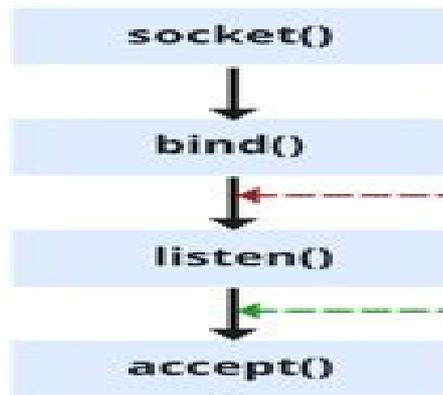


Server Process



Client Process



State diagram for server and client model of Socket

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JL Elias



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Integrated Formal Methods Einar Broch Johnsen, Luigia Petre, 2013-05-13 This book constitutes the refereed proceedings of the 10th International Conference on Integrated Formal Methods IFM 2013 held in Turku Finland in June 2013 The 25 revised full papers presented together with 4 invited papers were carefully reviewed and selected from 84 full paper submissions The papers cover the spectrum of integrated formal methods focusing on refinement integration translation verification reachability and model checking usability and testing distributed systems semantics and system level analysis

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TCP/IP Sockets in C# David Makofske, Michael J. Donahoo, Kenneth L. Calvert, 2004-04-29 This volume focuses on the underlying sockets class one of the basis for learning about networks in any programming language By learning to write simple client and server programs that use TCP IP readers can then realize network routing framing error detection and correction and performance

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Proceedings of the Conference on Experimental Research in Computer Systems Lawrence Snyder, 1997

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Programming Multiplayer Games Andrew Mulholland, Teijo Hakala, 2004 Programming Multiplayer Games provides in depth coverage of all the major topics associated with online game programming and gives the programmer easy to follow step by step tutorials on how to create a fully functional network

library back end MySQL database and complete working online game The first part of the book explains the basics of dialog based Windows programming covers the use of MySQL and PHP4 and introduces sockets programming The second part consists of five extensive tutorials that lead the reader through the stages of creating an online game Book jacket

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Hands-On

Network Programming with C Lewis Van Winkle, 2019-05-13 A comprehensive guide to programming with network sockets implementing internet protocols designing IoT devices and much more with C Key Features Apply your C and C programming skills to build powerful network applications Get to grips with a variety of network protocols that allow you to load web pages send emails and do much more Write portable network code for Windows Linux and macOS Book Description Network programming enables processes to communicate with each other over a computer network but it is a complex task that requires programming with multiple libraries and protocols With its support for third party libraries and structured documentation C is an ideal language to write network programs Complete with step by step explanations of essential concepts and practical examples this C network programming book begins with the fundamentals of Internet Protocol TCP and UDP You ll explore client server and peer to peer models for information sharing and connectivity with remote computers The book will also cover HTTP and HTTPS for communicating between your browser and website and delve into hostname resolution with DNS which is crucial to the functioning of the modern web As you advance you ll gain insights into asynchronous socket programming and streams and explore debugging and error handling Finally you ll study network

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