



Community Experience Distilled

# Boost.Asio C++ Network Programming

## *Second Edition*

Learn effective C++ network programming with Boost.Asio and become a proficient C++ network programmer

Wisnu Anggoro  
John Torjo

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# Boost Asio C Network Programming Torjo John

**Wisnu Anggoro, John Torjo**



## **Boost Asio C Network Programming Torjo John:**

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Boost.Asio C++ Network Programming Wisnu Anggoro, John Torjo, 2015-09-16 Learn effective C network programming with Boost Asio and become a proficient C network programmer About This Book Learn efficient C network programming with minimum coding using Boost Asio Your one stop destination to everything related to the Boost Asio library Explore the fundamentals of networking to choose designs with more examples and learn the basics of Boost Asio Who This Book Is For This book is for C Network programmers with basic knowledge of network programming but no knowledge of how to use Boost Asio for network programming What You Will Learn Prepare the tools to simplify network programming in C using

Boost Asio Explore the networking concepts of IP addressing TCP IP ports and protocols and LAN topologies Get acquainted with the usage of the Boost libraries Get to know more about the content of Boost Asio network programming and Asynchronous programming Establish communication between client and server by creating client server application Understand the various functions inside Boost Asio C libraries to delve into network programming Discover how to debug and run the code successfully In Detail Boost Asio is a C library used for network programming operations Organizations use Boost because of its productivity Use of these high quality libraries speed up initial development result in fewer bugs reduce reinvention of the wheel and cut long term maintenance costs Using Boost libraries gives an organization a head start in adopting new technologies This book will teach you C Network programming using synchronous and asynchronous operations in Boost Asio with minimum code along with the fundamentals of Boost server client applications debugging and more You will begin by preparing and setting up the required tools to simplify your network programming in C with Boost Asio Then you will learn about the basic concepts in networking such as IP addressing TCP IP protocols and LAN with its topologies This will be followed by an overview of the Boost libraries and their usage Next you will get to know more about Boost Asio and its concepts related to network programming We will then go on to create a client server application helping you to understand the networking concepts Moving on you will discover how to use all the functions inside the Boost Asio C libraries Lastly you will understand how to debug the code if there are errors found and will run the code successfully Style and approach An example oriented book to show you the basics of networking and help you create a network application simply using Boost Asio with more examples for you to get up and running with Boost Asio quickly

*Learning Network Programming with Java* Richard M Reese, 2015-12-22 Harness the hidden power of Java to build network enabled applications with lower network traffic and faster processes About This Book Learn to deliver superior server to server communication through the networking channels Gain expertise of the networking features of your own applications to support various network architectures such as client server and peer to peer Explore the issues that impact scalability affect security and allow applications to work in a heterogeneous environment Who This Book Is For Learning Network Programming with Java is oriented to developers who wish to use network technologies to enhance the utility of their applications You should have a working knowledge of Java and an interest in learning the latest in network programming techniques using Java No prior experience with network development or special software beyond the Java SDK is needed Upon completion of the book beginner and experienced developers will be able to use Java to access resources across a network and the Internet What You Will Learn Connect to other applications using sockets Use channels and buffers to enhance communication between applications Access network services and develop client server applications Explore the critical elements of peer to peer applications and current technologies available Use UDP to perform multicasting Address scalability through the use of core and advanced threading techniques Incorporate techniques into an application to make it more secure Configure and address

interoperability issues to enable your applications to work in a heterogeneous environment In Detail Network aware applications are becoming more prevalent and play an ever increasing role in the world today Connecting and using an Internet based service is a frequent requirement for many applications Java provides numerous classes that have evolved over the years to meet evolving network needs These range from low level socket and IP based approaches to those encapsulated in software services This book explores how Java supports networks starting with the basics and then advancing to more complex topics An overview of each relevant network technology is presented followed by detailed examples of how to use Java to support these technologies We start with the basics of networking and then explore how Java supports the development of client server and peer to peer applications The NIO packages are examined as well as multitasking and how network applications can address practical issues such as security A discussion on networking concepts will put many network issues into perspective and let you focus on the appropriate technology for the problem at hand The examples used will provide a good starting point to develop similar capabilities for many of your network needs Style and approach Each network technology s terms and concepts are introduced first This is followed up with code examples to explain these technologies Many of the examples are supplemented with alternate Java 8 solutions when appropriate Knowledge of Java 8 is not necessary but these examples will help you better understand the power of Java 8

**C++ Crash Course** Josh Lospinoso, 2019-09-24 A fast paced thorough introduction to modern C written for experienced programmers After reading C Crash Course you ll be proficient in the core language concepts the C Standard Library and the Boost Libraries C is one of the most widely used languages for real world software In the hands of a knowledgeable programmer C can produce small efficient and readable code that any programmer would be proud of Designed for intermediate to advanced programmers C Crash Course cuts through the weeds to get you straight to the core of C 17 the most modern revision of the ISO standard Part 1 covers the core of the C language where you ll learn about everything from types and functions to the object life cycle and expressions Part 2 introduces you to the C Standard Library and Boost Libraries where you ll learn about all of the high quality fully featured facilities available to you You ll cover special utility classes data structures and algorithms and learn how to manipulate file systems and build high performance programs that communicate over networks You ll learn all the major features of modern C including Fundamental types reference types and user defined types The object lifecycle including storage duration memory management exceptions call stacks and the RAII paradigm Compile time polymorphism with templates and run time polymorphism with virtual classes Advanced expressions statements and functions Smart pointers data structures dates and times numerics and probability statistics facilities Containers iterators strings and algorithms Streams and files concurrency networking and application development With well over 500 code samples and nearly 100 exercises C Crash Course is sure to help you build a strong C foundation

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