Windows Sockets Winsock C Code Api Tenouk

On its own, C# simplifies network programming. Combine it with theprecise instruction found in C# Network Programming, and you'llfind that building network applications is easier and quicker thanever. This book helps newcomers get started with a look at the basicsof network programming as they relate to C#, including thelanguage's network classes, the Winsock interface, and DNSresolution. Spend as much time here as you need, then dig into thecore topics of the network layer. You'll learn to make socketsconnections via TCP and "connectionless" connections via UDP.You'll also discover just how much help C# gives you with some ofyour 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 detailedapplication-layer programming examples that show you how to workwith real protocols and real network environments to build andimplement a variety of applications. Use SNMP to manage networkdevices, SMTP to communicate with remote mail servers, and HTTP toWeb-enable your applications. And use classes native to C# to queryand modify Active Directory entries. Rounding it all out is plenty of advanced coverage to push yourC# network programming skills to the limit. For example, you'llearn two ways to share application methods across the network:using Web services and remoting. You'll also master the securityfeatures intrinsic to C# and .NET--features that stand to benefitall of your programming projects.

Special Edition Using Visual C++.NET is a comprehensive resource to help readers leverage the exciting new features of Visual C++.NET as well as port their existing skills to the new .NET development environment. The book shows how both Win32 and .NET applications work, not only instructing the reader in the use of Microsoft's Visual C++ wizards, but also showing what the wizards create. A variety of programming tasks from simple dialog boxes to database and Internet programming are included. Because of the new .NET platform developers in any of 13 languages (including Visual C++) will use the same class libraries to construct high-performance applications. SE Using Visual C++.NET will not only cover the new version of the software but also how to get maximum programming results from combining several languages into one project. Related technologies such as XML and XSLT are also covered, along with integrating Visual C++ code with Visual Basic and C# code.

Optimize Windows system reliability and performance with Sysinternals IT pros and power users consider the free Windows Sysinternals tools indispensable for diagnosing, troubleshooting, and deeply understanding the Windows platform. In this extensively updated guide, Sysinternals creator Mark Russinovich and Windows expert Aaron Margosis help you use these powerful tools to optimize any Windows system's reliability, efficiency, performance, and security. The authors first explain Sysinternals' capabilities and help you get started fast. Next, they offer in-depth coverage of each major tool, from Process Explorer and Process Monitor to Sysinternals' security and file utilities. Then, building on this knowledge, they show the tools being used to solve real-world cases involving error messages, hangs, sluggishness, malware infections, and much more. Windows Sysinternals creator Mark Russinovich and Aaron Margosis show you how to: Use Process Explorer to display detailed process and system information Use Process Monitor to capture low-level system events, and quickly filter the output to narrow down root causes List, categorize, and manage software that starts when you start or sign in to your computer, or when you run Microsoft Office or Internet Explorer Verify digital signatures of files, of running programs, and of the modules loaded in those programs Use Autoruns, Process Explorer, Sigcheck, and Process Monitor features that can identify and clean malware infestations Inspect permissions on files, keys, services, shares, and other objects Use Sysmon to monitor security-relevant events across your network Generate memory dumps when a process meets specified criteria Execute processes remotely, and close files that were opened remotely Manage Active Directory objects and trace LDAP API calls Capture detailed data about processors, memory, and clocks Troubleshoot unbootable devices, file-in-use errors, unexplained communication, and many other problems Understand Windows core concepts that aren't well-documented elsewhere

Users will learn how to write WinSock 1.1 and 2.0 networking applications using C++, Microsoft Foundation Classes (MFC), and the unique XSocket classes included on the CD-ROM. New WinSock 2.0 features include multi-protocol transport support and protocol independent name resolution to overlapped I/O and new debug, trace, and quality of service facilities.

TCP/IP Sockets in C#

Build robust network applications with C# and .NET Core

Beginning Linux?Programming

Computer Networking for LANS to WANS: Hardware, Software and Security

44 Tips to Improve Your Network Programs

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 FeaturesExplore various network architectures that make distributed programming possibleLearn how to make reliable software by writing secure interactions between clients and serversUse .NET Core for network device automation, DevOps, and software-defined networkingBook 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 learnUnderstand the breadth of C#'s network programming utility classesUtilize network-layer architecture and organizational strategiesImplement various communication and transport protocols within C#Discover hands-on examples of distributed application developmentGain hands-on experience with asynchronous socket programming and streamsLearn how C# and the .NET Core runtime interact with a hosting networkUnderstand a full suite of network programming tools and featuresWho 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.

Complete information for developers designing network programs using the Windows Sockets standard. This book's easy-to-understand explanations and sample programs simplify working with the Windows Sockets API. Expert Patrice Bonner presents methods and tools for designing robust network applications, including sample stream and datagram client and server applications.

A growing number of the 80,000 network programmers who bought Rich Stevens' UNIX Network Programming need to address a topic not covered by this classic--how to deal with Windows Sockets, also known as WinSock. This book is the definitive word on WinSock, offering a complete tutorial on how to work with Windows Sockets and sample code, which will be available on the Internet.

As networks, devices, and systems continue to evolve, software engineers face the unique challenge of creating reliable distributed applications within frequently changing environments. C++ Network Programming, Volume 1, provides practical solutions for developing and optimizing complex distributed systems using the ADAPTIVE Communication Environment (ACE), a revolutionary open-source framework that runs on dozens of hardware platforms and operating systems. This book guides software professionals through the traps and pitfalls of developing efficient, portable, and flexible networked applications. It explores the inherent design complexities of concurrent networked applications and the tradeoffs that must be considered when working to master them. C++ Network Programming begins with an overview of the issues and tools involved in writing distributed concurrent applications. The book then provides the essential design dimensions, patterns, and principles needed to develop flexible and efficient concurrent networked applications. The book's expert author team shows you how to enhance design skills while applying C++ and patterns effectively to develop object-oriented networked applications. Readers will find coverage of: C++ network programming, including an overview and strategies for addressing common development challenges The ACE Toolkit Connection protocols, message exchange, and message-passing versus shared memory Implementation methods for reusable networked application services Concurrency in object-oriented network programming Design principles and patterns for ACE wrapper facades With this book, C++ developers have at their disposal the most complete toolkit available for developing successful, multiplatform, concurrent networked applications with ease and efficiency.

PC Mag

.Net Programming Black Book, New Edition: Covering C# 2005, Vb 2005, Asp.Net And .Net Framework

Wireless Game Development in C/C++ with BREW

An Investigation on the Applicability of Inter-disciplinary Concepts to Software System Development

TCP/IP Tutorial and Technical Overview

Discover the newest major features of C++20, including modules, concepts, spaceship operators, and smart pointers. This book is a handy code cookbook reference guide that covers the C++ core language standard as well as some of the code templates available in standard template library (STL). In C++20 Recipes: A Problem-Solution Approach, you'll find numbers, strings, dates, times, classes, exceptions, streams, flows, pointers, and more. Also, you'll see various code samples, templates for C++ algorithms, parallel processing, multithreading, and numerical processes. It also includes 3D graphics programming code. A wealth of STL templates on function objects, adapters, allocators, and extensions are also available. This is a must-have, contemporary reference for your technical library to help with just about any project that involves the C++ programming language. What You Will Learn See what's new in C++20 Write modules Work with text, numbers, and classes Use the containers and algorithms available in the standard library Work with templates, memory, concurrency, networking, scripting, and more Code for 3D graphics Who This Book Is For Programmers with at least some prior experience with C++.

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

** Offers an entry point to one of the most crucial aspects of Microsoft-oriented Web development--database integration with Active Server Pages * Covers ADO/OLE DB architecture, SQL, recordsets, databases and cookies, error handling, command object, stored procedures, irregular data handling, performance testing and tuning and more * Discusses how to incorporate databases into your ASP applications, using ActiveX Data Objects (ADO) * Provides code examples, exercises, and quizzes - each captioned with step-by-step explanations*

This book describes the design and implementation of the BSD operating system--previously known as the Berkeley version of UNIX. Today, BSD is found in nearly every variant of UNIX, and is widely used for Internet services and firewalls, timesharing, and multiprocessing systems. Readers involved in technical and sales support can learn the capabilities and limitations of the system; applications developers can learn effectively and efficiently how to interface to the system; systems programmers can learn how to maintain, tune, and extend the system. Written from the unique perspective of the system's architects, this book delivers the most comprehensive, up-to-date, and authoritative technical information on the internal structure of the latest BSD system. As in the previous book on 4.3BSD (with Samuel Leffler), the authors first update the history and goals of the BSD system. Next they provide a coherent overview of its design and implementation. Then, while explaining key design decisions, they detail the concepts, data structures, and algorithms used in implementing the system's facilities. As an in-depth study of a contemporary, portable operating system, or as a practical reference, readers will appreciate the wealth of insight and guidance contained in this book. Highlights of the book: Details major changes in process and memory management Describes the new extensible and stackable filesystem interface Includes an invaluable chapter on the new network filesystem Updates information on networking and interprocess communication

Hands-On Network Programming with C

Beginning ASP Databases

Writing Secure Code

Hands-On Network Programming with C# and .NET Core

Application Programming

Demonstrates important concepts and offers working Transact-SQL code, covering data filtering, DDL, DML, statistical functions, runs and sequences, transactions, stored procedures and triggers, and performance tuning.

Designed for game programmers interested in developing mobile phone applications, Wireless Game Development in C/C++ with BREWTM uses QUALCOMM®'s BREW development environment to illustrate a variety of techniques in the field of wireless phone games. From the basics of the BREW SDKTM and bitmap graphics to wireless networking and applet distribution, this book takes you through the fundamentals of the API, including graphics, sound, and input, and brings it all together with a complete example of a working game. Capitalize on the popularity of programmable mobile phones by developing your own game. Explore how to use the BREW SDKTM to apply existing game development techniques to mobile gaming. Discover how to incorporate text, menus, and dialogs into a graphical user interface. Understand the process for having your application receive the TRUE BREWTM designation. Learn various techniques for optimizing your code.

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.

A guide to rootkits describes what they are, how they work, how to build them, and how to detect them.

The Illustrated Network

Windows CE 3.0

How TCP/IP Works in a Modern Network

Practical Guide for Programmers

Using Visual C++ 6

Programming in TCP/IP can seem deceptively simple. Nonetheless, many network programmers recognize that their applications could be much more robust. Effective TCP/IP Programming is designed to boost programmers to a higher level of competence by focusing on the protocol suite's more subtle features and techniques. It gives you the know-how you need to produce highly effective TCP/IP programs. In forty-four concise, self-contained lessons, this book offers experience-based tips, practices, and rules of thumb for learning high-performance TCP/IP programming techniques. Moreover, it shows you how to avoid many of TCP/IP's most common trouble spots. Effective TCP/IP Programming offers valuable advice on such topics as: Exploring IP addressing, subnets, and CIDR Preferring the sockets interface over XTI/TLI Using two TCP connections Making your applications event-driven Using one large write instead of multiple small writes Avoiding data copying Understanding what TCP reliability really means Recognizing the effects of buffer sizes Using tcpdump, traceroute, netstat, and ping effectively Numerous examples demonstrate essential ideas and concepts. Skeleton code and a library of common functions allow you to write applications without having to worry about routine chores. Through individual tips and explanations, you will acquire an overall understanding of TCP/IP's inner workings and the practical knowledge needed to put it to work. Using Effective TCP/IP Programming, you'll speed through the learning process and quickly achieve the programming capabilities of a seasoned pro.

Describes the concepts of programming with Linux, covering such topics as shell programming, file structure, managing memory, using MySQL, debugging, processes and signals, and GNOME.

Designed for the beginner yet useful for the expert, COMPUTER NETWORKING FROM LANS TO WANS: HARDWARE, SOFTWARE, AND SECURITY provides comprehensive coverage of all aspects of networking. This book contains 24 chapters illustrating network hardware and software, network operating systems, multimedia and the Internet, and computer and network security and forensics. Six appendices provide coverage of the history of the Internet, the ASCII code, the operation of MODEMs, tips on becoming certified in network, security, and forensics, telecommunication technologies, and setting up a computer repair shop. A companion CD includes numerous videos and files that allow the reader to perform important hands-on networking, security, and forensic activities. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This book assists users in writing programs that access the Internet from Windows; creating their own ftp, finger, ping, mail programs and more; understanding the Winsock API; mastering TCP/IP programming and Internet protocols; and programming the Internet using C, C++, Visual C++, and Visual Basic.

Sockets, Shellcode, Porting, and Coding: Reverse Engineering Exploits and Tool Coding for Security Professionals

Internet Programming

Mastering Complexity with ACE and Patterns, Portable Documents

The Guru's Guide to Transact-SQL

Learn socket programming in C and write secure and optimized network code

Special Edition Using Visual C++ 6 focuses on making you productive with Visual C++ as quickly as possible. Because of its straightforward approach, this book is able to progress into more advanced topics such as database capabilities, creating ActiveX controls and documents, and enterprise features. Coverage includes all the new features of version 6 as well as expanding on a few topics such as Active Server Pages, VC++, and ActiveX Data Object (ADO & OLE DB).

In just 24 sessions of one hour or less, you'll learn how to build high performance games for Windows Phone 7 with Microsoft's free XNA 4.0 toolset. Using this book's straightforward, step-by-step approach, you'll master all the skills you need to design, develop, test, and publish highly playable games for any WP7 device. You'll learn how to integrate game logic, touch screen user input, bitmaps, animations, audio, physics effects, GPS location services, and more. Each lesson builds on what you've already learned, culminating in the construction of a complete game--and giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Windows Phone 7 game development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Develop fast, playable Windows Phone 7 games with XNA 4.0 Get and manage user touch screen input Draw 2D bitmapped images, and bring them to life as sprites Transform sprites using rotation, scaling, and velocity calculations Detect and handle collisions between game objects Create surprisingly realistic animation effects Master sophisticated finite state programming techniques Integrate GPS Location Services into your game Make the most of Windows Phone audio Read, write, and save game files Create your game's Graphical User Interface (GUI) Implement realistic physics effects, including gravity and acceleration Tweak gameplay to make your games more fun

In 2010, the Newseum in Washington D.C. finally obtained the suit O. J. Simpson wore in court the day he was acquitted, and it now stands as both an artifactin their STrial of the Century exhibit and a symbol of the American media "s endless hunger for the criminal and the celebrity. This event serves as a launching point for Ishmael Reed "s Juice!, a novelistic commentary on the post-Simpson American media frenzy from one of the most controversial figures in American literature today. Through Paul Blessings "a censored cartoonist suffering from diabetes "and his cohorts "serving as stand-ins for the various mediums of art "Ishmael Reed argues that since 1994, SO. J. has become a metaphor for things wrong with culture and politics. A lament for the death of print media, the growth of the corporation, and the process of growing old, Juice! serves as a comi-tragedy, chronicling the increased anxieties of Spost-race America.

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 Goralski's 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) Tcpdump 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.

Pro Visual C++/CLI and the .NET 3.5 Platform

Pro Visual C++/CLI and the .NET 2.0 Platform

Sams Teach Yourself Windows Phone 7 Game Programming in 24 Hours

Cybernetics Oriented Programming (CYBOP)

A Problem-Solution Approach

Pro Visual C++/CLI and the .NET 3.5 Platform is about writing .NET applications using C++/CLI. While readers are learning the ins and outs of .NET application development, they will also be learning the syntax of C++, both old and new to .NET. Readers will also gain a good understanding of the .NET architecture. This is truly a .NET book applying C++ as its development language—not another C++ syntax book that happens to cover .NET.

This book covers all the major aspects and theory behind creating a fully functional network game, from setting up a stable MySQL back-end database for storing player information to developing a reusable TCP/IP network library for online games as well as developing web-based server interfaces. This title focuses on sockets rather than DirectPlay, which allows for multiplatform development as opposed to developing game servers solely for Windows-based servers and focuses on MySQL and PHP4 as development tools as well as the multiplatform use of OpenGL. Includes CD.

.NET Black Book is the one-time reference and solid introduction, written from the programmer s point of view, containing hundreds of examples covering every aspect of VS 2005 programming. It will help you master the entire spectrum of VB 2005 from Visual basic language reference to creating Windows Applications to control docking, from basic database handling to Windows Services, from Windows Mobile Applications to directory services and My Object and much more. In C# 2005 from C# language reference to OOPS to delegates and events and error handling in .NET Framework from graphics and file Handling to Remoting, from collection and generics to security and cryptography in .NET Framework and much more. In ASP.NET 2.0 from features of ASP.NET 2.0 to standard and HTML controls from navigation controls to Login and Web Parts controls, from data driven web applications to master pages and themes, from Caching to web services and AJAX and much more. This unique book is designed to contain more VS 2005 coverage than any other no doubt every aspect of the book is worth the price of the entire book.

This volume focuses on the underlying sockets class, one of the basis for learning about networks in any programming language. By learning to write simple client and server programs that use TCP/IP, readers can then realize network routing, framing, error detection and correction, and performance.

C++20 Recipes

Network Programming with Windows Sockets

TCP/IP Sockets in C

WinSock Programming Fundamental: A Compilation

WinSock 2.0

The comprehensive, authoritative introduction to the protocols that drive the Internet Covers internetworking, routing, transport protocols, multicast, and much more Includes detailed coverage of application protocols--DNS, TELNET, FTP, HTTP, SMTP, RTP/RTCP, SNMP, and WAP Presents techniques for maximizing security, availability, and scalability Extensive new coverage includes QoS, MPLS, IP telephony, and WAP An in-depth introduction to the entire TCP/IP suite--including the latest protocols and concepts Systematic coverage of internetworking, routing, transport, multicast, and application protocols New and updated coverage of QoS, MPLS, IP telephony, security, WAP, and more TCP/IP Tutorial and Technical Overview is an exceptionally complete, easy-to-understand, and up-to-date guide to the protocols that drive the Internet. Ideal for beginners--and for networking professionals who want to deepen their understanding--this book covers the entire TCP/IP suite, including emerging protocols that address the Internet's key challenges. The authors--an expert team of IBM TCP/IP instructors and consultants--begin by introducing TCP/IP's fundamental goals, roles, components, and underlying concepts. They survey today's core TCP/IP application protocols, from DNS to HTTP, SMTP to RTP, as well as protocols designed for advanced wireless and multimedia applications. The book includes detailed coverage of the latest trends in networking and infrastructure, including Quality of Service, MPLS, security, IP mobility, IP telephony, and IPv6. The authors also introduce leading tools for maximizing availability and scalability in IBM and Cisco environments, including IBM Sysplex Distributor, Cisco MultiNode Load Balancing, and OS/390 DNS/WLM. INTERNATIONAL TECHNICAL SUPPORT ORGANIZATIONSharing Technical Expertise From Around the World Prentice Hall PTR has selected this IBM Redbook for its worldwide publishing program. IBM Redbooks are produced by the International Technical Support Organization where experts from around the world work together to build effective technical information based on their practical work experience. For more information: ibm.com/redbooks

Practical explanations are given of Microsoft's networking APIs. This definitive reference covers the network programming interfaces available on the Windows 98, Windows NT/200, and Windows CE platforms. The CD-ROM features reusable code examples in Visual C++.

The book is logically divided into 5 main categories with each category representing a major skill set required by most security professionals: 1. Coding – The ability to program and script is quickly becoming a mainstream requirement for just about everyone in the security industry. This section covers the basics in coding complemented with a slue of programming tips and tricks in C/C++, Java, Perl and NASL. 2. Sockets – The technology that allows programs and scripts to communicate over a network is sockets. Even though the theory remains the same – communication over TCP and UDP, sockets are implemented differently in nearly ever language. 3. Shellcode – Shellcode, commonly defined as bytecode converted from Assembly, is utilized to execute commands on remote systems via direct memory access. 4. Porting – Due to the differences between operating platforms and language implementations on those platforms, it is a common practice to modify an original body of code to work on a different platforms. This technique is known as porting and is incredible useful in the real world environments since it allows you to not "recreate the wheel. 5. Coding Tools – The culmination of the previous four sections, coding tools brings all of the techniques that you have learned to the forefront. With the background technologies and techniques you will now be able to code quick utilities that will not only make you more productive, they will arm you with an extremely valuable skill that will remain with you as long as you make the proper time and effort dedications. *Contains never before seen chapters on writing and automating exploits on windows systems with all-new exploits. *Perform zero-day exploit forensics by reverse engineering malicious code. *Provides working code and scripts in all of the most common programming languages for readers to use TODAY to defend their networks.

Reilly gives developers a complete sourcebook of coding techniques and a concise reference of implementation examples for server-side development under Windows 2000. Detailed instructions show readers how to bring the application layer to the server, demonstrates how to support and streamline clients, and presents tons of code on the included CD.

Multicast Sockets

The Design and Implementation of the 4.4 BSD Operating System

Windows Sockets Network Programming

Effective TCP/IP Programming

Rootkits

Covers topics such as the importance of secure systems, threat modeling, canonical representation issues, solving database input, denial-of-service attacks, and security code reviews and checklists.

A comprehensive guide to programming with network sockets, implementing Internet protocols, designing IoT devices, and much more with C Key FeaturesLeverage your C or C++ programming skills to build powerful network applicationsGet to grips with a variety of network protocols that allow you to load web pages, send emails, and do much moreWrite portable network code for operating systems such as Windows, Linux, and macOSBook Description Network programming, a challenging topic in C, is made easy to understand with a careful exposition of socket programming APIs. This book gets you started with modern network programming in C and the right use of relevant operating system APIs. This book covers core concepts, such as hostname resolution with DNS, that are crucial to the functioning of the modern web. You'll delve into the fundamental network protocols, TCP and UDP. Essential techniques for networking paradigms such as client-server and peer-to-peer models are explained with the help of practical examples. You'll also study HTTP and HTTPS (the protocols responsible for web pages) from both the client and server perspective. To keep up with current trends, you'll apply the concepts covered in this book to gain insights into web programming for IoT. You'll even get to grips with network monitoring and implementing 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. Special consideration is given to writing 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 learnUncover cross-platform socket programming APIsImplement techniques for supporting IPv4 and IPv6Understand how TCP and UDP connections work over IPDiscover how hostname resolution and DNS workInterface with web APIs using HTTP and HTTPSAcquire hands-on experience with Simple Mail Transfer Protocol (SMTP)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 enter the world of network programming, this book is for you. Basic knowledge of C programming is assumed.

Based on newest version of Visual Studio .NET (2005) and .NET Framework version 2.0 All topic areas include specific code examples Bridges the gap between classic C++ and Visual C++ .NET Update of a highly successful first edition

The WinSock library is one of the hottest emerging Windows Open Services Architecture standards used to add TCP/IP connectivity to applications. Now this hands-on tutorial, aimed at Windows programmers familiar with a C++ compiler and an application framework, offers sample code which is portable between 16 bit (Windows 3.1) and 32 bit (Windows NT and Chicago). CD includes shareware.

C# Network Programming

Special Edition Using Visual C++.NET

Troubleshooting with the Windows Sysinternals Tools

Programming Multiplayer Games

Network Programming for Microsoft Windows

Multicast Sockets: Practical Guide for Programmers is a hands-on, application-centric approach to multicasting (as opposed to a network-centric one) that is filled with examples, ideas, and experimentation. Each example builds on the last to introduce multicast concepts, frameworks, and APIs in an 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 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 application programmer is reflected in this rich instructional and practical approach to the subject material Only book available that provides a clear, concise, application-centric approach to programming multicast applications and covers several languages□C, Java, and C# on the .NET platform Covers important topics like service models, testing reachability, and addressing and scoping Includes numerous examples and exercises for programmers and students to test what they have learned

Programming WinSock

Subverting the Windows Kernel

C++ Network Programming, Volume I

Inside Server-based Applications