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Learning Network Programming With Java

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Harness the hidden power of Java to build network-enabled applications with lower network traffic and faster processes

Richard M Reese

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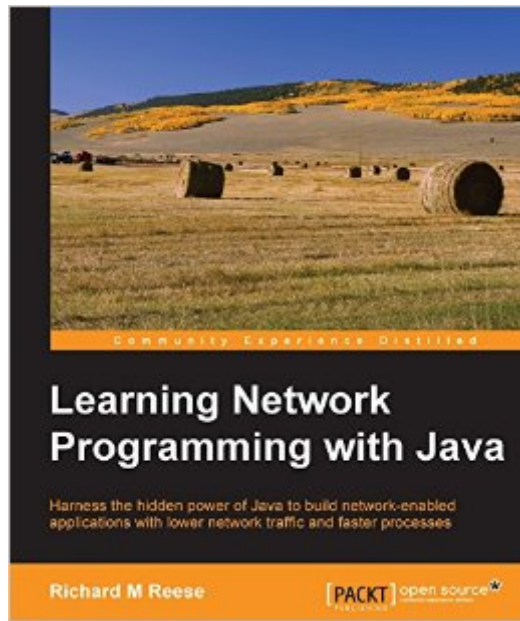
Synopsis

Key FeaturesLearn to deliver superior server-to-server communication through the networking channelsGain expertise of the networking features of your own applications to support various network architectures such as client/server and peer-to-peerExplore the issues that impact scalability, affect security, and allow applications to work in a heterogeneous environmentBook DescriptionNetwork-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 learnConnect to other applications using socketsUse channels and buffers to enhance communication between applicationsAccess network services and develop client/server applicationsExplore the critical elements of peer-to-peer applications and current technologies availableUse UDP to perform multicastingAddress scalability through the use of core and advanced threading techniquesIncorporate techniques into an application to make it more secureConfigure and address interoperability issues to enable your applications to work in a heterogeneous environmentAbout the AuthorRichard 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 ContentsGetting Started with Network ProgrammingNetwork AddressingNIO Support for NetworkingClient/Server DevelopmentPeer-to-Peer NetworksUDP and

MulticastingNetwork ScalabilityNetwork SecurityNetwork Interoperability

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

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