

Network Programming Gear

Sean Burns

Foundations of Python Network Programming John Goerzen,Tim Bower,Brandon Rhodes,2011-02-24 This second edition of Foundations of Python Network Programming targets Python 2.5 through Python 2.7, the most popular production versions of the language. Python has made great strides since Apress released the first edition of this book back in the days of Python 2.3. The advances required new chapters to be written from the ground up, and others to be extensively revised. You will learn fundamentals like IP, TCP, DNS and SSL by using working Python programs; you will also be able to familiarize yourself with infrastructure components like memcached and message queues. You can also delve into network server designs, and compare threaded approaches with asynchronous event-based solutions. But the biggest change is this edition's expanded treatment of the web. The HTTP protocol is covered in extensive detail, with each feature accompanied by sample Python code. You can use your HTTP protocol expertise by studying an entire chapter on screen scraping and you can then test lxml and BeautifulSoup against a real-world web site. The chapter on web application programming now covers both the WSGI standard for component interoperability, as well as modern web frameworks like Django. Finally, all of the old favorites from the first edition are back: E-mail protocols like SMTP, POP, and IMAP get full treatment, as does XML-RPC. You can still learn how to code Python network programs using the Telnet and FTP protocols, but you are likely to appreciate the power of more modern alternatives like the paramiko SSH2 library. If you are a Python programmer who needs to learn the network, this is the book that you want by your side.

Twisted Network Programming Essentials Jessica McKellar,Abe Fettig,2013-03-12 Get started with Twisted, the event-driven networking framework written in Python. With this introductory guide, you'll learn the key concepts and design patterns to build event-driven client and server applications for many popular networking protocols. You'll also learn the tools to build new protocols using Twisted's primitives. Start by building basic TCP clients and servers, and then focus on deploying production-grade applications with the Twisted Application infrastructure. Along the way, you can play with and extend examples of common tasks you'll face when building network applications. If you're familiar with Python, you're ready for Twisted. Learn the core components of Twisted servers and clients Write asynchronous code with the Deferred API Construct HTTP servers with Twisted's high-level web APIs Use the Agent API to develop flexible web clients Configure and deploy Twisted services in a robust and standardized fashion Access databases using Twisted's nonblocking interface Add common server components: logging, authentication, threads and processes, and testing Explore ways to build clients and servers for IRC, popular mail protocols, and SSH

Network Programming with Go Adam Woodbeck,2021-03-30 Network Programming with Go teaches you how to write clean, secure network software with the programming language designed to make it seem easy. Build simple, reliable, network software Combining the best parts of many other programming languages, Go is fast, scalable, and designed for high-performance networking and multiprocessing. In other words, it's perfect for network programming. Network Programming with Go will help you leverage Go to write secure, readable, production-ready network code. In the early chapters, you'll learn the basics of networking and traffic routing. Then you'll put that knowledge to use as the book guides you through writing programs that communicate using TCP, UDP, and Unix sockets to ensure reliable data transmission. As you progress, you'll explore higher-level network protocols like HTTP and HTTP/2 and build applications that securely interact with servers, clients, and APIs over a network using TLS. You'll also learn: Internet Protocol basics, such as the structure of IPv4 and IPv6, multicasting, DNS, and network address translation Methods of

ensuring reliability in socket-level communications Ways to use handlers, middleware, and multiplexers to build capable HTTP applications with minimal code Tools for incorporating authentication and encryption into your applications using TLS Methods to serialize data for storage or transmission in Go-friendly formats like JSON, Gob, XML, and protocol buffers Ways of instrumenting your code to provide metrics about requests, errors, and more Approaches for setting up your application to run in the cloud (and reasons why you might want to) Network Programming with Go is all you'll need to take advantage of Go's built-in concurrency, rapid compiling, and rich standard library. Covers Go 1.15 (Backward compatible with Go 1.12 and higher)

Hands-On Network Programming with C Lewis Van Winkle, 2019-05-13 A comprehensive guide to programming with network sockets, implementing internet protocols, designing IoT devices, and much more with C Key Features Apply your C and C++ programming skills to build powerful network applications Get to grips with a variety of network protocols that allow you to load web pages, send emails, and do much more Write portable network code for Windows, Linux, and macOS Book Description Network programming enables processes to communicate with each other over a computer network, but it is a complex task that requires programming with multiple libraries and protocols. With its support for third-party libraries and structured documentation, C is an ideal language to write network programs. Complete with step-by-step explanations of essential concepts and practical examples, this C network programming book begins with the fundamentals of Internet Protocol, TCP, and UDP. You'll explore client-server and peer-to-peer models for information sharing and connectivity with remote computers. The book will also cover HTTP and HTTPS for communicating between your browser and website, and delve into hostname resolution with DNS, which is crucial to the functioning of the modern web. As you advance, you'll gain insights into asynchronous socket programming and streams, and explore debugging and error handling. Finally, you'll study network monitoring and implement security best practices. By the end of this book, you'll have experience of working with client-server applications and be able to implement new network programs in C. The code in this book is compatible with the older C99 version as well as the latest C18 and C++17 standards. You'll work with robust, reliable, and secure code that is portable across operating systems, including Winsock sockets for Windows and POSIX sockets for Linux and macOS. What you will learn Uncover cross-platform socket programming APIs Implement techniques for supporting IPv4 and IPv6 Understand how TCP and UDP connections work over IP Discover how hostname resolution and DNS work Interface with web APIs using HTTP and HTTPSExplore Simple Mail Transfer Protocol (SMTP) for electronic mail transmission Apply network programming to the Internet of Things (IoT) Who this book is for If you're a developer or a system administrator who wants to get started with network programming, this book is for you. Basic knowledge of C programming is assumed.

Hands-On Network Programming with C# and .NET Core Sean Burns, 2019-03-29 A comprehensive guide to understanding network architecture, communication protocols, and network analysis to build secure applications compatible with the latest versions of C# 8 and .NET Core 3.0 Key Features Explore various network architectures that make distributed programming possible Learn how to make reliable software by writing secure interactions between clients and servers Use .NET Core for network device automation, DevOps, and software-defined networking Book Description The C# language and the .NET Core application framework provide the tools and patterns required to make the discipline of network programming as intuitive and enjoyable as any other aspect of C# programming. With the help of this book, you will discover how the C# language and the .NET Core framework make this possible. The book begins by introducing the core concepts of network programming, and what distinguishes this field of programming from

other disciplines. After this, you will gain insights into concepts such as transport protocols, sockets and ports, and remote data streams, which will provide you with a holistic understanding of how network software fits into larger distributed systems. The book will also explore the intricacies of how network software is implemented in a more explicit context, by covering sockets, connection strategies such as Transmission Control Protocol (TCP) and User Datagram Protocol (UDP), asynchronous processing, and threads. You will then be able to work through code examples for TCP servers, web APIs served over HTTP, and a Secure Shell (SSH) client. By the end of this book, you will have a good understanding of the Open Systems Interconnection (OSI) network stack, the various communication protocols for that stack, and the skills that are essential to implement those protocols using the C# programming language and the .NET Core framework. What you will learn

Understand the breadth of C#'s network programming utility classes
Utilize network-layer architecture and organizational strategies
Implement various communication and transport protocols within C#
Discover hands-on examples of distributed application development
Gain hands-on experience with asynchronous socket programming and streams
Learn how C# and the .NET Core runtime interact with a hosting network
Understand a full suite of network programming tools and features

Who this book is for If you're a .NET developer or a system administrator with .NET experience and are looking to get started with network programming, then this book is for you. Basic knowledge of C# and .NET is assumed, in addition to a basic understanding of common web protocols and some high-level distributed system designs.

Pro .NET 1.1 Network Programming Alexandru Serban,Ajit Mungale,Christian Nagel,Andrew Krowczyk,Tim Parker,Vinod Kumar,Srinivasa Sivakumar,Nauman Laghari,2004-09-30 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.

Tcl 8.5 Network Programming Wojciech Kocjan,2010-07-01 Build network-aware applications using Tcl, a powerful dynamic programming language.

Foundations of Python Network Programming John Goerzen,2004-08-16 * Covers low-level networking in Python —essential for writing a new networked application protocol. * Many working examples demonstrate concepts in action -- and can be used as starting points for new projects. * Networked application security is demystified. * Exhibits and explains multitasking network servers using several models, including forking, threading, and non-blocking sockets. * Features extensive coverage of Web and E-mail. Describes Python's database APIs.

Foundations of Python Network Programming Brandon Rhodes,John Goerzen,2014-10-20 Foundations of Python Network Programming, Third Edition, covers all of the classic topics found in the second edition of this book, including network protocols, network data and errors, email, server architecture, and HTTP and web applications, plus updates for Python 3. Some of the new topics in this edition include: • Extensive coverage of the updated SSL support in Python 3 • How to write your own asynchronous I/O loop. • An overview of the asyncio framework that comes with Python 3.4. • How the Flask web framework connects URLs to your Python code. • How cross-site scripting and cross-site request forgery can be used to attack your web site, and how to protect against them. • How a full-stack web framework like Django can automate the round trip from your database to the screen and back. If you're a Python programmer who needs a deep understanding of how to use Python for network-related tasks and applications, this is the

book for you. From web application developers, to systems integrators, to system administrators—this book has everything that you need to know.

Palm OS Network Programming Greg Winton, 2001 Here is the complete guide to the hot new field of network applications development for the Palm computing platform. All the major concepts are discussed here, as well as insider tips on the development nuances.

Learning Python Network Programming Dr. M. O. Faruque Sarker, Sam Washington, 2015-06-17 Network programming has always been a demanding task. With full-featured and well documented libraries all the way up the stack, Python makes network programming the enjoyable experience it should be. Starting with a walkthrough of today's major networking protocols, with this book you'll learn how to employ Python for network programming, how to request and retrieve web resources, and how to extract data in major formats over the Web. You'll utilize Python for e-mailing using different protocols and you'll interact with remote systems and IP and DNS networking. As the book progresses, socket programming will be covered, followed by how to design servers and the pros and cons of multithreaded and event-driven architectures. You'll develop practical client-side applications, including web API clients, e-mail clients, SSH, and FTP. These applications will also be implemented through existing web application frameworks.

The Definitive Guide to Linux Network Programming Keir Davis, John Turner, Nathan Yocom, 2004-08-03 * Clear and abundant examples, using real-world code, written by three experienced developers who write networking code for a living. * Describes how to build clients and servers, explains how TCP, UDP, and IP work, and shows how to debug networking applications via packet sniffing and deconstruction. * Well suited for Windows developer looking to expand to Linux, or for the proficient Linux developer looking to incorporate client-server programming into their application.

Programming the Network with Perl Paul Barry, 2003-01-10 After providing an introduction to the Perl programming language, this helpful guide teaches computer networking using Perl. Topics discussed include ethernet network analysis, programming standard Internet protocols, and exploring mobile agent programming. * Each chapter provides a general discussion of the technologies under consideration, the support for programming the technologies as provided by Perl, and implementations of working examples * Covers Mobile Agent Technology, which is set to become one of the next big things on the Internet * Further information is supplied, including a listing of Web and print resources, programming exercises, and tips to expand the reader's understanding of the material

C# Network Programming Richard Blum, 2006-02-20 On its own, C# simplifies network programming. Combine it with the precise instruction found in C# Network Programming, and you'll find that building network applications is easier and quicker than ever. This book helps newcomers get started with a look at the basics of network programming as they relate to C#, including the language's network classes, the Winsock interface, and DNS resolution. Spend as much time here as you need, then dig into the core topics of the network layer. You'll learn to make socket connections via TCP and connectionless connections via UDP. You'll also discover just how much help C# gives you with some of your toughest chores, such as asynchronous socket programming, multithreading, and multicasting. Network-layer techniques are just a means to an end, of course, and so this book keeps going, providing a series of detailed application-layer programming examples that show you how to work with real protocols and real network environments to build and implement a variety of applications. Use SNMP to manage network devices, SMTP to communicate

with remote mail servers, and HTTP to Web-enable your applications. And use classes native to C# to query and modify Active Directory entries. Rounding it all out is plenty of advanced coverage to push your C# network programming skills to the limit. For example, you'll learn two ways to share application methods across the network: using Web services and remoting. You'll also master the security features intrinsic to C# and .NET--features that stand to benefit all of your programming projects.

Python Network Programming Abhishek Ratan, Eric Chou, Pradeeban Kathiravelu, Dr. M. O. Faruque Sarker, 2019-01-31 Power up your network applications with Python programming Key Features Master Python skills to develop powerful network applications Grasp the fundamentals and functionalities of SDN Design multi-threaded, event-driven architectures for echo and chat servers Book Description This Learning Path highlights major aspects of Python network programming such as writing simple networking clients, creating and deploying SDN and NFV systems, and extending your network with Mininet. You'll also learn how to automate legacy and the latest network devices. As you progress through the chapters, you'll use Python for DevOps and open source tools to test, secure, and analyze your network. Toward the end, you'll develop client-side applications, such as web API clients, email clients, SSH, and FTP, using socket programming. By the end of this Learning Path, you will have learned how to analyze a network's security vulnerabilities using advanced network packet capture and analysis techniques. This Learning Path includes content from the following Packt products: Practical Network Automation by Abhishek Ratan Mastering Python Networking by Eric Chou Python Network Programming Cookbook, Second Edition by Pradeeban Kathiravelu, Dr. M. O. Faruque Sarker What you will learn Create socket-based networks with asynchronous models Develop client apps for web APIs, including S3 Amazon and Twitter Talk to email and remote network servers with different protocols Integrate Python with Cisco, Juniper, and Arista eAPI for automation Use Telnet and SSH connections for remote system monitoring Interact with websites via XML-RPC, SOAP, and REST APIs Build networks with Ryu, OpenDaylight, Floodlight, ONOS, and POX Configure virtual networks in different deployment environments Who this book is for If you are a Python developer or a system administrator who wants to start network programming, this Learning Path gets you a step closer to your goal. IT professionals and DevOps engineers who are new to managing network devices or those with minimal experience looking to expand their knowledge and skills in Python will also find this Learning Path useful. Although prior knowledge of networking is not required, some experience in Python programming will be helpful for a better understanding of the concepts in the Learning Path.

Network Programming for the Microsoft .NET Framework Anthony Jones, Jim Ohlund, Lance Olson, 2004 Learn the best ways to exploit the networking APIs in the .NET Framework—and deliver greater flexibility, interoperability, and power to your network applications. Three network programming specialists from Microsoft demonstrate how to use the System.Net namespace, which contains the core classes for network development, across a range of scenarios—from writing your first socket-based application to developing high performance N-tier Web applications. Whether you're a Win32-based network programmer moving to the .NET Framework or you're an XML Web Services or .NET Remoting developer looking for a better understanding of how these technologies relate to the network, this singular reference delivers the code and instruction you need. Discover how to: Use serialization techniques—binary, XML, and SOAP—to package complex data Enable concurrent programming—and increase application flexibility—with threads and asynchronous I/O Resolve URIs without writing protocol-specific code Communicate over IP networks using DNS, IPv4, and IPv6 Learn core to advanced socket programming techniques for both client and server operations Employ the

.NET Web-related classes to retrieve HTTP content—proxy servers, cookies, credentials, and more Fine-tune XML Web services in your network programs and customize the underlying HTTP protocol for optimal efficiency Write a .NET Remoting custom channel to communicate over any data transmission medium Utilize code access security, encryption technology, and HTTP authentication techniques Boost application performance and scalability by streamlining resources

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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Learning Network Programming with Java Richard M Reese, 2015-12-22 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.

Java Network Programming and Distributed Computing David Reilly, Michael Reilly, 2002 Java's rich, comprehensive networking interfaces make it an ideal platform for building today's networked, Internet-centered applications, components, and Web services. Now, two Java networking experts demystify Java's complex networking API, giving developers practical insight into the key techniques of network development, and providing extensive code examples that show exactly how it's done. David and Michael Reilly begin by reviewing fundamental Internet architecture and TCP/IP protocol concepts all network programmers need to understand, as well as general Java features and techniques that are especially important in network programming, such as exception handling and input/output. Using practical examples, they show how to write clients and servers using UDP and TCP; how to build multithreaded network applications; and how to utilize HTTP and access the Web using Java. The book includes detailed coverage of server-side application development; distributed computing development with RMI and CORBA; and email-enabling applications with the powerful JavaMail API. For all beginning to intermediate Java programmers, network programmers who need to learn to work with Java.

Windows NT Network Programming Ralph Davis, 1994 This is a programmer's guide to Windows NT, Microsoft's 32-bit operating system. The guide features: down-to-earth instruction on how to create applications for Windows NT networks; details of Windows NT's networking functions, the network programming interfaces and the input/output services available; and a disk which includes a network independent interface for Windows NT that will aid network application development.

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Network Programming Gear Introduction

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