scenarios.
The new APIs
let you work
directly with
I/O buffers,
multiplex
nonblocking
streams, do
scattering
reads and
gathering
writes, do chan*

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*net-to-channel
transfers, work
with memory-
mapped files,
manage file
locks, and much
more. The new h
igh-performance
Regular
Expression
Library
provides
sophisticated,*

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*Perl-like regex-
processing
features such*

as pattern

matching,

search and

replace,

capture groups,

look ahead

assertions, and

many others.

The Charset API

gives you

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*complete
control over
character set
encoding and
decoding, which
are vital for
properly
managing the
exchange of
documents on
the Web, for
localization,
or for other*

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*purposes. You
can also create
and install*

*your own custom
character sets.*

*Staying current
with the latent
java technology
is never easy.*

*NIO, new in
Java 1.4, is
quite possibly
the most*

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*important new
java feature
since Swing.*

*Understanding
it thoroughly
is essential
for any serious
Java developer.
NIO closes the
gap between
java and
natively
compiled*

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*languages and
enables java
applications to
achieve maximum
I/O performance
by effectively
leveraging oper
ating-system
services in a
portable way.
Java NIO is a
comprehensive
guide to the*

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*java New I/O
facilities. It
lots you take
full advantage
of NIO features
and shows you
how they work,
what they can
do for you, and
when you should
use them. This
book brings you
up to speed on*

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*NIO and shows
you how to
bring your I/O-
bound Java*

*applications up
to speed as*

*well. Java NIO
is an essential
part of any*

Java

*professional's
library.*

From Charles M.

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*Kozierok, the
creator of the
highly regarded
www.pcguide.com*

*, comes The
TCP/IP Guide.*

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up-to-date,
encyclopedic
reference on
the TCP/IP
protocol suite
will appeal to*

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Guides)

*newcomers and
the seasoned
professional
alike.)* Kozierok
*details the
core protocols
that make
TCP/IP
internetworks
function and
the most
important
classic TCP/IP*

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applications,
For Programmers
integrating
(The Practical
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illustrations
and hundreds of
tables help to
explain the
finer points of
this complex
topic. The
book's

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*personal, user-
friendly*

*writing style
lets readers of
all levels*

*understand the
dozens of*

*protocols and
technologies*

*that run the
Internet, with*

*full coverage
of PPP, ARP,*

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NAT, IPsec,
Mobile IP,
ICMP, RIP, BGP,
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DHCP, SNMP,
FTP, SMTP,
NNTP, HTTP,
Telnet, and
much more. The
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a must-have
addition to the*

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internetworking
students,
educators,
networking
professionals,
and those
working toward
certification.*

Regular

Expressions and

High-

Performance I/O

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in C
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carefully chosen
examples and line-by-
line analyses that are
right to the point.*

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at how soon you can
begin productive
coding in Java, and
how quickly your skills
will progress. Written
expressly for people
who already know a
procedural or object-*

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Filled with incisive

*(coding examples and
line-by-line analyses.*

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coddling; you don't

need to be told what

you already know.

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book that uses your

experience as a Java

or C++ programmer to

give you a leg up into

the challenges and

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and calling out all that's new in 2.0. Its instruction is always firmly situated within the context of the .NET framework and bolstered by code examples, key lessons in object-oriented programming, and installments of a realistic application programming tutorial.

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*Practical Guide
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(attributes. Highlights
all features new to the
latest version of C#
and organizes its
presentation of C#
according to the key
principles of object-
oriented programming
and the .NET
framework. Using end-
of-chapter exercises,
incrementally*

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develops a cohesive application programming tutorial. Provides a carefully focused explanation of every aspect of the C# language, including entire chapters on the unified type system, advanced types, collections, generics, reflection and attributes. Highlights all features new to the

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*latest version of C#
and organizes its
presentation of C#
according to the key
principles of object-
oriented programming
and the .NET
framework. Using end-
of-chapter exercises,
incrementally
develops a cohesive
application
programming tutorial.*

1 -- Introduction to

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JDBC -- 2 --

Presenting Information

(to Users -- 3 --

Querying the

Database -- 4 --

Updating the

Database -- 5 --

Advanced JDBC

Topics -- 6 -- An

eCommerce Example

-- 7 -- How to Stay

Current with JDBC -- 8

-- Appendix.

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and powerful web-
based applications.
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tutorial-based
approach enables the
reader to master the
tasks and techniques*

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*essential to virtually all
client-server projects
(using sockets in C.*

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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*

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companion, TCP/IP
Sockets in Java:*

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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*

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*accordance with the
most current
standards for
internetworking.
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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*

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*discursive networking
tenets.*

*(For a long time, there
has been a need for a
practical, down-to-
earth developers book
for the Java*

Cryptography

*Extension. I am very
happy to see there is
now a book that can
answer many of the
technical questions
that developers,*

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*managers, and
researchers have*

*(about such a critical
topic. I am sure that
this book will*

*contribute greatly to
the success of*

*securing Java
applications and*

*deployments for e-
business. --Anthony*

*Nadalin, Java Security
Lead Architect, IBM*

For many Java

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*developers and
software engineers,
(cryptography is an "on-
demand")*

*programming
exercise, where
cryptographic
concepts are shelved
until the next project
requires renewed
focus. But
considerations for
cryptography must be
made early on in the*

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*design process and
it's imperative that
developers know what
kinds of solutions
exist. One of Java's
solutions to help
bridge the gap
between academic
research and real-
world problem solving
comes in the form of a
well-defined
architecture for
implementing*

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cryptographic solutions. However, to (use the architecture and its extensions, it is important to recognize the pros and cons of different cryptographic algorithms and to know how to implement various devices like key agreements, digital signatures, and

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*message digests, to
name a few. In Java
(Cryptography
Extensions (JCE),
cryptography is
discussed at the level
that developers need
to know to work with
the JCE and with their
own applications but
that doesn't
overwhelm by packing
in details unimportant
to the busy*

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professional. The JCE
For Programmers
(numerous code
examples) and
instructional detail,
with clearly presented
sections on each
aspect of the Java
library. An online open-
source cryptography
toolkit and the code
for all of the examples
further reinforces the
concepts covered

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within the book. No other resource presents so concisely or effectively the exact material needed to begin utilizing the JCE. Written by a seasoned veteran of both cryptography and server-side programming Covers the architecture of the JCE, symmetric ciphers, asymmetric

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ciphers, message
digests, message
authentication codes,
digital signatures, and
managing keys and
certificates*

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Programming with C#
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About the Authors C
Bala Kumar is a
Distinguished
Member of the
Technical Staff at
Motorola. He
chaired the industry

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expert group that defined the Java APIs for Bluetooth wireless technology.

He currently leads the systems software team for wireless platforms in

Motorola's Semiconductor Products Sector.

Paul J. Kline is a

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Distinguished
Member of the
Technical Staff at
Motorola and the
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specification. He
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Architecture team in
Motorola's
Semiconductor

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Engineer on the

System Software

Architecture team in

Motorola's

Semiconductor

Products Sector. He

was the OBEX

architect on the

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JABWT specification
team at Motorola.-

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knowledge and skills
you need to develop
sophisticated and
powerful networked-
based programs
using sockets.

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networking
(The Practical
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instructors, this book
provides a series of
examples that
demonstrate basic
sockets techniques
for clients and
servers. Using plenty
of real-world
examples, this book

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is a complete
beginner's guide to
socket programming
and a springboard to
more advanced
networking topics,
including
multimedia
protocols.

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rgan Kaufmann
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

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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

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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

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technologies to
enhance the utility of
their applications.
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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

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network
development or
special software
(The Practical
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beyond the Java
SDK is needed.

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the book, beginner
and experienced
developers will be
able to use Java to
access resources
across a network and

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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

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applications Explore
the critical elements
(The Practical
Guides)

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

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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-

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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

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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

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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

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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

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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

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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

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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

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