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Prelude to Programming: Concepts and Design, Global Edition Stewart Venit 2015-10-26 Appropriate for Pre-Programming and Introductory Programming courses in community colleges, 4-year colleges, and universities Prelude to Programming provides beginning students with a language-independent framework for learning core programming concepts and effective design techniques. This approach gives students the foundation they need to understand the logic behind program design and to establish effective programming skills. The Sixth Edition offers students a lively and accessible presentation as they learn core programming concepts—including data types, control structures, data files and arrays, and program design techniques such as top-down modular design and proper program documentation and style. Problem-solving skills are developed when students learn how to use basic programming tools and algorithms, which include data validation, defensive programming, calculating sums and averages, and searching and sorting lists. Teaching and Learning Experience This program presents a better teaching and learning experience—for you and your students. It provides: A Language-Independent, Flexible Presentation: The text has been designed so that instructors can use it for students at various levels. Features that Help Solidify Concepts: Examples, exercises, and programming challenges help students understand how concepts in the text apply to real-life programs. Real Programming Experience with RAPTOR: Students gain first-hand programming experience through the optional use of RAPTOR, a free flowchart-based programming environment. Support Learning: Resources are available to expand on the topics presented in the text.

Operating System Concepts Essentials, 2nd Edition Abraham Silberschatz 2013-11-06 By staying current, remaining relevant, and adapting to emerging course needs, Operating System Concepts by Abraham Silberschatz, Peter Baer Galvin and Greg Gagne has defined the operating systems course through nine editions. This second edition of the Essentials version is based on the recent ninth edition of the original text. Operating System Concepts Essentials comprises a subset of chapters of the ninth edition for professors who want a

shorter text and do not cover all the topics in the ninth edition. The new second edition of Essentials will be available as an ebook at a very attractive price for students. The ebook will have live links for the bibliography, cross-references between sections and chapters where appropriate, and new chapter review questions. A two-color printed version is also available.

Computer Networks and the Internet Gerry Howser 2019-12-23 The goal of this textbook is to provide enough background into the inner workings of the Internet to allow a novice to understand how the various protocols on the Internet work together to accomplish simple tasks, such as a search. By building an Internet with all the various services a person uses every day, one will gain an appreciation not only of the work that goes on unseen, but also of the choices made by designers to make life easier for the user. Each chapter consists of background information on a specific topic or Internet service, and where appropriate a final section on how to configure a Raspberry Pi to provide that service. While mainly meant as an undergraduate textbook for a course on networking or Internet protocols and services, it can also be used by anyone interested in the Internet as a step—by—step guide to building one's own Intranet, or as a reference guide as to how things work on the global Internet

Communication Networks Jean Walrand 2010 Annotation After an overview of how today's Internet works and a discussion of the main principles behind its architecture, this text discusses the key ideas behind Ethernet, WiFi networks, routing, internetworking and TCP.

Distributed Systems Maarten van Steen 2017-02 For this third edition of - Distributed Systems, - the material has been thoroughly revised and extended, integrating principles and paradigms into nine chapters: 1. Introduction 2. Architectures 3. Processes 4. Communication 5. Naming 6. Coordination 7. Replication 8. Fault tolerance 9. Security A separation has been made between basic material and more specific subjects. The latter have been organized into boxed sections, which may be skipped on first reading. To assist in understanding the more algorithmic parts, example programs in Python have been included. The examples in the book leave out many details for readability, but the complete code is available through the book's Website, hosted at www.distributed-systems.net. A personalized digital copy of the book is available for free, as well as a printed version through Amazon.com.

Network Simulation Experiments Manual Emad Aboelela 2011-04-13 Network Simulation Experiments Manual, Third Edition, is a practical tool containing detailed, simulation-based experiments to help students and professionals learn about key concepts in computer networking. It allows the networking professional to visualize how computer networks work with the aid of a software tool called OPNET to simulate network function. OPNET provides a virtual environment for modeling, analyzing, and predicting the performance of IT infrastructures, including applications, servers, and networking technologies. It can be downloaded free of charge and is easy to install. The book's simulation approach provides a virtual environment for a wide range of

desirable features, such as modeling a network based on specified criteria and analyzing its performance under different scenarios. The experiments include the basics of using OPNET IT Guru Academic Edition; operation of the Ethernet network; partitioning of a physical network into separate logical networks using virtual local area networks (VLANs); and the basics of network design. Also covered are congestion control algorithms implemented by the Transmission Control Protocol (TCP); the effects of various queuing disciplines on packet delivery and delay for different services; and the role of firewalls and virtual private networks (VPNs) in providing security to shared public networks. Each experiment in this updated edition is accompanied by review questions, a lab report, and exercises. Networking designers and professionals as well as graduate students will find this manual extremely helpful. Updated and expanded by an instructor who has used OPNET simulation tools in his classroom for numerous demonstrations and real-world scenarios. Software download based on an award-winning product made by OPNET Technologies, Inc., whose software is used by thousands of commercial and government organizations worldwide, and by over 500 universities. Useful experimentation for professionals in the workplace who are interested in learning and demonstrating the capability of evaluating different commercial networking products, i.e., Cisco routers. Covers the core networking topologies and includes assignments on Switched LANs, Network Design, CSMA, RIP, TCP, Queuing Disciplines, Web Caching, etc.

Computer Networks Larry L. Peterson 2000

Mathematical Foundations of Computer Networking Srinivasan Keshav 2012 Mathematical techniques pervade current research in computer networking, yet are not taught to most computer science undergraduates. This self-contained, highly-accessible book bridges the gap, providing the mathematical grounding students and professionals need to successfully design or evaluate networking systems. The only book of its kind, it brings together information previously scattered amongst multiple texts. It first provides crucial background in basic mathematical tools, and then illuminates the specific theories that underlie computer networking. Coverage includes: * Basic probability * Statistics * Linear Algebra * Optimization * Signals, Systems, and Transforms, including Fourier series and transforms, Laplace transforms, DFT, FFT, and Z transforms * Queuing theory * Game Theory * Control theory * Information theory

Communication Networks Alberto Leon-Garcia 2006 . This book is designed for introductory one-semester or one-year courses in communications networks in upper-level undergraduate programs. The second half of the book can be used in more advanced courses. As pre-requisites the book assumes a general knowledge of computer systems and programming, and elementary calculus. The second edition expands on the success of the first edition by updating on technological changes in networks and responding to comprehensive market feedback..

Beginning Linux?Programming Neil Matthew 2004-01-02 Describes the concepts of programming with Linux, covering such topics as shell programming, file structure, managing memory, using MySQL, debugging, processes and signals, and GNOME.

STRUCTURED COMPUTER ORGANIZATION 1996

Cloud Computing Bible Barrie Sosinsky 2010-12-10 The complete reference guide to the hot technology of cloud computing Its potential for lowering IT costs makes cloud computing a major force for both IT vendors and users; it is expected to gain momentum rapidly with the launch of Office Web Apps later this year. Because cloud computing involves various technologies, protocols, platforms, and infrastructure elements, this comprehensive reference is just what you need if you?ll be using or implementing cloud computing. Cloud computing offers significant cost savings by eliminating upfront expenses for hardware and software; its growing popularity is expected to skyrocket when Microsoft introduces Office Web Apps This comprehensive guide helps define what cloud computing is and thoroughly explores the technologies, protocols, platforms and infrastructure that make it so desirable Covers mobile cloud computing, a significant area due to ever-increasing cell phone and smartphone use Focuses on the platforms and technologies essential to cloud computing Anyone involved with planning, implementing, using, or maintaining a cloud computing project will rely on the information in Cloud Computing Bible.

Compilers: Principles, Techniques and Tools (for Anna University), 2/e Alfred V. Aho 2003

Routing in the Internet Christian Huitema 2000 This work explains both the concepts and procedures involved in network routing, Internet architecture and Protocols, and more. It details up-to-date advances in routing Protocols and their support of real-time applications.

Java Network Programming Elliotte Rusty Harold 2000 A guide to developing network programs covers networking fundamentals as well as TCP and UDP sockets, multicasting protocol, content handlers, servlets, I/O, parsing, Java Mail API, and Java Secure Sockets Extension.

Focus on the Internet B. G. Kutais 2006 The Internet continues to worm its way into the fabric of the world communications system with information of all types imaginable from the good to the bad to the ugly. In addition we have daily viruses, worms, spam galore and all sorts of ailments. This new book brings together the latest issues in the cyberworld, which is faster by the day, darker by the night and more elusive than ever.

Computer Networking James F. Kurose 2001 By starting at the application-layer and working down to the protocol stack, Computer Networking: A Top-Down Approach Featuring the Internet provides a motivational treatment of important concepts for networking students. Based on the rationale that once a student

understands the applications of networks they can understand the network services needed to support these applications, this book takes a "top-down" approach where students are first exposed to a concrete application and then drawn into some of the deeper issues of networking. Computer Networking: A Top-Down Approach Featuring the Internet focuses on the Internet as opposed to addressing it as just one of many computer network technologies. Students are enormously curious about what is "under the hood" of the Internet, creating an extremely motivational vehicle for teaching fundamental computer networking concepts. This text features a comprehensive companion website which includes the entire text online. It allows for direct access to some of the best Internet sites relating to computer networks and Internet protocols. The website has many interactive features, including direct access to the Traceroute program, direct access to search engines for Internet Drafts, Java applets that animate difficult concepts, and direct streaming audio. Finally, the website makes it possible to update the material to keep up-to-date with this rapidly changing field.

Computer Networks and Internets Douglas Comer 2001 Appropriate for introductory computer networking courses at both the undergraduate and graduate level in Computer Science, Electrical Engineering, CIS, MIS, and Business Departments.Written by a best-selling author and leading computer networking authority, Computer Networks and Internets, Third Edition builds a comprehensive picture of the technologies behind Internet applications. Ideal for those with little or no background in the subject, the text answers the basic question "how do computer networks and Internets operate?" in the broadest sense and now includes an early optional introduction to network programming and applications. The text provides a comprehensive, self-contained tour through all of networking from the lowest levels of data transmission and wiring to the highest levels of application software, explaining how underlying technologies provide services and how Internet applications use those services. At each level, it shows how the facilities and services provided by lower levels are used and extended in the next level. For instructors who want to emphasize Internet technologies and applications, the book provides substantial sections on Internetworking and Network Applications that can serve as a focus for a course. An accompanying multimedia CD-ROM and Website provide opportunities for a variety of hands-on experiences.

Ad Hoc Wireless Networks C. Siva Ram Murthy 2004-05-24 Practical design and performance solutions for every ad hoc wireless network Ad Hoc Wireless Networks comprise mobile devices that use wireless transmission for communication. They can be set up anywhere and any time because they eliminate the complexities of infrastructure setup and central administration-and they have enormous commercial and military potential. Now, there's a book that addresses every major issue related to their design and performance. Ad Hoc Wireless Networks: Architectures and Protocols presents state-of-the-art techniques and solutions, and supports them with easy-to-understand examples. The book starts off with the fundamentals of wireless networking (wireless PANs, LANs, MANs, WANs, and wireless Internet) and goes on to address such

current topics as Wi-Fi networks, optical wireless networks, and hybrid wireless architectures. Coverage includes: Medium access control, routing, multicasting, and transport protocols QoS provisioning, energy management, security, multihop pricing, and much more In-depth discussion of wireless sensor networks and ultra wideband technology More than 200 examples and end-of-chapter problems Ad Hoc Wireless Networks is an invaluable resource for every network engineer, technical manager, and researcher designing or building ad hoc wireless networks.

The TCP/IP Guide Charles M. Kozierok 2005-10-01 From Charles M. Kozierok, the creator of the highly regarded www.pcguide.com, comes The TCP/IP Guide. This completely up-to-date, encyclopedic reference on the TCP/IP protocol suite will appeal to newcomers and the seasoned professional alike. Kozierok details the core protocols that make TCP/IP internetworks function and the most important classic TCP/IP applications, integrating IPv6 coverage throughout. Over 350 illustrations and hundreds of tables help to explain the finer points of this complex topic. The book's personal, user-friendly writing style lets readers of all levels understand the dozens of protocols and technologies that run the Internet, with full coverage of PPP, ARP, IP, IPv6, IP NAT, IPSec, Mobile IP, ICMP, RIP, BGP, TCP, UDP, DNS, DHCP, SNMP, FTP, SMTP, NNTP, HTTP, Telnet, and much more. The TCP/IP Guide is a must-have addition to the libraries of internetworking students, educators, networking professionals, and those working toward certification.

Computer Networks Andrew S. Tanenbaum 1996 Computer Networks is the ideal introduction to todays and tomorrows networks. This classic best-seller has been totally rewritten to reflect the networks of the late 1990s and beyond. Author, educator, and researcher Andrew S. Tanenbaum, winner of the ACM Karl V. Karlstrom Outstanding Educator Award, carefully explains how networks work inside, from the hardware technology up through the most popular network applications. The book takes a structured approach to networking, starting at the bottom (the physical layer) and gradually working up to the top (the application layer). The topics covered include: *Physical layer (e.g., copper, fiber, radio, and satellite communication) *Data link layer (e.g., protocol principles, HDLC, SLIP, and PPP) *MAC Sublayer (e.g., IEEE 802 LANs, bridges, new high-speed LANs) *Network layer (e.g., routing, congestion control, internetworking, IPv6) *Transport layer (e.g., transport protocol principles, TCP, network performance) *Application layer (e.g., cryptography, email, news, the Web, Java, multimedia) In each chapter, the necessary principles are described in detail, followed by extensive examples taken from the Internet, ATM networks, and wireles

Networking All-in-One For Dummies Doug Lowe 2021-04-06 Your ultimate one-stop networking reference Designed to replace that groaning shelf-load of dull networking books you'd otherwise have to buy and house, Networking All-in-One For Dummies covers all the basic and not-so-basic information you need to get a network up and running. It also helps you keep it running as it grows more complicated, develops bugs, and encounters all the fun sorts of trouble you

expect from a complex system. Ideal both as a starter for newbie administrators and as a handy quick reference for pros, this book is built for speed, allowing you to get past all the basics—like installing and configuring hardware and software, planning your network design, and managing cloud services—so you can get on with what your network is actually intended to do. In a friendly, jargon-free style, Doug Lowe—an experienced IT Director and prolific tech author—covers the essential, up-to-date information for networking in systems such as Linux and Windows 10 and clues you in on best practices for security, mobile, and more. Each of the nine minibooks demystifies the basics of one key area of network management. Plan and administrate your network Implement virtualization Get your head around networking in the Cloud Lock down your security protocols The best thing about this book? You don't have to read it all at once to get things done; once you've solved the specific issue at hand, you can put it down again and get on with your life. And the next time you need it, it'll have you covered.

C++ Network Programming, Volume I Douglas Schmidt 2001-12-10 As networks, devices, and systems continue to evolve, software engineers face the unique challenge of creating reliable distributed applications within frequently changing environments. C++ Network Programming, Volume 1, provides practical solutions for developing and optimizing complex distributed systems using the ADAPTIVE Communication Environment (ACE), a revolutionary open-source framework that runs on dozens of hardware platforms and operating systems. This book guides software professionals through the traps and pitfalls of developing efficient, portable, and flexible networked applications. It explores the inherent design complexities of concurrent networked applications and the tradeoffs that must be considered when working to master them. C++ Network Programming begins with an overview of the issues and tools involved in writing distributed concurrent applications. The book then provides the essential design dimensions, patterns, and principles needed to develop flexible and efficient concurrent networked applications. The book's expert author team shows you how to enhance design skills while applying C++ and patterns effectively to develop object-oriented networked applications. Readers will find coverage of: C++ network programming, including an overview and strategies for addressing common development challenges The ACE Toolkit Connection protocols, message exchange, and message-passing versus shared memory Implementation methods for reusable networked application services Concurrency in object-oriented network programming Design principles and patterns for ACE wrapper facades With this book, C++ developers have at their disposal the most complete toolkit available for developing successful, multiplatform, concurrent networked applications with ease and efficiency.

TCP / IP For Dummies Candace Leiden 2009-07-15 Packed with the latest information on TCP/IP standards and protocols TCP/IP is a hot topic, because it's the glue that holds the Internet and the Web together, and network administrators need to stay on top of the latest developments. TCP/IP For Dummies, 6th Edition, is both an introduction to the basics for beginners as well as the perfect go-to resource for TCP/IP veterans. The book includes the

latest on Web protocols and new hardware, plus very timely information on how TCP/IP secures connectivity for blogging, vlogging, photoblogging, and social networking. Step-by-step instructions show you how to install and set up TCP/IP on clients and servers; build security with encryption, authentication, digital certificates, and signatures; handle new voice and mobile technologies, and much more. Transmission Control Protocol / Internet Protocol (TCP/IP) is the de facto standard transmission medium worldwide for computer-to-computer communications; intranets, private internets, and the Internet are all built on TCP/IP The book shows you how to install and configure TCP/IP and its applications on clients and servers; explains intranets, extranets, and virtual private networks (VPNs); provides step-by-step information on building and enforcing security; and covers all the newest protocols You'll learn how to use encryption, authentication, digital certificates, and signatures to set up a secure Internet credit card transaction Find practical security tips, a Quick Start Security Guide, and still more in this practical guide.

TCP/IP Illustrated, Volume 1 Kevin R. Fall 2011-11-08 "For an engineer determined to refine and secure Internet operation or to explore alternative solutions to persistent problems, the insights provided by this book will be invaluable." —Vint Cerf, Internet pioneer TCP/IP Illustrated, Volume 1, Second Edition, is a detailed and visual guide to today's TCP/IP protocol suite. Fully updated for the newest innovations, it demonstrates each protocol in action through realistic examples from modern Linux, Windows, and Mac OS environments. There's no better way to discover why TCP/IP works as it does, how it reacts to common conditions, and how to apply it in your own applications and networks. Building on the late W. Richard Stevens' classic first edition, author Kevin R. Fall adds his cutting-edge experience as a leader in TCP/IP protocol research, updating the book to fully reflect the latest protocols and best practices. He first introduces TCP/IP's core goals and architectural concepts, showing how they can robustly connect diverse networks and support multiple services running concurrently. Next, he carefully explains Internet addressing in both IPv4 and IPv6 networks. Then, he walks through TCP/IP's structure and function from the bottom up: from link layer protocols—such as Ethernet and Wi-Fi—through network, transport, and application layers. Fall thoroughly introduces ARP, DHCP, NAT, firewalls, ICMPv4/ICMPv6, broadcasting, multicasting, UDP, DNS, and much more. He offers extensive coverage of reliable transport and TCP, including connection management, timeout, retransmission, interactive data flow, and congestion control. Finally, he introduces the basics of security and cryptography, and illuminates the crucial modern protocols for protecting security and privacy, including EAP, IPsec, TLS, DNSSEC, and DKIM. Whatever your TCP/IP experience, this book will help you gain a deeper, more intuitive understanding of the entire protocol suite so you can build better applications and run more reliable, efficient networks.

Computer Networks Larry L. Peterson 2011-03-02 Computer Networks: A Systems Approach, Fifth Edition, explores the key principles of computer networking, with examples drawn from the real world of network and protocol design. Using the Internet as the primary example, this best-selling and classic textbook

explains various protocols and networking technologies. The systems-oriented approach encourages students to think about how individual network components fit into a larger, complex system of interactions. This book has a completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, network security, and network applications such as e-mail and the Web, IP telephony and video streaming, and peer-to-peer file sharing. There is now increased focus on application layer issues where innovative and exciting research and design is currently the center of attention. Other topics include network design and architecture; the ways users can connect to a network; the concepts of switching, routing, and internetworking; end-to-end protocols; congestion control and resource allocation; and end-to-end data. Each chapter includes a problem statement, which introduces issues to be examined; shaded sidebars that elaborate on a topic or introduce a related advanced topic; What's Next? discussions that deal with emerging issues in research, the commercial world, or society; and exercises. This book is written for graduate or upper-division undergraduate classes in computer networking. It will also be useful for industry professionals retraining for network-related assignments, as well as for network practitioners seeking to understand the workings of network protocols and the big picture of networking. Completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, security, and applications Increased focus on application layer issues where innovative and exciting research and design is currently the center of attention Free downloadable network simulation software and lab experiments manual available

Computer Networking: A Top-Down Approach Featuring the Internet, 3/e James F. Kurose 2005

TCP/IP Sockets in Java Kenneth L. Calvert 2011-08-29 The 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.

Computer and Communication Networks Nader F. Mir 2006-11-02 As the number and variety of communication services grow, so do the challenges of designing cost-effective networks that meet the requirements of emerging technologies in wireless, sensor, and mesh networks. Computer and Communication Networks is the first book to offer balanced coverage of all these topics using extensive case studies and examples. This essential reference begins by providing a solid foundation in TCP/IP schemes, wireless networking, Internet applications, and network security. The author then delves into the field's analytical aspects and advanced networking protocols. Students and researchers will find up-to-date, comprehensive coverage of fundamental and advanced networking topics, including: Packet-switched networks and Internet Network protocols Links LAN Protocols Wireless Networks Transport Protocols Applications and Management Network Security Delay Analysis QoS High speed protocols Voice over IP Optical Networks Multicasting Protocols Compression of Voice and Video Sensor/Mesh Networks Network architecture books are often criticized for not offering enough practical, scenario-based information. Computer and Communication Networks provides an effective blend of theory and implementation not found in other books. Key features include: Figures and images that simplify complex topics Equations and algorithms Case studies that further explain concepts and theory Exercises and examples honed through the author's twelve years of teaching about networking Overall, readers will find a thorough design and performance evaluation that provides a foundation for developing the ability to analyze and simulate complex communication networks.

TCP/IP Sockets in C Michael J. Donahoo 2009-03-02 TCP/IP Sockets in C: Practical Guide for Programmers, Second Edition is a quick and affordable way to gain the knowledge and skills needed to develop sophisticated and powerful web-based applications. The book's focused, tutorial-based approach enables the reader to master the tasks and techniques essential to virtually all client-server projects using sockets in C. This edition has been expanded to include new advancements such as support for IPv6 as well as detailed defensive

programming strategies. If you program using Java, be sure to check out this book's companion, TCP/IP Sockets in Java: Practical Guide for Programmers, 2nd Edition. Includes completely new and expanded sections that address the IPv6 network environment, defensive programming, and the select() system call, thereby allowing the reader to program in accordance with the most current standards for internetworking. Streamlined and concise tutelage in conjunction with line-by-line code commentary allows readers to quickly program web-based applications without having to wade through unrelated and discursive networking tenets.

Networked Life Mung Chiang 2012-09-10 How does the internet really work? This book explains the technology behind it all, in simple question and answer format.

TCP/IP 详解卷一、二 原著 1998 机械工业出版:施振川

Computer and Communication Networks Nader F. Mir 2015 Computer and Communication Networks, Second Edition first establishes a solid foundation in basic networking concepts, TCP/IP schemes, wireless networking, Internet applications, and network security. Next, Mir delves into the mathematical analysis of networks, as well as advanced networking protocols. This fully-updated text thoroughly explains the modern technologies of networking and communications among computers, servers, routers, and other smart communication devices, helping readers design cost-effective networks that meet emerging requirements. Offering uniquely balanced coverage of all key basic and advanced topics, it teaches through extensive, up-to-date case studies, 400 examples and exercises, and 250+ illustrative figures. Nader F. Mir provides the practical, scenario-based information many networking books lack, and offers a uniquely effective blend of theory and implementation. Drawing on extensive experience in the field, he introduces a wide spectrum of contemporary applications, and covers several key topics that competitive texts skim past or ignore completely, such as Software-Defined Networking (SDN) and Information-Centric Networking.

Fundamentals of Python Kenneth Lambert 2014 Written for computer programming students, hobbyists, and professionals, FUNDAMENTALS OF PYTHON: DATA STRUCTURES is an introduction to object-oriented design and data structures using the popular Python programming language. The level of instruction assumes at least one semester of programming in an object-oriented language such as Java, C++, or Python. Through the step-by-step instruction and exercises in this book, you'll cover such topics as the design of collection classes with polymorphism and inheritance, multiple implementations of collection interfaces, and the analysis of the space/time tradeoffs of different collection implementations (specifically array-based implementations and link-based implementations). Collections covered include sets, lists, stacks, queues, trees, dictionaries, and graphs. Get ready to dig into Python data structures with FUNDAMENTALS OF PYTHON: DATA STRUCTURES.

Learning to Program Steven Foote 2014-11-04 Helps readers develop a solid foundation in programming, teaching concepts that can be used with any modern programming language, covering such topics as text editors, build tools, programming standards, regular expressions, and debugging.

Computer Networking Olivier Bonaventure 2016-06-10 Original textbook (c) October 31, 2011 by Olivier Bonaventure, is licensed under a Creative Commons Attribution (CC BY) license made possible by funding from The Saylor Foundation's Open Textbook Challenge in order to be incorporated into Saylor's collection of open courses available at: http: //www.saylor.org. Free PDF 282 pages at https: //www.textbookequity.org/bonaventure-computer-networking-principles-protocols-and-practice/ This open textbook aims to fill the gap between the open-source implementations and the open-source network specifications by providing a detailed but pedagogical description of the key principles that guide the operation of the Internet. 1 Preface 2 Introduction 3 The application Layer 4 The transport layer 5 The network layer 6 The datalink layer and the Local Area Networks 7 Glossary 8 Bibliography

Computer Networks Ying-Dar Lin 2012 Ying-Dar Lin, Ren-Hung Hwang, and Fred Baker's Computer Networks: An Open Source Approach is the first text to implement an open source approach, discussing the network layers, their applications, and the implementation issues. The book features 56 open-source code examples to narrow the gap between domain knowledge and hands-on skills. Students learn by doing and are aided by the book's extensive pedagogy. Lin/Hwang/Baker is designed for the first course in computer networks for computer science undergraduates or first year graduate students.

Unix for the Beginning Mage Joe Topjian 2005-09 Unix for the Beginning Mage is a short book that teaches the very basics to learning the Unix (and Unix-like Operating Systems such as BSD and Linux) command line by using spells and mages as metaphors. Everything from typing your first command to learning about Symbolic Links is covered.

An Engineering Approach to Computer Networking Srinivasan Keshav 1997 Taking a unique "engineering" approach that will help readers gain a grasp of not just how but also why networks work the way they do, this book includes the very latest network technology--including the first practical treatment of Asynchronous Transfer Mode (ATM). The CD-ROM contains an invaluable network simulator.