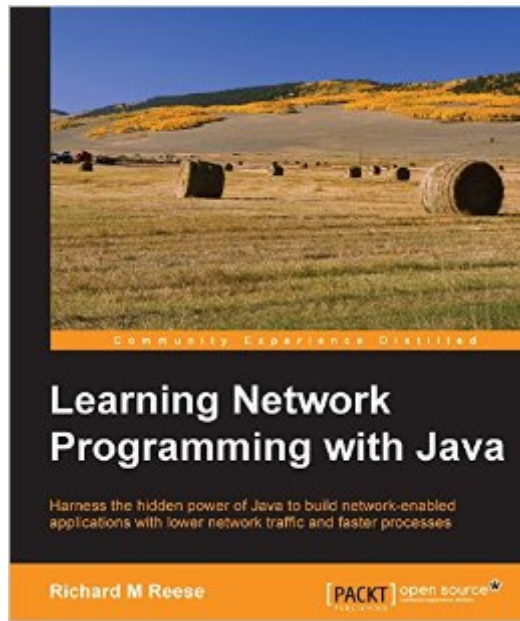


The book was found

# Learning Network Programming With Java



## Synopsis

**Key Features** 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

**Book Description** 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. 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

**About the Author** Richard M Reese has worked in both industry and academia. For 17 years, he worked in the telephone and aerospace industries, serving in several capacities, including research and development, software development, supervision, and training. He currently teaches at Tarleton State University, where he has the opportunity to apply his years of industry experience to enhance his teaching. Richard has written several Java books and a C Pointer book. He uses a concise and easy-to-follow approach to topics at hand. His Java books have addressed EJB 3.1, updates to Java 7 and 8, certification, functional programming, jMonkeyEngine, and natural language processing.

**Table of Contents** Getting Started with Network Programming Network Addressing NIO Support for Networking Client/Server Development Peer-to-Peer Networks UDP and

## Book Information

File Size: 3702 KB

Print Length: 292 pages

Publisher: Packt Publishing; 1 edition (December 22, 2015)

Publication Date: December 22, 2015

Sold by:Â Digital Services LLC

Language: English

ASIN: B017XSFKGK

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #350,334 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #71

inÂ Kindle Store > Kindle eBooks > Computers & Technology > Networking > Client-Server

Systems #119 inÂ Books > Computers & Technology > Programming > Languages & Tools > Java

> Beginner's Guides #172 inÂ Kindle Store > Kindle eBooks > Computers & Technology >

Programming > Java

[Download to continue reading...](#)

Hacking: Tapping into the Matrix Tips, Secrets, steps, hints, and hidden traps to hacking: Hacker, Computer, Programming, Security & Encryption SQL: Learn SQL In A DAY! - The Ultimate Crash Course to Learning the Basics of SQL In No Time (SQL, SQL Course, SQL Development, SQL Books, SQL for Beginners) Learn to Write DAX: A practical guide to learning Power Pivot for Excel and Power BI Machine Learning with R Cookbook - 110 Recipes for Building Powerful Predictive Models with R Programming ArcGIS with Python Cookbook - Second Edition Programming For Beginner's Box Set: Learn HTML, HTML5 & CSS3, Java, PHP & MySQL, C# With the Ultimate Guides For Beginner's (Programming for Beginners in under 8 hours!) PHP: MYSQL 100 Tests, Answers & Explanations, Pass Final Exam, Job Interview Exam, Engineer Certification Exam, Examination, PHP programming, PHP in easy steps: A Beginner's Guide Learn PHP 7: Object Oriented Modular Programming using HTML5, CSS3, JavaScript, XML, JSON, and MySQL Learning PHP and MySQL: by Knowledge flow PHP and MySQL Programming for Beginners: A

Step by Step Course From Zero to Professional (Programming is Easy Book 5) SQL: Beginner's Guide for Coding SQL (database programming, computer programming, how to program, sql for dummies, java, mysql, The Oracle, python, PHP, ... (HTML, Programming, Coding, CSS Book 7) MYSQL Programming Professional Made Easy 2nd Edition: Expert MYSQL Programming Language Success in a Day for any Computer User! (MYSQL, Android programming, ... JavaScript, Programming, Computer Software) Learning MySQL and MariaDB: Heading in the Right Direction with MySQL and MariaDB C Programming Success in a Day & MYSQL Programming Professional Made Easy (Volume 10) Learning to Walk in the Dark PHP: MySQL in 8 Hours, For Beginners, Learn PHP MySQL Fast! A Smart Way to Learn PHP MySQL, Plain & Simple, Learn PHP MySQL Programming Language in Easy Steps, A Beginner's Guide, Start Coding Today! LEARN IN A DAY! DATA WAREHOUSING. Top Links and Resources for Learning Data Warehousing ONLINE and OFFLINE: Use these FREE and PAID resources to Learn Data Warehousing in little to no time Powerful Prayers in the War Room: Learning to Pray like a Powerful Prayer Warrior (Battle Plan for Prayer Book 1) Living Free: Learning to Pray God's Word, Revised (Member Book) (Bible Study) Multiplayer Game Programming: Architecting Networked Games (Game Design)

[Dmca](#)