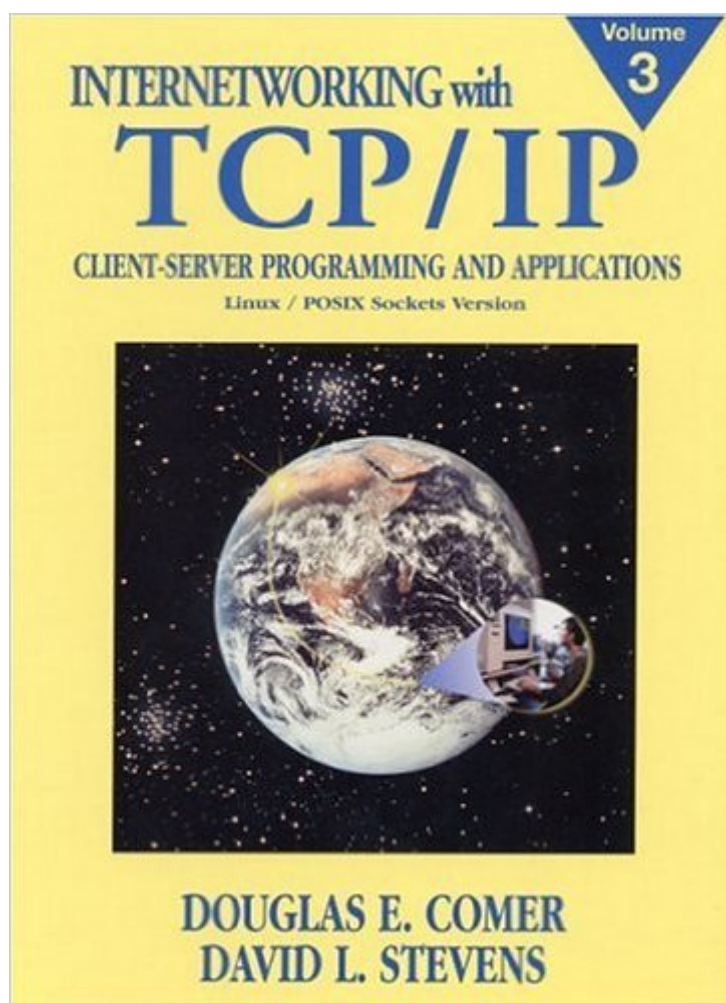# Internetworking With TCP/IP, Vol. III: Client-Server Programming And Applications, Linux/Posix Sockets Version

Synopsis

Internetworking with TCP/IP, Volume III describes the fundamental concepts of client-server computing used to build all distributed computing systems, and presents an in-depth guide to the Posix sockets standard utilized by Linux and other operating systems. Dr. Douglas E. Comer compares leading server designs, and describes the key tools and techniques used to build clients and servers, including Remote Procedure Call (RPC). The book contains examples of running programs that illustrate each approach. Comer introduces the client-server model and its software design implications; the role of concurrent processing and threads; the Socket API, and differences that impact Linux programmers. Understand the key algorithms and issues associated with client and server software design; then review three leading approaches: iterative, connectionless servers (UPD); and both iterative and concurrent connection-oriented servers (TCP). The book contains extensive coverage of threading, including a new chapter on using threads for concurrency; as well as coverage of single-threaded and multi-threaded concurrent servers. Comer introduces multi-protocol and multi-service services; reviews client concurrency; tunneling at the transport and application levels; and external data representation (XDR). He reviews RPC, distributed program generation, NFS concepts and protocol; Telnet; streaming media transport; and finally, techniques for avoiding deadlock and starvation in client-server systems. For everyone who wants to master TCP/IP and understand how the Internet works.

Book Information

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Customer Reviews

If you are a linux lover and want to dig into client/server (socket) programming , this book is a good choice. Compared with Steven's Unix Network Programming, this book is more simply and clearly written. Not like Steven who is an expert in explaining details, Comer is good at giving a sound explanation of the network programming principle both in theory and in practice. You will find nice "Algorithm" part in many of the examples which is a good abstraction of the general problem. So after the reading you will feel comfortable because of the gain in not only knowledge but also the kind of insight you could use toward other problems. As a distinguished professor in computer science, Comer spells out the single word of engineering ,"Simplicity is beauty", again by presenting this clearly written TCP/IP programming book. Also some most exciting stuff like RTP (realtime transport protocol), Web server programming models are also included in this latest edition of his Vol 3. And as you expected, the full source code of all the chapters is available online.

This is a great book for those who want to enrich their knowledge of network communication and Internet Architecture. The coverage of the topics is outstanding in both its breadth and depth. I strongly recommend it.

Although I need vol I actually, but this book is also very good for me. Especially i need to work on S/C programming.

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