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Unix Network Programming is a book written by W. Richard Stevens. It was published in 1990 by Prentice Hall and covers many topics regarding UNIX networking and Computer network programming. The book focuses on the design and development of network software under UNIX.

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UNIX Network Programming - Wikipedia

Focuses on design, development, and coding of networking software under the UNIX operating system. Begins by showing that a fundamental basic for networking programming is interprocess communication (IPC), and a requisite for understanding IPC is a knowledge of what constitutes a process.

UNIX Network Programming: Stevens, W. Richard ...

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Network Programming, Volume 2: Interprocess Communications (The Unix Networking Reference Series , Vol 2) UNIX Network Programming Hardcover – Import, 23 January 1990 - W. Richard Stevens, author of UNIX Network Programming, Advanced Programming in the UNIX Environment, TCP/IP

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Books by Richard Stevens (reverse chronological) UNIX Network Programming, Volume 2, Second Edition: Interprocess Communications, Prentice Hall, 1999.. UNIX Network Programming, Volume 1, Second Edition: Networking APIs: Sockets and XTI, Prentice Hall, 1998.. TCP/IP Illustrated, Volume 3: TCP for Transactions, HTTP, NNTP, and the UNIX Domain Protocols, Addison-Wesley, 1996.

W. Richard Stevens' Home Page - Kohala

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of network programming in C under a typical Unix operating system. Topics will include, but not limited to, elementary BSD socket APIs, signal handling, for network programming, non-blocking IO, concurrent server, and a brief introduction to some advanced network programming aspects such as raw sockets, broadcasting

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Unix Network Programming, Volume 1: Networking APIs

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According to "UNIX Network Programming", all TCP/IP implementations must support a minimum IP datagram size of 576 bytes, regardless of the MTU. Assuming a 20 byte IP header and 8 byte UDP header, this leaves 548 bytes as a safe maximum size for UDP messages.

[comp.unix.programmer] Unix-socket-faq for network programming

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Hello, one and all! This is my little how-to guide on network programming using Internet sockets, or "sockets programming", for those of you who prefer it. The sockets API, though started by the Berkeley folk, has been ported to many many platforms, including Unix, Linux, and even Windows.

Beej's Guide to Network Programming

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