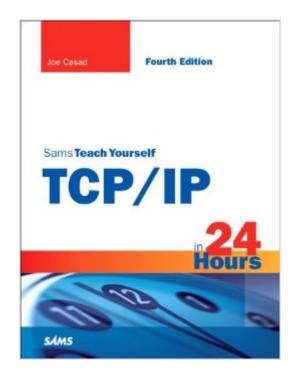
The book was found

Sams Teach Yourself TCP/IP In 24 Hours (4th Edition)





Synopsis

In just 24 lessons of one hour or less, you will uncover the inner workings of TCP/IP. Using a straightforward, step-by-step approach, each lesson builds on the previous ones, enabling you to learn the essentials of TCP/IP from the ground up. Â Practical discussions provide an inside look at TCP/IP components and protocols. Step-by-step instructions walk you through many common tasks. Q&As at the end of each hour help you test your knowledge. Notes and tips point out shortcuts and solutions and help you steer clear of potential problems. Â If you're looking for a smart, concise introduction to the protocols that power the Internet, start your clock and look inside. Sams Teach Yourself TCP/IP in 24 Hours is your guide to the secrets of TCP/IP. A Learn about... Protocols at each layer of the TCP/IP stack Routers and gateways IP addressing Subnetting TCP/IP networks Name resolution techniques TCP/IP utilities such as ping and traceroute TCP/IP over wireless networks IP version 6 The World Wide Web and how it works TCP/IP mail protocols such as POP3, IMAP4, and SMTP Casting, streaming, and automation Web services Detecting and stopping network attacks Part I: TCP/IP Basics Hour 1Â Â What Is TCP/IP? 7 Hour 2Â Â Â How TCP/IP Works 21 Part II: The TCP/IP Protocol System Hour 3Â Â The Network Access Layer 35 Hour 4Â Â Â The Internet Layer 47 Hour 5Â Â Â Subnetting and CIDR 69 Hour 6Â Â Â The Transport Layer 83 Hour 7Â Â Â The Application Layer 107 Part III: Networking with TCP/IP Hour 8Â Â Â Â Routing 121 Hour 9Â Â Â Â Getting Connected 143 Hour 10Â Â Â Firewalls 175 Hour 11Â Â Â Name Resolution 185 Hour 12Â Â Â Automatic Configuration 215 Hour 13Â Â Â IPv6--The Next Generation 229 Part IV: TCP/IP Utilities Hour 14Â Â Â TCP/IP Utilities 243 Hour 15Â Â Â Monitoring and Remote Access 275 Part V: TCP/IP and the Internet Hour 16Â Â Â The Internet: A Closer Look 297 Hour 17Â Â Â HTTP, HTML, and the World Wide Web 305 Hour 18Â Â Â Email 321 Hour 19Â Â Â Streaming and Casting 339 Part VI: Advanced Topics Hour 20Â Â Â Web Services 353 Hour 21Â Â Â The New Web 363 Hour 22Â Â Â Network Intrusion 375 Hour 23Â Â Â TCP/IP Security 391 Hour 24Â Â Â Implementing a TCP/IP Network--Seven Days in the Life of a Sys Admin 413 Index Â

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Customer Reviews

Overall a decent introductory TCP/IP book. If you don't know the concept - the "in 24 hours" concept means that there are 24 chapters, each of which are meant to take an hour or less to read over & understand. I found most of the chapters took me under an hour to review, but I'm already pretty experienced in the concepts presented, so for a novice (to which this book is preominantly aimed), an hour sounds about right for reading, reviewing, & fully comprehending the material. Each chapter starts out with a very small one-page outline of what you're about to read in the chapter and what specific goals or takeaways you should be getting from the material. In terms of "sidenotes" (of which I am fond), the book calls them "by the way" notes, and they're essentially just by-the-way blurbs about things you're reading. I don't really think there are enough of these, but, then again, they would make the chapters longer and possibly get in the way of the whole "hour" concept....Each chapter concludes with a summary, Q&A (only 4 or 5 questions, with the answers provided directly underneath each question), ~5 Q guiz (NOT multiple choice; answers provided at the back of the book), ~5 exercises, and a glossary of key terms. I'm typically a fan of more questions in the quizzes, but 5 is enough to broadly cover the concepts in the chapter, so more might be overkill. The difficulty of the guizzes is about what you'd expect - nothing too hard, nothing too easy, as long as you've read the chapter. I might have also asked for a book-wide quiz at the very end of the book to help reinforce material from 18 hours ago, but that isn't included.

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