TCP/IP Sockets in Java: Practical Guide for Programmers (The Practical Guides)

Von Kenneth L. Calvert, Michael J. Donahoo
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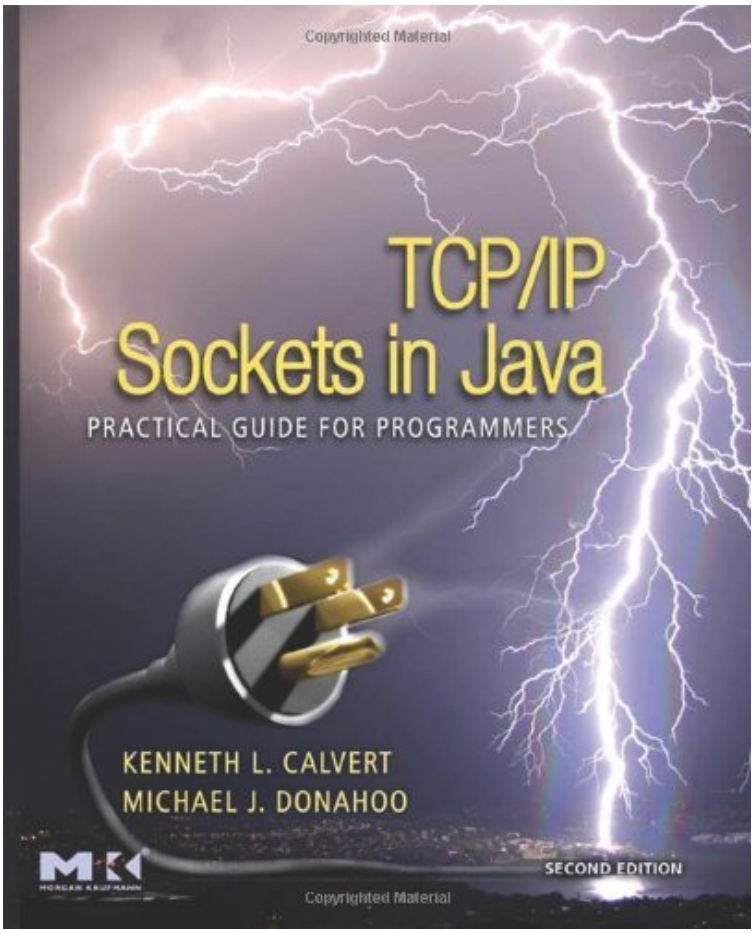

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Von Kenneth L. Calvert, Michael J. Donahoo : TCP/IP Sockets in Java: Practical Guide for Programmers (The Practical Guides) before purchasing it in order to gage whether or not it would be worth my time, and all praised TCP/IP Sockets in Java: Practical Guide for Programmers (The Practical Guides):

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Alles zum Thema Sockets auf den Punkt gebrachtVon Wolfgang HochleitnerAlles, was man zum Thema Sockets wissen muss, aber nichts Unntiges: Das Buch beschftigt sich mit den Grunddthemen zu Sockets in Java, sowohl fr UDP bertragungen also auch TCP Verbindungen, geht dann auf Mglichkeiten ein, eigene Protokolle zur bertragungen von Daten zu schreiben, fhrt mit fortgeschrittenen Techniken (wie z.B. Multithreaded Server) fort und behandelt auch das Java NIO Package als alternative Mglichkeit fr I/O Operationen. Abgeschlossen wird mit einem Kapitel, dass die Mechaniken hinter den Netzwerk Operationen beschreibt.Das Buch enthlt viel Beispielcode, der auch funktioniert und vor allem sehr detailliert erklrt wird. Unter jedem Codeabschnitt befinden sich die Erklrungen, die sogar auf einzelne

Zeilen herunter gebrochen sind. Zustzlich zu den wichtigen Dingen finden sich auch immer wieder kleine Anmerkungen oder Code-Teile, die dann noch dazu beitragen, sich das Leben mit Sockets leichter und effektiver zu gestalten.Das angenehme an diesem Buch ist, dass es fr jeden etwas bietet. Egal, ob man noch nie mit Netzwerk und Sockets in Java zu tun hatte und diese Dinge erlernen will oder sich ein Nachschlagewerk mit Beispielen zulegen mchte, jeder wird hier in meinen Augen fndig. Wen die fortgeschrittenen Dinge nicht interessieren, der liest einfach nur die ersten 2 oder 3 Kapitel.Ich habe dieses Buch als Grundlage fr zwei Einheiten zum Thema UDP und TCP Sockets eines undergraduate Kurses verwendet und finde es im Hochschul-Betrieb sowohl fr Lehrende als auch Studierende absolut passend. Es setzt Java Kenntnisse voraus und versucht nicht, diese halbherzig zu erklren. Solche Dinge erledigen dann reine Java Bcher ohnehin besser. Somit bleibt das Buch schlank und auf seinen Fokus konzentriert - genauso soll es sein.0 von 0 Kunden fanden die folgende Rezension hilfreich. Gutes HandbuchVon dnamexxInsgesamt gut geschrieben, mir fehlt aber das "durchgnge Beispiel", das man als Orientierung benutzen kann, ohne das ganze Buch durchzuarbeiten und die einzelnen Programmbeispiele zusammenzufgen.Nutzung und Programmierung von Ports ist aus meiner Sicht zu kurz gefat.Ansonsten gut.

KurzbeschreibungThe networking capabilities of the Java platform have been extended considerably since the first edition of the book. This new edition covers version 1.5-1.7, the most current iterations, as well as making the following improvements:The API (application programming interface) reference sections in each chapter, which describe the relevant parts of each class, have been replaced with (i) a summary section that lists the classes and methods used in the code, and (ii) a "gotchas" section that mentions nonobvious or poorly-documented aspects of the objects. In addition, the book covers several new classes and capabilities introduced in the last few revisions of the Java platform. New abstractions to be covered include NetworkInterface, InterfaceAddress, Inet4/6Address, SocketAddress/InetSocketAddress, Executor, and others; extended access to low-level network information; support for IPv6; more complete access to socket options; and scalable I/O. The example code is also modified to take advantage of new language features such as annotations, enumerations, as well as generics and implicit iterators where appropriate.Most Internet applications use sockets to implement network communication protocols. This book's focused, tutorial-based approach helps the reader master the tasks and techniques essential to virtually all client-server projects using sockets in Java. Chapter 1 provides a general overview of networking concepts to allow readers to synchronize the concepts with terminology. Chapter 2 introduces the mechanics of simple clients and servers. Chapter 3 covers basic message construction and parsing. Chapter 4 then deals with techniques used to build more robust clients and servers. Chapter 5 (NEW) introduces the scalable interface facilities which were introduced in Java 1.5, including the buffer and channel abstractions. Chapter 6 discusses the relationship between the programming constructs and the underlying protocol implementations in more detail. Programming concepts are introduced through simple program examples accompanied by line-by-line code commentary that describes the purpose of every part of the program. No other resource presents so concisely or so effectively the material necessary to get up and running with Java sockets programming.Focused, tutorial-based instruction in key sockets programming techniques allows reader to quickly come up to speed on Java applications.Concise and up-to-date coverage of the most recent platform (1.7) for Java applications in networking technology.PressestimmenKeith Edwards, Professor, Georgia Tech-- "In particular, it's definitely time for an update to this book, since so many changes to the Java platform have happened since the first edition. While I don't see the need to update most books every time there's a minor update, this book is definitely overdue for a revision. "I think the book is especially appropriate for mature practitioners and students, who need an easily-accessible and to-the-point overview of the Java networking APIs. To me, one of the strongest points of the book is that it's concise enough to serve as a quick guide and reference to key ?gotchas.? Thus, I think the structure of the book serves audiences who are already good network programmers, or who need a good Java reference, quite well." Robert Brunner, Research Programmer, National Center for Supercomputing Applications (NCSA)--"I think the book does a good job of hitting this market. It is not suited to be a main textbook for a class, and it does not try to do that, But it does do a nice job of succinctly hitting the major points, providing nice examples, as well as a reference for the major important topics. So I see this as a nice book for developers who want to quickly (and cheaply) master networking Java, as well as a supplemental book for courses in continuing education courses or colleges."KurzbeschreibungThe networking capabilities of the Java platform have been extended considerably since the first edition of the book. This new edition covers version 1.5-1.7, the most current iterations, as well as making the following improvements:The API (application programming interface) reference sections in each chapter, which describe the relevant parts of each class, have been replaced with (i) a summary section that lists the classes and methods used in the code, and (ii) a "gotchas" section that mentions nonobvious or poorly-documented aspects of the objects. In addition, the book covers several new classes and capabilities introduced in the last few revisions of the Java platform. New abstractions to be covered include NetworkInterface, InterfaceAddress, Inet4/6Address, SocketAddress/InetSocketAddress, Executor, and others; extended access to low-level network information; support

for IPv6; more complete access to socket options; and scalable I/O. The example code is also modified to take advantage of new language features such as annotations, enumerations, as well as generics and implicit iterators where appropriate.Most Internet applications use sockets to implement network communication protocols. This book's focused, tutorial-based approach helps the reader master the tasks and techniques essential to virtually all client-server projects using sockets in Java. Chapter 1 provides a general overview of networking concepts to allow readers to synchronize the concepts with terminology. Chapter 2 introduces the mechanics of simple clients and servers. Chapter 3 covers basic message construction and parsing. Chapter 4 then deals with techniques used to build more robust clients and servers. Chapter 5 (NEW) introduces the scalable interface facilities which were introduced in Java 1.5, including the buffer and channel abstractions. Chapter 6 discusses the relationship between the programming constructs and the underlying protocol implementations in more detail. Programming concepts are introduced through simple program examples accompanied by line-by-line code commentary that describes the purpose of every part of the program. No other resource presents so concisely or so effectively the material necessary to get up and running with Java sockets programming.Focused, tutorial-based instruction in key sockets programming techniques allows reader to quickly come up to speed on Java applications.Concise and up-to-date coverage of the most recent platform (1.7) for Java applications in networking technology.