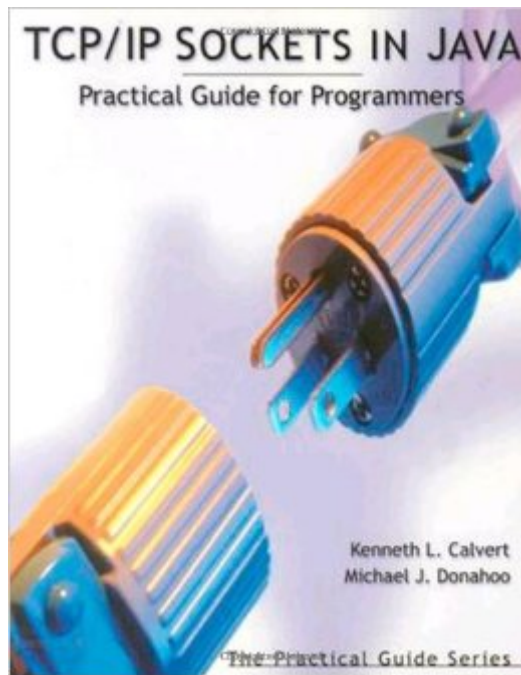# TCP/IP Sockets In Java: Practical Guide For Programmers (The Practical Guides)

Synopsis

Most Internet applications use sockets to implement network communication protocols. TCP/IP Sockets in Java: Practical Guide for Programmers, with its focused, tutorial-based coverage, helps you master the tasks and techniques essential to virtually all client-server projects using sockets in Java. Later chapters teach you to implement more specialized functionality; incisive discussions of programming constructs and protocol implementations equip you with a deeper understanding that is invaluable for meeting future challenges. No other resource presents so concisely or so effectively the exact material you need to get up and running with Java sockets programming right away.For those who program using the C language, be sure to check out this book's companion, TCP/IP Sockets in C: Practical Guide for Programmers.For example code from the text, sample programming exercises, Powerpoint slides, and more, click on the grey "Companion Site" button to the right. *Concise, no-nonsense explanations of issues often troublesome for students, including message construction and parsing, underlying mechanisms and Java I/O*Comprehensive example-based coverage of the most important TCP/IP techniques-including iterative and threaded servers, timeouts and asynchronous message processing*Includes a detailed, easy-to-use reference to the relevant JAVA class libraries*A companion Web site provides online code for all the example programs given in the book*Provides a guide to common errors and a reference offering detailed documentation of the sockets interface*Perfect for a practitioner who may even want just to "look into" this technology.*Provides tutorial-based instuction in key sockets programming techniques, focusing exclusively on Jva and complemented by example code.*Covers challenging sockets programming issues: message construction and parsing, underlying TCP/IP protocol mechanisms, Java I/O, iterate and threaded servers, and timeouts.*Includes references to the relevant Java class libraries that often go beyond the "official" Java documentation in clarity and explanation.*Provides code for all example programs, along with additional exercises, via companion Web site.

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Customer Reviews

This book, with only 116 pages, is very well laid out. It explains in detail that is somewhat rare in technical books such that any average java programmer should be able to follow it very well. Also, it keeps focus on its discussion so that it explains the main meat of the Sockets API in the 116 pages that make up the book. After reading this book, the average Java Programmer should be able to apply this knowledge to any Socket-needing application. One thing the book cautions the programmer about is how to avoid deadlock and gives the solution of using Threads, one for reading and one for writing, on both sides of the connection, to prevent deadlock in the case where the write methods block on both sides of the socket connection at the same time. I would recommend this book for anyone attempting to make a socket-based chatroom or socket-based multi-user internet game using Java, whether in the form of Applets or Applications, no matter the version of JDK, because this book stays in the core API that has been around for a while.

Short, cheap and stays on topic.What more could you ask for? About the size of K&R and (inexpensive), two great features right there. I am so very tired of computer books that could kill me if they fell out of my shelf. This book gives lots of example code, exactly what you need to figure out how to make use of all those java classes.

TCP/IP Sockets in Java is a great way for any Java programmer to get started. The code examples are numerous yet thorough and clear. This book should be enough information to get any Java programmer started with the sockets API. There are a few things that this book is not. Its not a complete reference of the sockets API. Its not a thorough reference of TCP/IP. Finally, this book is not for people who are new to Java. Overall a great book if you want to get started with TCP/IP in Java.

I very much agree with the other reviews on this site. This book hits the meat of using TCP/IP with Java. Some prerequisites for this book are the following topics. I recommend that you get a single book for each topic.* Basic Java Programming including I/O and Threads* The TCP/IP protocol suite and TCP/IP networking* Cryptography (recommended)* Java Security (recommended)You will need additional books if you want to hit topics such as these: Java's application-level networking API's, Servlets, JSP, RMI, CORBA. I also recommend this book because it lists references to 22 such supplemental books/documents.

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