

By W Richard Stevens Tcp Ip Illustrated

Volume 1 The Pdf

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You may not be perplexed to enjoy every books collections By W Richard Stevens Tcp Ip Illustrated Volume 1 The Pdf that we will certainly offer. It is not something like the costs. Its very nearly what you compulsion currently. This By W Richard Stevens Tcp Ip Illustrated Volume 1 The Pdf, as one of the most effective sellers here will very be among the best options to review.

The Phoenix Project - Gene Kim 2018-02-06

Over a half-million sold! The sequel, The Unicorn Project, is coming Nov 26 “Every person involved in a failed IT project should be forced to read this book.”—TIM O’REILLY, Founder & CEO of O’Reilly Media “The Phoenix Project is a must read for business and IT executives who are struggling with the growing complexity of IT.”—JIM WHITEHURST, President and CEO, Red Hat, Inc. Five years after this sleeper hit took on the world of IT and flipped it on it's head, the 5th Anniversary Edition of The Phoenix Project continues to guide IT in the DevOps revolution. In this newly updated and expanded edition of the bestselling The Phoenix Project, co-author Gene Kim includes a new afterword and a deeper delve into the Three Ways as described in The DevOps Handbook. Bill, an IT manager at Parts Unlimited, has been tasked with taking on a project critical to the future of the business, code named Phoenix Project. But the project is massively over budget and behind schedule. The CEO demands Bill must fix the mess in ninety days or else Bill's entire department will be outsourced. With the help of a prospective board member and his mysterious philosophy of The Three Ways, Bill starts to see that IT work has more in common with a manufacturing plant work than he ever imagined. With the clock ticking, Bill must organize work flow streamline interdepartmental communications, and effectively serve the other business functions at Parts Unlimited. In a fast-paced and entertaining style, three luminaries of the DevOps movement deliver a story that anyone who works in IT will recognize. Readers will not only learn how to improve their own IT organizations, they'll never view IT the same way again. “This book is a gripping read that captures brilliantly the dilemmas that face companies which depend on IT, and offers real-world solutions.”—JEZ HUMBLE, Co-author of Continuous Delivery, Lean Enterprise, Accelerate, and The DevOps Handbook — “I’m delighted at how The Phoenix Project has reshaped so many conversations in technology. My goal in writing The Unicorn Project was to explore and reveal the necessary but

invisible structures required to make developers (and all engineers) productive, and reveal the devastating effects of technical debt and complexity. I hope this book can create common ground for technology and business leaders to leave the past behind, and co-create a better future together.”—Gene Kim, November 2019

HTTP: The Definitive Guide - David Gourley 2002-09-27

Covers topics including HTTP methods and status codes, optimizing proxies, designing web crawlers, content negotiation, and load-balancing strategies.

Understanding TCP/IP - Libor Dostálek 2006-05-11

A clear and comprehensive guide to TCP/IP protocols.

IPv6 for Enterprise Networks - Shannon McFarland 2011-04-01

IPv6 for Enterprise Networks The practical guide to deploying IPv6 in campus, WAN/branch, data center, and virtualized environments Shannon McFarland, CCIE® No. 5245 Muninder Sambhi, CCIE No. 13915 Nikhil Sharma, CCIE No. 21273 Sanjay Hooda, CCIE No. 11737 IPv6 for Enterprise Networks brings together all the information you need to successfully deploy IPv6 in any campus, WAN/branch, data center, or virtualized environment. Four leading Cisco IPv6 experts present a practical approach to organizing and executing your large-scale IPv6 implementation. They show how IPv6 affects existing network designs, describe common IPv4/IPv6 coexistence mechanisms, guide you in planning, and present validated configuration examples for building labs, pilots, and production networks. The authors first review some of the drivers behind the acceleration of IPv6 deployment in the enterprise. Next, they introduce powerful new IPv6 services for routing, QoS, multicast, and management, comparing them with familiar IPv4 features and behavior. Finally, they translate IPv6 concepts into usable configurations. Up-to-date and practical, IPv6 for Enterprise Networks is an indispensable resource for every network engineer, architect, manager, and consultant who must evaluate, plan, migrate to, or manage IPv6 networks. Shannon McFarland, CCIE No. 5245, is a Corporate Consulting Engineer for Cisco serving as a technical consultant for enterprise IPv6 deployment and data center design with a focus on application deployment and virtual desktop infrastructure. For more than 16 years, he has worked on large-scale enterprise campus, WAN/branch, and data center network design and optimization. For more than a decade, he has spoken at IPv6 events worldwide, including Cisco Live. Muninder Sambhi, CCIE No. 13915, is a Product Line Manager for Cisco Catalyst 4500/4900 series platform, is a core member of the Cisco IPv6 development council, and a key participant in IETF’s IPv6 areas of focus. Nikhil Sharma, CCIE No. 21273, is a Technical Marketing Engineer at Cisco Systems where he is responsible for defining new features for both hardware and software for the Catalyst 4500 product line. Sanjay Hooda, CCIE No. 11737, a Technical Leader at Cisco, works with embedded systems, and helps to define new product architectures. His current areas of focus include high availability and messaging in large-scale distributed switching systems. n Identify how IPv6 affects enterprises n Understand IPv6 services and the IPv6 features that make them possible n Review the most common transition mechanisms including dual-stack (IPv4/IPv6) networks, IPv6 over IPv4 tunnels, and IPv6 over MPLS n Create IPv6 network designs that reflect proven principles of modularity, hierarchy, and resiliency n Select the best implementation options for your organization n

Build IPv6 lab environments n Configure IPv6 step-by-step in campus, WAN/branch, and data center networks n Integrate production-quality IPv6 services into IPv4 networks n Implement virtualized IPv6 networks n Deploy IPv6 for remote access n Manage IPv6 networks efficiently and cost-effectively This book is part of the Networking Technology Series from Cisco Press®, which offers networking professionals valuable information for constructing efficient networks, understanding new technologies, and building successful careers.

TCP / IP For Dummies - Candace Leiden 2009-07-15

Packed with the latest information on TCP/IP standards and protocols TCP/IP is a hot topic, because it's the glue that holds the Internet and the Web together, and network administrators need to stay on top of the latest developments. TCP/IP For Dummies, 6th Edition, is both an introduction to the basics for beginners as well as the perfect go-to resource for TCP/IP veterans. The book includes the latest on Web protocols and new hardware, plus very timely information on how TCP/IP secures connectivity for blogging, vlogging, photoblogging, and social networking. Step-by-step instructions show you how to install and set up TCP/IP on clients and servers; build security with encryption, authentication, digital certificates, and signatures; handle new voice and mobile technologies, and much more. Transmission Control Protocol / Internet Protocol (TCP/IP) is the de facto standard transmission medium worldwide for computer-to-computer communications; intranets, private internets, and the Internet are all built on TCP/IP The book shows you how to install and configure TCP/IP and its applications on clients and servers; explains intranets, extranets, and virtual private networks (VPNs); provides step-by-step information on building and enforcing security; and covers all the newest protocols You'll learn how to use encryption, authentication, digital certificates, and signatures to set up a secure Internet credit card transaction Find practical security tips, a Quick Start Security Guide, and still more in this practical guide.

Computer Networks - Larry L. Peterson 2011-03-02

Computer Networks: A Systems Approach, Fifth Edition, explores the key principles of computer networking, with examples drawn from the real world of network and protocol design. Using the Internet as the primary example, this best-selling and classic textbook explains various protocols and networking technologies. The systems-oriented approach encourages students to think about how individual network components fit into a larger, complex system of interactions. This book has a completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, network security, and network applications such as e-mail and the Web, IP telephony and video streaming, and peer-to-peer file sharing. There is now increased focus on application layer issues where innovative and exciting research and design is currently the center of attention. Other topics include network design and architecture; the ways users can connect to a network; the concepts of switching, routing, and internetworking; end-to-end protocols; congestion control and resource allocation; and end-to-end data. Each chapter includes a problem statement, which introduces issues to be examined; shaded sidebars that elaborate on a topic or introduce a related advanced topic; What's Next? discussions that deal

with emerging issues in research, the commercial world, or society; and exercises. This book is written for graduate or upper-division undergraduate classes in computer networking. It will also be useful for industry professionals retraining for network-related assignments, as well as for network practitioners seeking to understand the workings of network protocols and the big picture of networking. Completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, security, and applications Increased focus on application layer issues where innovative and exciting research and design is currently the center of attention Free downloadable network simulation software and lab experiments manual available

The Illustrated Network - Walter Goralski 2009-10-01

In 1994, W. Richard Stevens and Addison-Wesley published a networking classic: TCP/IP Illustrated. The model for that book was a brilliant, unfettered approach to networking concepts that has proven itself over time to be popular with readers of beginning to intermediate networking knowledge. The Illustrated Network takes this time-honored approach and modernizes it by creating not only a much larger and more complicated network, but also by incorporating all the networking advancements that have taken place since the mid-1990s, which are many. This book takes the popular Stevens approach and modernizes it, employing 2008 equipment, operating systems, and router vendors. It presents an ?illustrated? explanation of how TCP/IP works with consistent examples from a real, working network configuration that includes servers, routers, and workstations. Diagnostic traces allow the reader to follow the discussion with unprecedented clarity and precision. True to the title of the book, there are 330+ diagrams and screen shots, as well as topology diagrams and a unique repeating chapter opening diagram. Illustrations are also used as end-of-chapter questions. A complete and modern network was assembled to write this book, with all the material coming from real objects connected and running on the network, not assumptions. Presents a real world networking scenario the way the reader sees them in a device-agnostic world. Doesn't preach one platform or the other. Here are ten key differences between the two: Stevens Older operating systems (AIX,svr4,etc.) Newer OSs (XP, Linux, FreeBSD, etc.) Two routers (Cisco, Telebit (obsolete)) Two routers (M-series, J-series) Slow Ethernet and SLIP link Fast Ethernet, Gigabit Ethernet, and SONET/SDH links (modern) Tcpcmdump for traces Newer, better utility to capture traces (Ethereal, now has a new name!) No IPSec IPSec No multicast Multicast No router security discussed Firewall routers detailed No Web Full Web browser HTML consideration No IPv6 IPv6 overview Few configuration details More configuration details (ie, SSH, SSL, MPLS, ATM/FR consideration, wireless LANS, OSPF and BGP routing protocols New Modern Approach to Popular Topic Adopts the popular Stevens approach and modernizes it, giving the reader insights into the most up-to-date network equipment, operating systems, and router vendors. Shows and Tells Presents an illustrated explanation of how TCP/IP works with consistent examples from a real, working network configuration that includes servers, routers, and workstations, allowing the reader to follow the discussion with unprecedented clarity and precision. Over 330 Illustrations True to the title, there are 330 diagrams, screen shots, topology diagrams, and a unique repeating

chapter opening diagram to reinforce concepts Based on Actual Networks A complete and modern network was assembled to write this book, with all the material coming from real objects connected and running on the network, bringing the real world, not theory, into sharp focus.

TCP/IP Sockets in C - Michael J. Donahoo 2009-03-02

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.

TCP/IP Illustrated - Kevin R. Fall 2011

TCP/IP Illustrated, Volume 1, Second Edition, is a detailed and visual guide to today's TCP/IP protocol suite. Fully updated for the newest innovations, it demonstrates each protocol in action through realistic examples from modern Linux, Windows, and Mac OS environments. There's no better way to discover why TCP/IP works as it does, how it reacts to common conditions, and how to apply it in your own applications and networks. Building on the late W. Richard Stevens' classic first edition, author Kevin R. Fall adds his cutting-edge experience as a leader in TCP/IP protocol research, updating the book to fully reflect the latest protocols and best practices.

TCP/IP Illustrated, Volume 1 - Kevin R. Fall 2011-11-08

"For an engineer determined to refine and secure Internet operation or to explore alternative solutions to persistent problems, the insights provided by this book will be invaluable." —Vint Cerf, Internet pioneer TCP/IP Illustrated, Volume 1, Second Edition, is a detailed and visual guide to today's TCP/IP protocol suite. Fully updated for the newest innovations, it demonstrates each protocol in action through realistic examples from modern Linux, Windows, and Mac OS environments. There's no better way to discover why TCP/IP works as it does, how it reacts to common conditions, and how to apply it in your own applications and networks. Building on the late W. Richard Stevens' classic first edition, author Kevin R. Fall adds his cutting-edge experience as a leader in TCP/IP protocol research, updating the book to fully reflect the latest protocols and best practices. He first introduces TCP/IP's core goals and architectural concepts, showing how they can robustly connect diverse networks and support multiple services running concurrently. Next, he carefully explains Internet addressing in both IPv4 and IPv6 networks. Then, he walks through TCP/IP's structure and function from the bottom up: from link layer protocols—such as Ethernet and Wi-Fi—through network, transport, and

application layers. Fall thoroughly introduces ARP, DHCP, NAT, firewalls, ICMPv4/ICMPv6, broadcasting, multicasting, UDP, DNS, and much more. He offers extensive coverage of reliable transport and TCP, including connection management, timeout, retransmission, interactive data flow, and congestion control. Finally, he introduces the basics of security and cryptography, and illuminates the crucial modern protocols for protecting security and privacy, including EAP, IPsec, TLS, DNSSEC, and DKIM. Whatever your TCP/IP experience, this book will help you gain a deeper, more intuitive understanding of the entire protocol suite so you can build better applications and run more reliable, efficient networks.

TCP/IP Illustrated - W. Richard Stevens 1994

All three volumes of "TCP/IP Illustrated" in one handsome slipcase, all at a great price. Stevens' classic TCP/IP guides are all brought together for the first time with a set that includes a new data structures poster, exclusive with this boxed set.

C++ Network Programming, Volume 2 - Douglas Schmidt 2002-10-29

Do you need to develop flexible software that can be customized quickly? Do you need to add the power and efficiency of frameworks to your software? The ADAPTIVE Communication Environment (ACE) is an open-source toolkit for building high-performance networked applications and next-generation middleware. ACE's power and flexibility arise from object-oriented frameworks, used to achieve the systematic reuse of networked application software. ACE frameworks handle common network programming tasks and can be customized using C++ language features to produce complete distributed applications. C++ Network Programming, Volume 2, focuses on ACE frameworks, providing thorough coverage of the concepts, patterns, and usage rules that form their structure. This book is a practical guide to designing object-oriented frameworks and shows developers how to apply frameworks to concurrent networked applications. C++ Networking, Volume 1, introduced ACE and the wrapper facades, which are basic network computing ingredients. Volume 2 explains how frameworks build on wrapper facades to provide higher-level communication services. Written by two experts in the ACE community, this book contains: An overview of ACE frameworks Design dimensions for networked services Descriptions of the key capabilities of the most important ACE frameworks Numerous C++ code examples that demonstrate how to use ACE frameworks C++ Network Programming, Volume 2, teaches how to use frameworks to write networked applications quickly, reducing development effort and overhead. It will be an invaluable asset to any C++ developer working on networked applications.

When the President Calls - Simon W. Bowmaker 2019-10-15

Interviews with thirty-five economic policymakers who advised presidents from Nixon to Trump. What is it like to sit in the Oval Office and discuss policy with the president? To know that the decisions made will affect hundreds of millions of people? To know that the wrong advice could be calamitous? *When the President Calls* presents interviews with thirty-five economic policymakers who served presidents from Nixon to Trump. These officials worked in the executive branch in a variety of capacities—the Council of Economic Advisers, the Office of Management and Budget, the Department of the Treasury, and the National Economic Council—but all had direct access to the policymaking process and can

offer insights about the difficult tradeoffs made on economic policy. The interviews shed new light, for example, on the thinking behind the Reagan tax cuts, the economic factors that cost George H. W. Bush a second term, the constraints facing policymakers during the financial crisis of 2008, the differences in work styles between Bill Clinton and Barack Obama, and the Trump administration's early budget process. When the President Calls offers a unique, behind-the-scenes perspective on US economic policymaking, with specific and personal detail—the turmoil, the personality clashes, the enormous pressure of trying to do the right thing while the clock is ticking. Interviews with Nicholas F. Brady, Lael Brainard, W. Michael Blumenthal, Michael J. Boskin, Stuart E. Eizenstat, Martin S. Feldstein, Stephen Friedman, Jason Furman, Austan D. Goolsbee, Alan Greenspan, Kevin A. Hassett, R. Glenn Hubbard, Alan B. Krueger, Arthur B. Laffer, Edward P. Lazear, Jacob J. Lew, N. Gregory Mankiw, David C. Mulford, John Michael Mulvaney, Paul H. O'Neill, Peter R. Orszag, Henry M. Paulson, Alice M. Rivlin, Harvey S. Rosen, Robert E. Rubin, George P. Shultz, Charles L. Schultze, John W. Snow, Gene B. Sperling, Joseph E. Stiglitz, Lawrence H. Summers, John B. Taylor, Paul A. Volcker, Murray L. Weidenbaum, Janet L. Yellen

Teach Yourself TCP/IP in 14 Days - Tim Parker 1996

TCP/IP is the most widely used network protocol. Now, this 14-day tutorial instructs the reader in the fundamentals of TCP/IP through a variety of teaching methods. The 14 day structure provides a logical and easy-to-follow sequence. Handy references with short examples are provided in shaded syntax boxes. Daily lessons, review sections, and clear examples are also included.

UNIX System V Network Programming - Stephen A. Rago 1993

"Steve Rago offers valuable insights into the kernel-level features of SVR4 not covered elsewhere; I think readers will especially appreciate the coverage of STREAMS, TLI, and SLIP." - W. Richard Stevens, author of UNIX Network Programming, Advanced Programming in the UNIX Environment, TCP/IP Illustrated Volume 1, and TCP/IP Illustrated Volume 2 Finally, with UNIX(R) System V Network Programming, an authoritative reference is available for programmers and system architects interested in building networked and distributed applications for UNIX System V. Even if you currently use a different version of the UNIX system, such as the latest release of 4.3BSD or SunOS, this book is valuable to you because it is centered around UNIX System V Release 4, the version of the UNIX system that unified many of the divergent UNIX implementations. For those professionals new to networking and UNIX system programming, two introductory chapters are provided. The author then presents the programming interfaces most important to building communication software in System V, including STREAMS, the Transport Layer Interface library, Sockets, and Remote Procedure Calls. So that your designs are not limited to user-level, the author also explains how to write kernel-level communication software, including STREAMS drivers, modules, and multiplexors. Many examples are provided, including an Ethernet driver and a transport-level multiplexing driver. In the final chapter, the author brings the material from previous chapters together, presenting the design of a SLIP communication package.

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TCP/IP Network Administration - Craig Hunt 2002-04-04

This complete guide to setting up and running a TCP/IP network is essential for network administrators, and invaluable for users of home systems that access the Internet. The book starts with the fundamentals -- what protocols do and how they work, how addresses and routing are used to move data through the network, how to set up your network connection -- and then covers, in detail, everything you need to know to exchange information via the Internet. Included are discussions on advanced routing protocols (RIPv2, OSPF, and BGP) and the gated software package that implements them, a tutorial on configuring important network services -- including DNS, Apache, sendmail, Samba, PPP, and DHCP -- as well as expanded chapters on troubleshooting and security. TCP/IP Network Administration is also a command and syntax reference for important packages such as gated, pppd, named, dhcpd, and sendmail. With coverage that includes Linux, Solaris, BSD, and System V TCP/IP implementations, the third edition contains: Overview of TCP/IP Delivering the data Network services Getting startedM Basic configuration Configuring the interface Configuring routing Configuring DNS Configuring network servers Configuring sendmail Configuring Apache Network security Troubleshooting Appendices include dip, ppd, and chat reference, a gated reference, a dhcpd reference, and a sendmail reference This new edition includes ways of configuring Samba to provide file and print sharing on networks that integrate Unix and Windows, and a new chapter is dedicated to the important task of configuring the Apache web server. Coverage of network security now includes details on OpenSSH, stunnel, gpg, iptables, and the access control mechanism in xinetd. Plus, the book offers updated information about DNS, including details on BIND 8 and BIND 9, the role of classless IP addressing and network prefixes, and the changing role of registrars. Without a doubt, TCP/IP Network Administration, 3rd Edition is a must-have for all network administrators and anyone who deals with a network that transmits data over the Internet.

Routing TCP/IP, Volume II - Jeff Doyle 2016-09-16

Routing TCP/IP, Volume II: CCIE Professional Development, Second Edition The definitive guide to Cisco exterior routing protocols and advanced IP routing issues--now completely updated Praised in its first edition for its readability, breadth, and depth, Routing TCP/IP, Volume II, Second Edition will help you thoroughly understand modern exterior routing protocols and implement them with Cisco routers. Best-selling author Jeff Doyle offers crucial knowledge for every network professional who must manage routers to support growth and change. You'll find configuration and troubleshooting lessons that would cost thousands to learn in a classroom, plus up-to-date case studies, examples, exercises, and solutions. Routing TCP/IP, Volume II, Second Edition covers routing and switching techniques that form the foundation of all Cisco CCIE tracks. Its expert content and CCIE structured review makes it invaluable for anyone pursuing this elite credential. While its examples focus on Cisco IOS, the book illuminates concepts that are fundamental to virtually all modern networks and routing platforms. Therefore, it serves as an exceptionally practical reference for network designers, administrators, and engineers in any environment. · Review core inter-domain routing concepts, and discover how exterior routing protocols have evolved · Master BGP's modern operational components · Effectively configure and troubleshoot BGP · Control path

attributes and selection to define better routes · Take full advantage of NLRI and routing policies · Provide for load balancing and improved network scalability · Extend BGP to multiprotocol environments via MP-BGP · Deploy, configure, manage, troubleshoot, and scale IP multicast routing · Implement Protocol Independent Multicast (PIM): Dense Mode, Sparse Mode, and Bidirectional · Operate, configure, and troubleshoot NAT in IPv4-IPv4 (NAT44) and IPv6-IPv4 (NAT64) environments · Avoid policy errors and other mistakes that damage network performance This book is part of the CCIE Professional Development series, which offers expert-level instruction on network design, deployment, and support methodologies to help networking professionals manage complex networks and prepare for the CCIE exams. Category: Networking Covers: BGP, Multicast, and NAT

Guide to OSI and TCP/IP Models - Mohammed M. Alani 2014-07-08

This work opens with an accessible introduction to computer networks, providing general definitions of commonly used terms in networking. This is followed by a detailed description of the OSI model, including the concepts of connection-oriented and connectionless communications. The text carefully elaborates the specific functions of each layer, along with what is expected of protocols operating at each layer. Next, the journey of a single packet, from source to destination, is described in detail. The final chapter is devoted to the TCP/IP model, beginning with a discussion of IP protocols and the supporting ARP, RARP and In ARP protocols. The work also discusses the TCP and UDP protocols operating at the transport layer and the application layer protocols HTTP, DNS, FTP, TFTP, SMTP, POP3 and Telnet. Important facts and definitions are highlighted in gray boxes found throughout the text.

IPv6 Core Protocols Implementation - Qing Li 2007

Internetworking with TCP/IP - Douglas E. Comer (Informatiker.) 1991

Guide to TCP/IP - Jeffrey L. Carrell 2013-07-16

Guide to TCP/IP, Fourth Edition introduces students to the concepts, terminology, protocols, and services that the Transmission Control Protocol/Internet Protocol (TCP/IP) suite uses to make the Internet work. This text stimulates hands-on skills development by not only describing TCP/IP capabilities, but also by encouraging students to interact with protocols. It provides the troubleshooting knowledge and tools that network administrators and analysts need to keep their systems running smoothly. Guide to TCP/IP, Fourth Edition covers topics ranging from traffic analysis and characterization, to error detection, security analysis and more. Both IPv4 and IPv6 are covered in detail. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Practical Java - Peter Haggart 2000

Índice abreviado: General techniques -- Objects and equality -- Exception handling -- Performance -- Multithreading -- Classes and interfaces -- Appendix: learning Java.

Object-oriented Design Heuristics - Arthur J. Riel 1996

This tutorial-based approach, born out of the author's extensive experience

developing software, teaching thousands of students, and critiquing designs in a variety of domains, allows you to apply the guidelines in a personalized manner.

Advanced Programming in the UNIX Environment - W. Richard Stevens 2008-01-01

The revision of the definitive guide to Unix system programming is now available in a more portable format.

Certified Ethical Hacker (CEH) Version 10 Cert Guide - Michael C. Gregg 2019

Java Network Programming - Elliotte Rusty Harold 2000

A guide to developing network programs covers networking fundamentals as well as TCP and UDP sockets, multicasting protocol, content handlers, servlets, I/O, parsing, Java Mail API, and Java Secure Sockets Extension.

TCP/IP Illustrated, Volume 3 - W. Richard Stevens 2016-01-29

Tcp/ip Illustrated, Volume 3,1/e - W. Stevens 1993

TCP/IP Illustrated is a complete and detailed guide to the entire TCP/IP protocol suite-with an important difference from other books on the subject. Rather than just describing what the RFCs say the protocol suite should do, this unique book uses a popular diagnostic tool so you may actually watch the protocols in action. By forcing various conditions to occur-such as connection establishment, timeout and retransmission, and fragmentation-and then displaying the results, TCP/IP Illustrated gives you a much greater understanding of these concepts than words alone could provide. Whether you are new to TCP/IP or you have read other books on the subject, you will come away with an increased understanding of how and why TCP/IP works the way it does, as well as enhanced skill at developing applications that run over TCP/IP. With this unique approach, TCP/IP Illustrated presents the structure and function of TCP/IP from the link layer up through the network, transport, and application layers. You will learn about the protocols that belong to each of these layers and how they operate under numerous implementations, including Sun OS 4.1.3, Solaris 2.2, System V Release 4, BSD/386TM, AIX 3.2.2, and 4.4BSD. In TCP/IP Illustrated you will find the most thorough coverage of TCP available - 8 entire chapters. You will also find coverage of the newest TCP/IP features, including multicasting, path MTU discovery, and long fat pipes. "While all of Stevens' books are excellent, this new opus (TCP/IP Illustrated, Volume 1) is awesome. Although many books describe the TCP/IP protocols, the author provides a level of depth and real-world detail lacking from the competition."--Unix Review "This book (TCP/IP Illustrated, Volume 1) is a stone jewel ... Written by W. Richard Stevens, this book probably provides the most comprehensive view of TCP/IP available today in print." - Boardwatch "The diagrams he uses are excellent and his writing style is clear and readable. Please read it (TCP/IP Illustrated, Volume 1) and keep it on your bookshelf." - Sys Admin "The word 'illustrated' distinguishes this book (TCP/IP Illustrated, Volume 1) from its many rivals. Stevens uses the Lawrence Berkeley Laboratories tcdump program to capture packets in promiscuous mode under a variety of OS and TCP/IP implementations. Studying tcdump output helps you understand how the various protocols work." - Unix Review.

Linux in a Nutshell - Ellen Siever 2005-07-27

Contains an introduction to the operating system with detailed documentation on commands, utilities, programs, system configuration, and networking.

Interconnections - Radia Perlman 2000

Perlman, a bestselling author and senior consulting engineer for Sun Microsystems, provides insight for building more robust, reliable, secure and manageable networks. Coverage also includes routing and addressing strategies, VLANs, multicasting, IPv6, and more.

The TCP/IP Guide - Charles M. Kozierok 2005-10-01

From Charles M. Kozierok, the creator of the highly regarded www.pcguides.com, comes The TCP/IP Guide. This completely up-to-date, encyclopedic reference on the TCP/IP protocol suite will appeal to newcomers and the seasoned professional alike. Kozierok details the core protocols that make TCP/IP internetworks function and the most important classic TCP/IP applications, integrating IPv6 coverage throughout. Over 350 illustrations and hundreds of tables help to explain the finer points of this complex topic. The book's 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, IP, IPv6, IP NAT, IPSec, Mobile IP, ICMP, RIP, BGP, TCP, UDP, DNS, DHCP, SNMP, FTP, SMTP, NNTP, HTTP, Telnet, and much more. The TCP/IP Guide is a must-have addition to the libraries of internetworking students, educators, networking professionals, and those working toward certification.

TCP/IP Illustrated: TCP for transactions, HTTP, NNTP, and the UNIX domain protocols - W. Richard Stevens 1996

TCP/IP Illustrated, Volume 3 covers four major topics of great importance to anyone working TCP/IP. It contains the first thorough treatment of TCP for transactions, commonly known as T/TCP, an extension to TCP that makes client-server transactions faster and more efficient. Next, the book covers two popular applications of T/TCP, the very hot topic of HTTP (the Hypertext Transfer Protocol), the foundation for the World Wide Web, and NNTP (the Network News Transfer Protocol), the basis for the Usenet news system. Both of these topics have increased in significance as the Internet has exploded in size and usage. Finally, the book covers UNIX Domain Protocols, protocols that are used heavily in UNIX implementations.

Learn to Code HTML and CSS - Shay Howe 2014-04-22

HTML and CSS can be a little daunting at first but fear not. This book, based on Shay Howe's popular workshop covers the basics and breaks down the barrier to entry, showing readers how they can start using HTML and CSS through practical techniques today. They'll find accompanying code examples online, while they explore topics such as the different structures of HTML and CSS, and common terms. After establishing a basic understanding of HTML and CSS a deeper dive is taken into the box model and how to work with floats. The book includes an exercise focused on cleaning up a web page by improving the user interface and design, solely using HTML and CSS. With a few quick changes the web page changes shape and comes to life. Interactive, technically up-to-the-minute and easy-to-understand, this book will advance a student's skills to a professional level.

The Electrolysis of Water - Viktor Engelhardt 1904

From CIA to APT - Edward G. Amoroso 2017-08-11

Most introductory books on cyber security are either too technical for popular readers, or too casual for professional ones. This book, in contrast, is intended to reside somewhere in the middle. That is, while concepts are explained in a friendly manner for any educated adult, the book also necessarily includes network diagrams with the obligatory references to clouds, servers, and packets. But don't let this scare you. Anyone with an ounce of determination can get through every page of this book, and will come out better informed, not only on cyber security, but also on computing, networking, and software.

Arista Warrior - Gary A. Donahue 2012-10-04

Though Arista Networks is a relative newcomer in the data center and cloud networking markets, the company has already had considerable success. In this book, renowned consultant and technical author Gary Donahue (Network Warrior) provides an in-depth, objective guide to Arista's lineup of hardware, and explains why its network switches and Extensible Operating System (EOS) are so effective. Anyone with a CCNA or equivalent knowledge will benefit from this book, especially entrenched administrators, engineers, or architects tasked with building an Arista network. Is Arista right for your data center? Pick up this guide and find out. Topic highlights include: SysDB: the EOS system database that holds state, statuses, and variables Multichassis Link Aggregation (MLAG): for linking a port-channel to multiple switches instead of just one Latency Analyzer (LANZ): the interface-buffer troubleshooting tool with a reporting granularity of one millisecond VM Tracer: for adding, changing, and removing VLANs without human interaction Zero-Touch Provisioning (ZTP): for remote switch configuration Hardware advantages: including merchant silicon, low-latency networking, and power consumption Gotchas: issues with Arista switches or systems

UNIX Network Programming - W. Richard Stevens 1990

The Unix model; Interprocess communication; A network primer; Communication protocols; Berkeley sockets; System V transport layer interface; Library routines; Security; Time and date routines; Ping routines; Trivial file transfer protocol; Line printer spoolers; Remote command execution; Remote login; Remote tape drive access; Performance; Remote procedure calls.

Network Warrior - Gary A. Donahue 2011-05-13

Pick up where certification exams leave off. With this practical, in-depth guide to the entire network infrastructure, you'll learn how to deal with real Cisco networks, rather than the hypothetical situations presented on exams like the CCNA. Network Warrior takes you step by step through the world of routers, switches, firewalls, and other technologies based on the author's extensive field experience. You'll find new content for MPLS, IPv6, VoIP, and wireless in this completely revised second edition, along with examples of Cisco Nexus 5000 and 7000 switches throughout. Topics include: An in-depth view of routers and routing Switching, using Cisco Catalyst and Nexus switches as examples SOHO VoIP and SOHO wireless access point design and configuration Introduction to IPv6 with configuration examples Telecom technologies in the data-networking world, including T1, DS3, frame relay, and MPLS Security, firewall theory, and configuration, as well as ACL and authentication Quality of Service (QoS), with

an emphasis on low-latency queuing (LLQ) IP address allocation, Network Time Protocol (NTP), and device failures

Language Implementation Patterns - Terence Parr 2009-12-31

Learn to build configuration file readers, data readers, model-driven code generators, source-to-source translators, source analyzers, and interpreters. You don't need a background in computer science--ANTLR creator Terence Parr demystifies language implementation by breaking it down into the most common design patterns. Pattern by pattern, you'll learn the key skills you need to implement your own computer languages. Knowing how to create domain-specific languages (DSLs) can give you a huge productivity boost. Instead of writing code in a general-purpose programming language, you can first build a custom language tailored to make you efficient in a particular domain. The key is understanding the common patterns found across language implementations. Language Design Patterns identifies and condenses the most common design patterns, providing sample implementations of each. The pattern implementations use Java, but the patterns themselves are completely general. Some of the implementations use the well-known ANTLR parser generator, so readers will find this book an excellent source of ANTLR examples as well. But this book will benefit anyone interested in implementing languages, regardless of their tool of choice. Other language implementation books focus on compilers, which you rarely need in your daily life. Instead, Language Design Patterns shows you patterns you can use for all kinds of language applications. You'll learn to create configuration file readers, data readers, model-driven code generators, source-to-source translators, source analyzers, and interpreters. Each chapter groups related design patterns and, in each pattern, you'll get hands-on experience by building a complete sample implementation. By the time you finish the book, you'll know how to solve most common language implementation problems.

TCP/IP Illustrated - W. Richard Stevens 2011