

BSD Sockets Programming From a Multi-Language Perspective

BSD SOCKETS PROGRAMMING

from a MULTI-LANGUAGE PERSPECTIVE

- Covers the Sockets API in depth, including behavioral consequences in a large variety of popular languages, including C, Java, Python, Perl, Ruby, and Erlang
- Offers complete coverage of socket options and their effects on network applications
- Looks at language-specific network programming alternatives
- Analyzes the implementations of standard software patterns for each of the covered languages, including a simple HTTP server, SMTP client, multicast and broadcast patterns, and more



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BSD Sockets Programming from a Multi-Language Perspective is written for software developers who need to create a variety of network applications. It begins by detailing

the efficient and effective uses of the BSD Sockets API for networked application development in multiple languages. From there the BSD API is covered in detail and the purpose of each function and socket option is identified, including the advanced behavioral side-effects of each. Having a thorough understanding of these issues and techniques is often the difference between being a novice and professional network application developer. Optimizing networked applications and avoiding common pitfalls are also addressed. After the solid foundational coverage of the Sockets API in Part I, Part II investigates it from a variety of language perspectives. Using six different languages in all, including imperative languages (C), object-oriented languages (Java), and scripting languages (Perl), you learn the advantages and disadvantages of each language as they relate to the development of networked applications and the Sockets API. Finally, in Part III, a set of software patterns is discussed for each language.

Patterns include a simple HTTP server and SMTP client, and various Sockets communication styles (stream, datagram, multicast, and broadcast). These patterns can be used as the basis for more complex applications or to give you a quick-start when building networked applications. The patterns also illuminate the differences between the network APIs for each language and identify how certain languages make patterns simple and others make them complex. The accompanying CD-ROM includes all of the source code from the book, including the patterns detailed in Part III, as well as open source interpreters and other tools.

作者介绍:

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