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This chapter introduces advanced client-server network programming techniques. These include the Remote Method Invocation paradigm which allows the clients to invoke methods on servers and retrieve the results and Java applet-servlet communication techniques alongside comprehensive examples.

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Answering the need for an accessible overview of the field, this text/reference presents a manageable introduction to both the theoretical and practical aspects of computer networks and network programming. Clearly structured and easy to follow, the book describes cutting-edge developments in

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network architectures, communication protocols, and programming techniques and models, supported by code examples for hands-on practice with creating network-based applications. Features: presents detailed coverage of network architectures; gently introduces the reader to the basic ideas underpinning computer networking, before gradually building up to more advanced concepts; provides numerous step-by-step descriptions of practical examples; examines a range of network programming techniques; reviews network-based data storage and multimedia transfer; includes an extensive

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set of practical code examples, together with detailed comments and explanations.

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On its own, C# simplifies network

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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 sockets connections via TCP and "connectionless" connections via UDP. You'll also discover just how much help C# gives you

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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

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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.

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

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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.

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

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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

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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

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networked application services Concurrency in
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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.

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

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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

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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

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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.

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.

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A text focusing on the methods and alternatives for designed TCP/IP-based client/server systems and advanced techniques for specialized applications with Perl. A guide examining a collection of the best third party modules in the Comprehensive Perl Archive Network. Topics covered: Perl function libraries and techniques that allow programs to interact with resources over a network. IO: Socket library ; Net: FTP library -- Telnet library -- SMTP library ; Chat problems ; Internet Message Access Protocol (IMAP) issues ; Markup-language parsing ; Internet Protocol (IP) broadcasting

Online Library Advanced Network Programming Principles And Techniques and multicasting.

The last few decades have seen the digital transformation of healthcare, with health informaticians taking the lead in innovations which have enabled the sector to evolve from rudimentary computer based records to large-scale systems allowing for intra-organisational, national and even international communication and information exchange. Establishing and maintaining strong partnerships between the healthcare community, government, universities and industry is integral to supporting these

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advances. This book presents 24 selected papers from the 25th Australian National Health Informatics Conference (HIC 2017), held in Brisbane, Australia, in August 2017. The theme of HIC 2017 is Integrating and Connecting Care, and the conference provides the ideal professional and social environment for clinicians, researchers, health IT professionals, industry and consumers to integrate, educate and share their knowledge and debate current and future health systems. The papers in the book reflect the theme of the conference, highlighting the cutting-edge research evidence, technology updates and

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innovations crucial to the digital transformation of the healthcare sector. Health informatics and e-health play a central role in connecting information systems, being smart with data, and enhancing both practitioner and consumer experience in healthcare interactions, and the book will be of interest to researchers and practitioners alike.

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

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API, and Java Secure Sockets Extension.

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