
Network Programming In Net With C And Visual Basic Net

Java Network Programming
C++ Network Programming, Volume I
Hands-On Network Programming with C# and .NET Core
Network Programming for the Microsoft .NET Framework
Network Programming in .NET
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Computer Networking: A Top-Down Approach Featuring the Internet, 3/e
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Microsoft.NET Compact Framework
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Java Network

Programming "O'Reilly Media, Inc."

After providing an introduction to the Perl programming language, this helpful guide teaches computer networking using Perl. Topics discussed include ethernet network analysis, programming standard Internet protocols, and exploring mobile agent programming. * Each chapter provides a general discussion of the technologies under consideration, the support for programming the technologies as provided by Perl, and implementations of working examples * Covers Mobile Agent Technology, which is set to become one of the "next big things" on the Internet * Further information is supplied, including a listing of Web and print resources, programming exercises, and tips to expand the reader's understanding of the material

C++ Network Programming, Volume I "O'Reilly Media, Inc."

Dive into key topics in network architecture and Go, such as data serialization, application level protocols, character sets and encodings. This book covers network architecture and gives an overview of the Go language as a primer, covering the latest Go release. Beyond the fundamentals, Network Programming with Go covers key networking and security issues such as HTTP and HTTPS, templates, remote procedure call (RPC), web sockets including HTML5 web sockets, and more. Additionally, author Jan Newmarch guides you in building and connecting to a complete web server based on Go. This book can serve as both as an essential learning guide and reference on Go networking. What You Will Learn Master network programming with Go Carry out data serialization Use application-level protocols Manage character sets and encodings Deal with HTTP(S) Build a complete Go-based web server Work with RPC, web sockets, and more Who This Book Is For Experienced Go programmers and other programmers with some experience with the Go

language.

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

A comprehensive guide to programming with network sockets, implementing internet protocols, designing IoT devices, and much more with C Key Features Apply your C and C++ programming skills to build powerful network applications Get to grips with a variety of network protocols that allow you to load web pages, send emails, and do much more Write portable network code for Windows, Linux, and macOS Book Description Network programming enables processes to communicate with each other over a computer network, but it is a complex task that requires programming with multiple libraries and protocols. With its support for third-party libraries and structured documentation, C is an ideal language to write network programs. Complete with step-by-step explanations of essential concepts and practical examples, this C network programming book begins with the fundamentals of Internet Protocol, TCP, and UDP. You'll explore client-server

and peer-to-peer models for information sharing and connectivity with remote computers. The book will also cover HTTP and HTTPS for communicating between your browser and website, and delve into hostname resolution with DNS, which is crucial to the functioning of the modern web. As you advance, you'll gain insights into asynchronous socket programming and streams, and explore debugging and error handling. Finally, you'll study network monitoring and implement 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. You'll work with 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 learn

Uncover cross-platform socket programming APIs
Implement techniques for supporting IPv4 and

IPv6
Understand how TCP and UDP connections work over IP
Discover how hostname resolution and DNS work
Interface with web APIs using HTTP and HTTPS
Explore Simple Mail Transfer Protocol (SMTP) for electronic mail transmission
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 get started with network programming, this book is for you. Basic knowledge of C programming is assumed.

Network Programming for the Microsoft .NET Framework Firewall Media
Java Network Programming, Third Edition, brings you up-to-date with the latest features of Java's network APIs. This book discusses all the changes and additions to networking in JDK 1.4 and 1.5 (now christened J2SE 5). It covers everything from networking fundamentals to remote method invocation (RMI), including chapters on TCP and UDP sockets, server sockets, URLs and URIs, multicasting, and special-purpose APIs such as JavaMail. This book shows you how to use JSSE to write secure networking applications and explains

how to use the NIO APIs to write ultra high-performance servers. And it covers Java's support for network proxies, web cookies, and URL caching.

Java Network Programming doesn't just explain the APIs: it shows you how to put them to work. This book is full of examples; it contains thousands of lines of working code (all of which are available online), implementing fully functional network clients and servers. Whether you want to write a special-purpose web server, a secure online order taker, a simple multicast agent, or even an email client, you'll find code that you can learn from and borrow. Whether you're an experienced network developer, a new Java programmer, or someone who just wants to see what's possible, you'll find that *Java Network Programming, Third Edition* is an important part of your library. Once you've started using the Java Networking APIs, the possibilities are only limited by your imagination.

[Network Programming in .NET](#) Pearson Education India
Here is the complete guide to the hot new field of network applications

development for the Palm computing platform. All the major concepts are discussed here, as well as insider tips on the development nuances.

C# Network Programming

No Starch Press

Learn the best ways to exploit the networking APIs in the .NET Framework—and deliver greater flexibility, interoperability, and power to your network applications. Three network programming specialists from Microsoft demonstrate how to use the System.Net namespace, which contains the core classes for network development, across a range of scenarios—from writing your first socket-based application to developing high performance N-tier Web applications.

Whether you're a Win32-based network programmer moving to the .NET Framework or you're an XML Web Services or .NET Remoting developer looking for a better understanding of how these technologies relate to the network, this singular reference delivers the code and instruction you need.

Discover how to: Use serialization techniques—binary, XML, and SOAP—to package

complex data Enable concurrent programming—and increase application flexibility—with threads and asynchronous I/O Resolve URLs without writing protocol-specific code Communicate over IP networks using DNS, IPv4, and IPv6 Learn core to advanced socket programming techniques for both client and server operations Employ the .NET Web-related classes to retrieve HTTP content—proxy servers, cookies, credentials, and more Fine-tune XML Web services in your network programs and customize the underlying HTTP protocol for optimal efficiency Write a .NET Remoting custom channel to communicate over any data transmission medium Utilize code access security, encryption technology, and HTTP authentication techniques Boost application performance and scalability by streamlining resources

Programming ML.NET
"O'Reilly Media, Inc."
Network Programming with Go teaches you how to write clean, secure network software with the programming language designed to make it seem easy. Build simple, reliable, network software

Combining the best parts of many other programming languages, Go is fast, scalable, and designed for high-performance networking and multiprocessing. In other words, it's perfect for network programming. Network Programming with Go will help you leverage Go to write secure, readable, production-ready network code. In the early chapters, you'll learn the basics of networking and traffic routing. Then you'll put that knowledge to use as the book guides you through writing programs that communicate using TCP, UDP, and Unix sockets to ensure reliable data transmission. As you progress, you'll explore higher-level network protocols like HTTP and HTTP/2 and build applications that securely interact with servers, clients, and APIs over a network using TLS. You'll also learn: Internet Protocol basics, such as the structure of IPv4 and IPv6, multicasting, DNS, and network address translation Methods of ensuring reliability in socket-level communications Ways to use handlers, middleware, and multiplexers to build capable HTTP applications with minimal code Tools

for incorporating authentication and encryption into your applications using TLS Methods to serialize data for storage or transmission in Go-friendly formats like JSON, Gob, XML, and protocol buffers Ways of instrumenting your code to provide metrics about requests, errors, and more Approaches for setting up your application to run in the cloud (and reasons why you might want to)

Network Programming with Go is all you'll need to take advantage of Go's built-in concurrency, rapid compiling, and rich standard library. Covers Go 1.15 (Backward compatible with Go 1.12 and higher)

TCP/IP Sockets in C#

Addison-Wesley Professional

This book contains everything you need to make your application program support IPv6. IPv6 socket APIs (RFC2553) are fully described with real-world examples. It covers security, a great concern these days. To secure the Internet infrastructure, every developer has to take a security stance - to audit every line of code, to use proper API and write correct and secure

code as much as possible. To achieve this goal, the examples presented in this book are implemented with a security stance. Also, the book leads you to write secure programs. For instance, the book recommends against the use of some of the IPv6 standard APIs - unfortunately, there are some IPv6 APIs that are inherently insecure, so the book tries to avoid (and discourage) the use of such APIs. Another key issue is portability. The examples in the book should be applicable to any of UNIX based operating systems, MacOS X, and Windows XP.*

Covers the new protocol just adopted by the Dept of Defense for future systems* Deals with security concerns, including spam and email, by presenting the best programming standards * Fully describes IPv6 socket APIs (RFC2553) using real-world examples * Allows for portability to UNIX-based operating systems, MacOS X, and Windows XP

Hands-On Network Programming with C
Microsoft Press

This book demystifies the amazing architecture and protocols of computers as they communicate over

the Internet. While very complex, the Internet operates on a few relatively simple concepts that anyone can understand. Networks and networked applications are embedded in our lives. Understanding how these technologies work is invaluable. This book was written for everyone - no technical knowledge is required! While this book is not specifically about the Network+ or CCNA certifications, it as a way to give students interested in these certifications a starting point.

Multiplayer Game Programming "O'Reilly Media, Inc."

Create and unleash the power of neural networks by implementing C# and .Net code Key FeaturesGet a strong foundation of neural networks with access to various machine learning and deep learning librariesReal-world case studies illustrating various neural network techniques and architectures used by practitionersCutting-edge coverage of Deep Networks, optimization algorithms, convolutional networks, autoencoders and many moreBook Description Neural networks have made a

surprise comeback in the last few years and have brought tremendous innovation in the world of artificial intelligence. The goal of this book is to provide C# programmers with practical guidance in solving complex computational challenges using neural networks and C# libraries such as CNTK, and TensorFlowSharp. This book will take you on a step-by-step practical journey, covering everything from the mathematical and theoretical aspects of neural networks, to building your own deep neural networks into your applications with the C# and .NET frameworks. This book begins by giving you a quick refresher of neural networks. You will learn how to build a neural network from scratch using packages such as Encog, Aforge, and Accord. You will learn about various concepts and techniques, such as deep networks, perceptrons, optimization algorithms, convolutional networks, and autoencoders. You will learn ways to add intelligent features to your .NET apps, such as facial and motion detection, object detection and labeling, language understanding,

knowledge, and intelligent search. Throughout this book, you will be working on interesting demonstrations that will make it easier to implement complex neural networks in your enterprise applications. What you will learn Understand perceptrons and how to implement them in C# Learn how to train and visualize a neural network using cognitive services Perform image recognition for detecting and labeling objects using C# and TensorFlowSharp Detect specific image characteristics such as a face using Accord.Net Demonstrate particle swarm optimization using a simple XOR problem and Encog Train convolutional neural networks using ConvNetSharp Find optimal parameters for your neural network functions using numeric and heuristic optimization techniques. Who this book is for This book is for Machine Learning Engineers, Data Scientists, Deep Learning Aspirants and Data Analysts who are now looking to move into advanced machine learning and deep learning with C#. Prior

knowledge of machine learning and working experience with C# programming is required to take most out of this book
[Palm OS Network Programming](#) Packt Publishing Ltd
 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 Features Explore various network architectures that make distributed programming possible Learn how to make reliable software by writing secure interactions between clients and servers Use .NET Core for network device automation, DevOps, and software-defined networking Book 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 learn
 Understand the breadth of C#'s network programming utility classes
 Utilize network-layer architecture and organizational strategies
 Implement various communication and transport protocols within C#
 Discover hands-on examples of distributed application development
 Gain hands-on experience with asynchronous socket programming and streams
 Learn how C# and the .NET Core runtime interact with a hosting network
 Understand a full suite of network programming tools and features
 Who 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.
Network Programming with Rust Elsevier
 Discover practical solutions for a wide range of real-world network programming tasks
 About This Book
 Solve real-world

tasks in the area of network programming, system/networking administration, network monitoring, and more.
 Familiarize yourself with the fundamentals and functionalities of SDN
 Improve your skills to become the next-gen network engineer by learning the various facets of Python programming
 Who This Book Is For
 This book is for network engineers, system/network administrators, network programmers, and even web application developers who want to solve everyday network-related problems. If you are a novice, you will develop an understanding of the concepts as you progress with this book.
 What You Will Learn
 Develop TCP/IP networking client/server applications
 Administer local machines' IPv4/IPv6 network interfaces
 Write multi-purpose efficient web clients for HTTP and HTTPS protocols
 Perform remote system administration tasks over Telnet and SSH connections
 Interact with popular websites via web services such as XML-RPC, SOAP, and REST APIs
 Monitor and analyze major common network security vulnerabilities

Develop Software-Defined Networks with Ryu, OpenDaylight, Floodlight, ONOS, and POX
 Controllers Emulate simple and complex networks with Mininet and its extensions for network and systems emulations
 Learn to configure and build network systems and Virtual Network Functions (VNF) in heterogeneous deployment environments
 Explore various Python modules to program the Internet In Detail Python Network Programming Cookbook - Second Edition highlights the major aspects of network programming in Python, starting from writing simple networking clients to developing and deploying complex Software-Defined Networking (SDN) and Network Functions Virtualization (NFV) systems. It creates the building blocks for many practical web and networking applications that rely on various networking protocols. It presents the power and beauty of Python to solve numerous real-world tasks in the area of network programming, network and system administration, network monitoring, and web-application development.

In this edition, you will also be introduced to network modelling to build your own cloud network. You will learn about the concepts and fundamentals of SDN and then extend your network with Mininet. Next, you'll find recipes on Authentication, Authorization, and Accounting (AAA) and open and proprietary SDN approaches and frameworks. You will also learn to configure the Linux Foundation networking ecosystem and deploy and automate your networks with Python in the cloud and the Internet scale. By the end of this book, you will be able to analyze your network security vulnerabilities using advanced network packet capture and analysis techniques. Style and approach This book follows a practical approach and covers major aspects of network programming in Python. It provides hands-on recipes combined with short and concise explanations on code snippets. This book will serve as a supplementary material to develop hands-on skills in any academic course on network programming. This book further elaborates network

softwarization, including Software-Defined Networking (SDN), Network Functions Virtualization (NFV), and orchestration. We learn to configure and deploy enterprise network platforms, develop applications on top of them with Python.
Pro .NET 1.1 Network Programming John Wiley & Sons
 Tapadiya takes a straightforward, hands-on approach to explain everything readers need to know from development to deployment and maintenance for this platform--all from a developer's perspective. Using C# as the primary language, and with plenty of code examples throughout, this book is an excellent way to learn. *Network Programming in .NET* Elsevier
 Like sysadmins before them, network engineers are finding that they cannot do their work manually anymore. As the field faces new protocols, technologies, delivery models, and a pressing need for businesses to be more agile and flexible, network automation is becoming essential. This practical guide shows network engineers how to use a range of

technologies and tools—including Linux, Python, JSON, and XML—to automate their systems through code. Network programming and automation will help you simplify tasks involved in configuring, managing, and operating network equipment, topologies, services, and connectivity. Through the course of the book, you'll learn the basic skills and tools you need to make this critical transition. This book covers: Python programming basics: data types, conditionals, loops, functions, classes, and modules Linux fundamentals to provide the foundation you need on your network automation journey Data formats and models: JSON, XML, YAML, and YANG for networking Jinja templating and its applicability for creating network device configurations The role of application programming interfaces (APIs) in network automation Source control with Git to manage code changes during the automation process How Ansible, Salt, and StackStorm open source automation tools can be used to automate network devices Key tools and technologies required for a Continuous

Integration (CI) pipeline in network operations
Python Network Programming Cookbook "O'Reilly Media, Inc."
 Master Neural Networks for Building Modern AI Systems. KEY FEATURES
 ● Comprehensive Coverage of Foundational AI Concepts and Theories.
 ● In-Depth Exploration of Maths Behind Neural Network Mathematics. ● Effective Strategies for Structuring Deep Learning Code. ● Real-World Applications of AI Principles and Techniques. DESCRIPTION This book is a practical guide to the world of Artificial Intelligence (AI), unraveling the math and principles behind applications like Google Maps and Amazon. The book starts with an introduction to Python and AI, demystifies complex AI math, teaches you to implement AI concepts, and explores high-level AI libraries. Throughout the chapters, readers are engaged with the book through practice exercises, and supplementary learnings. The book then gradually moves to Neural Networks with Python before diving into constructing ANN models and real-world AI applications. It

accommodates various learning styles, letting readers focus on hands-on implementation or mathematical understanding. This book isn't just about using AI tools; it's a compass in the world of AI resources, empowering readers to modify and create tools for complex AI systems. It ensures a journey of exploration, experimentation, and proficiency in AI, equipping readers with the skills needed to excel in the AI industry. WHAT WILL YOU LEARN ● Leverage TensorFlow and Keras while building the foundation for creating AI pipelines. ● Explore advanced AI concepts, including dimensionality reduction, unsupervised learning, and optimization techniques. ● Master the intricacies of neural network construction from the ground up. ● Dive deeper into neural network development, covering derivatives, backpropagation, and optimization strategies. ● Harness the power of high-level AI libraries to develop production-ready code, allowing you to accelerate the development of AI applications. ● Stay up-to-date with the latest breakthroughs and

advancements in the dynamic field of artificial intelligence. WHO IS THIS BOOK FOR? This book serves as an ideal guide for software engineers eager to explore AI, offering a detailed exploration and practical application of AI concepts using Python. AI researchers will find this book enlightening, providing clear insights into the mathematical concepts underlying AI algorithms and aiding in writing production-level code. This book is designed to enhance your skills and knowledge to create sophisticated, AI-powered solutions and advance in the multifaceted field of AI.

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Understanding the Basics of TensorFlow and Keras

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IPv6 Network Programming Lulu.com

The purpose of this book is to provide tools to design and implement network-orientated applications in .NET. It is also a guide for software designers to choose the best and most efficient way to implement mission critical solutions. The book addresses real-world issues facing professional developers, such as using third-party components as opposed in-house development. It differentiates itself from existing .NET publications because it is aimed at experienced professionals and concentrates on practical, ready-to-use information. The book is written in two languages C# and VB.NET, and covers never-before published information on Telephony in .NET and packet-level networking. This is the second book in the Digital Press Software Development Series. Coverage of lower level protocols allows implementation of performance-centric applications

Demonstrates the

feasibility of developing telephony solutions in-house rather than outsourcing

Written in VB.NET and C# to assist readers working in either language

Coverage of Email, FTP and the WWW allows implementation of applications in all three areas

Computer Networking: A Top-Down Approach Featuring the Internet, 3/e Addison-Wesley Professional

On its own, C# simplifies network 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 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 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.

Programming in the .NET Environment

Academic Press

To build today's highly distributed, networked applications and services, you need deep mastery of sockets and other key networking APIs. One book delivers comprehensive, start-to-finish guidance for building robust, high-performance networked systems in any environment: UNIX Network Programming, Volume 1, Third Edition. [Foundations of Python Network Programming](#) Packt Publishing Ltd An easy-to-read, in-depth guide to network programming in the .NET Framework! * Shows how to integrate the web and e-mail support into .NET

applications. * Covers transport protocols such as TCP and UDP and application protocols such as HTTP and FTP. * Includes examples of implementing application-level protocols. * Shows how to secure network communication in .NET. *Programming C# with Visual Studio .NET 2005* Apress * Covers low-level networking in Python —essential for writing a new networked application protocol. * Many working examples demonstrate concepts in action -- and can be used as starting points for new projects. * Networked application security is demystified. * Exhibits and explains multitasking network servers using several models, including forking, threading, and non-blocking sockets. * Features extensive coverage of Web and E-mail. Describes Python's database APIs.

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