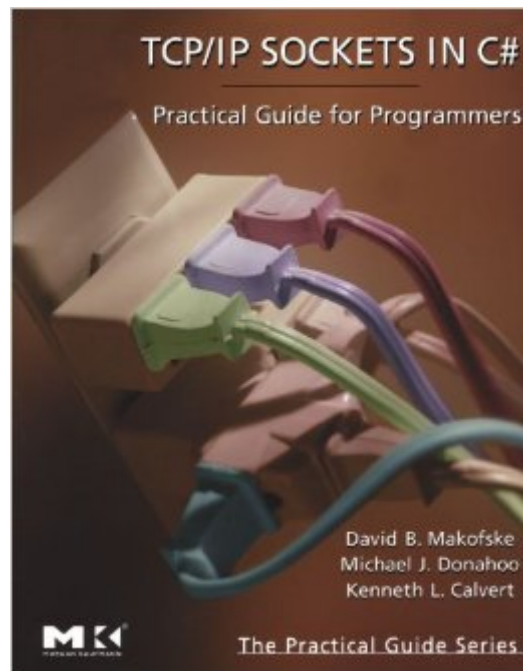The book was found

TCP/IP Sockets In C#: Practical Guide For Programmers (The Practical Guides)

Synopsis

"TCP/IP sockets in C# is an excellent book for anyone interested in writing network applications using Microsoft .Net frameworks. It is a unique combination of well written concise text and rich carefully selected set of working examples. For the beginner of network programming, it's a good starting book; on the other hand professionals could also take advantage of excellent handy sample code snippets and material on topics like message parsing and asynchronous programming."Adarsh Khare, SDT, .Net Frameworks Team, Microsoft CorporationThe popularity of the C# language and the .NET framework is ever rising due to its ease of use, the extensive class libraries available in the .NET Framework, and the ubiquity of the Microsoft Windows operating system, to name a few advantages. TCP/IP Sockets in C# focuses on the Sockets API, the de facto standard for writing network applications in any programming language. Starting with simple client and server programs that use TCP/IP (the Internet protocol suite), students and practitioners quickly learn the basics and move on to firsthand experience with advanced topics including non-blocking sockets, multiplexing, threads, asynchronous programming, and multicasting. Key network programming concepts such as framing, performance and deadlocks are illustrated through hands-on examples. Using a detailed yet clear, concise approach, this book includes numerous code examples and focused discussions to provide a solid understanding of programming TCP/IP sockets in C#.Features*Tutorial-based instruction in key sockets programming techniques complemented by numerous code examples throughout *Discussion moves quickly into the C# Sockets API definition and code examples, desirable for those who want to get up-to-speed quickly*Important coverage of "under the hood" details that developers will find useful when creating and using a socket or a higher level TCP class that utilizes sockets*Includes end-of-chapter exercises to facilitate learning, as well as sample code available for download at the bookâ ™s companion web site *Tutorial-based instruction in key sockets programming techniques complemented by numerous code examples throughout *Discussion moves quickly into the C# Sockets API definition and code examples, desirable for those who want to get up-to-speed quickly*Important coverage of "under the hood" details that developers will find useful when creating and using a socket or a higher level TCP class that utilizes sockets*Includes end-of-chapter exercises to facilitate learning, as well as sample code available for download at the book's companion web site

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Customer Reviews

This book gets very high ratings on both .co.uk and .com. I've given it a slightly lower rating than some, although still four stars, and will explain why...The subtitle on the cover of the book is "Practical Guide for Programmers" which suggests it is going to be good even for experienced developers. It is only when you read the preface (page X) that you find that the book is aimed "primarily at students", and even then is "intended as a supplement, to be used with a traditional textbook", which seems a bit of a contradiction when it then says that "we have tried to make the book reasonably self-contained".Anyway, what are the good points of this book? Well, it does mention most of the bits that a developer using sockets will want to consider. It has everything from blocking sockets, through non-blocking sockets and the select model, through to overlapped I/O. It also mentions threading, the use of thread pools, broadcast and multicast. All good stuff. Even includes example code for each.Where the book falls down is that having skimmed over all of those topics it (a) doesn't provide adequate information about how to choose the model (synch vs. asynch, blocking vs. non-blocking, 1 thread vs. fixed number (> 1) of threads vs. thread pool, etc) to use for a particular project, and (b) falls short of being self-contained, doing the blah-blah is beyond the scope of this book thing.I have seen many projects developed using the wrong model, resulting in poor performance, lack of responsiveness, inability to shutdown cleanly etc. I'm pretty sure that the authors of the book will have seen projects like that too. Books about using sockets really need to advise on this area.

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