

UNIX Network Programming: Networking APIs: Sockets and XTI; Volume 1


By W. Richard Stevens

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Editorial Review

Amazon.com Review

The classic programming text *Unix Network Programming* has been updated by author W. Richard Stevens to encompass three new volumes. There have been a few changes in the computing world since 1990 (the year the original was published), and Stevens has taken the opportunity to create a complete set of reference manuals for programmers of all skill levels.

The first volume, *Networking APIs: Sockets and XTI*, covers everything you need to know to make your programs communicate over networks. Stevens covers everything from writing your programs to be compatible with both Internet Protocol version 4 (IPv4) and IPv6, to raw sockets, routing sockets, User Datagram Protocol (UDP), broadcasting/multicasting, routing sockets, server internals, and more, plus a section covering Posix threads.

Stevens also notes compatibility issues with different operating systems so that readers can create code that is more portable, and he offers plenty of advice on how to make code more robust. --*Doug Beaver*

From the Back Cover

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- Routing sockets.
- Broadcasting and multicasting.
- IP options.
- Multithreading.
- Advanced name and address conversions.
- UNIX domain protocols.
- Raw sockets.

Learn how to choose among today's leading client/server design approaches, including TCP iterative, concurrent, preforked and prethreaded servers. Master the X/Open Transport Interface, including XTI TCP clients and servers, name and address functions, options, streams and additional functions.

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About the Author

W. RICHARD STEVENS is author of *UNIX Network Programming, First Edition*, widely recognized as the classic text in UNIX networking. He is also the author of *Advanced Programming in the UNIX Environment* and the *TCP/IP Illustrated Series*. He is an acknowledged UNIX and networking expert, sought-after instructor, and occasional consultant.

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