

Tcp Ip Socket Programming Web Services Overview

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Handbook of Mobile Systems Applications and Services - Anup Kumar 2016-04-19

From fundamental concepts and theories to implementation protocols and cutting-edge applications, the Handbook of Mobile Systems Applications and Services supplies a complete examination of the evolution of mobile services technologies. It examines service-oriented architecture (SOA) and explains why SOA and service oriented computing (SOC) will pl

An Introduction to Holistic Enterprise Architecture - Scott A. Bernard 2020-04-16

This is the only book on holistic (organization-wide) enterprise architecture (EA) that integrates strategic, business, and technology planning. The approach includes detailed information on EA governance, implementation, and use, including an example case study, a new chapter on solution architecture methods, and a new chapter on the use of EA to support organizational restructuring as part of mergers and acquisitions. Written in plain language, this book is recommended for executives, managers, and staff in large, complex public and private sector organizations that are too silo'd and/or have highly dynamic operating environments. No prior knowledge on the subject is needed.

Beginning Java Programming - Bart Baesens 2015-02-17

A comprehensive Java guide, with samples, exercises, casestudies, and step-by-step instruction Beginning Java Programming: The Object Oriented Approach is a straightforward resource for getting started with one of the world's most enduringly popular programming languages. Based on classes taught by the authors, the book starts with the basics and gradually builds into more advanced concepts. The approach utilizes an integrated development environment that allows readers to immediately apply what they learn, and includes step-by-step instruction with plenty of sample programs. Each chapter contains exercises based on real-world business and educational scenarios, and the final chapter uses case studies to combine several concepts and put readers' new skills to the test. Beginning Java Programming: The Object Oriented Approach provides both the information and the tools beginners need to develop Java skills, from the general concepts of object-oriented programming. Learn to: Understand the Java language and object-oriented concept implementation Use Java to access and manipulate external data Make applications accessible to users with GUIs Streamline workflow with object-oriented patterns The book is geared for those who want to use Java in an applied environment while learning at the same time. Useful as either a course text or a stand-alone self-study program, Beginning Java Programming is a thorough, comprehensive guide.

Special Edition Using Visual C++ .NET - Kate Gregory 2002

Special Edition Using Visual C++ .NET is a comprehensive resource to help readers leverage the exciting new features of Visual C++ .NET as well as port their existing skills to the new .NET development environment. The book shows how both Win32 and .NET applications work, not only instructing the reader in the use of Microsoft's Visual C++ wizards, but also showing what the wizards create. A variety of programming tasks from simple dialog boxes to database and Internet programming are included. Because of the new .NET platform developers in any of 17 languages (including Visual C++) will use the same class libraries to construct high-performance applications. SE Using Visual C++ .NET will not only cover the new version of the software but also how to get maximum programming results from combining several languages into one project. Related technologies such as XML and XSLT are also covered, along with integrating Visual C++

code with Visual Basic and C# code.

Expert F# 2.0 - Don Syme 2011-04-22

Expert F# 2.0 is about practical programming in a beautiful language that puts the power and elegance of functional programming into the hands of professional developers. In combination with .NET, F# achieves unrivaled levels of programmer productivity and program clarity. Expert F# 2.0 is The authoritative guide to F# by the inventor of F# A comprehensive reference of F# concepts, syntax, and features A treasury of expert F# techniques for practical, real-world programming F# isn't just another functional programming language. It's a general-purpose language ideal for real-world development. F# seamlessly integrates functional, imperative, and object-oriented programming styles so you can flexibly and elegantly solve any programming problem. Whatever your background, you'll find that F# is easy to learn, fun to use, and extraordinarily powerful. F# will change the way you think about—and go about—programming. Written by F#'s inventor and two major contributors to its development, Expert F# 2.0 is the authoritative, comprehensive, and in-depth guide to the language and its use. Designed to help others become experts, the first part of the book quickly yet carefully describes the F# language. The second part then shows how to use F# elegantly for a wide variety of practical programming tasks. The world's foremost experts in F# show you how to program in F# the way they do!

Java Network Programming and Distributed Computing - David Reilly 2002

Java's rich, comprehensive networking interfaces make it an ideal platform for building today's networked, Internet-centered applications, components, and Web services. Now, two Java networking experts demystify Java's complex networking API, giving developers practical insight into the key techniques of network development, and providing extensive code examples that show exactly how it's done. David and Michael Reilly begin by reviewing fundamental Internet architecture and TCP/IP protocol concepts all network programmers need to understand, as well as general Java features and techniques that are especially important in network programming, such as exception handling and input/output. Using practical examples, they show how to write clients and servers using UDP and TCP; how to build multithreaded network applications; and how to utilize HTTP and access the Web using Java. The book includes detailed coverage of server-side application development; distributed computing development with RMI and CORBA; and email-enabling applications with the powerful JavaMail API. For all beginning to intermediate Java programmers, network programmers who need to learn to work with Java.

Professional Java - W. Clay Richardson 2005-01-28

What is this book about? Professional Java builds upon Ivor Horton's Beginning Java to provide the reader with an understanding of how professionals use Java to develop software solutions. Pro Java starts with an overview of best methods and tools for developing Java applications. It then examines the the more sophisticated and nuanced parts of the Java JDK. The final and most extensive part of the book shows how to implement these ideas to build real-world applications, using both Java APIs as well as related Java open source tools. In short, this book provides a comprehensive treatment of the professional Java development process, without losing focus in exhaustive coverage of isolated features and APIs.

Open Source Software: Implementation and Management - Paul Kavanagh 2004-08-19

In 2004/5, over half of IT professionals will be looking at open source, most for the first time. This book provides key tools for System administrators, Network Administrators, IT project managers, and consultants who must evaluate and deploy open source software. This book details open source successes so far, explains which scenarios are the most realistic opportunities now, then gives the details needed to select these solutions, adopt the best tools and practices, introduce them to an organization, implement and manage them. The IT professional can use this book to review opportunities in their organization, evaluate components such as Apache, Linux, and OpenOffice against systems they know, and follow up in detail on their specific interests here and through referred resources. *Deployment scenarios categorized by function and industry *Rules of thumb on where and when open source software is or is not the right choice *Roadmaps for deployment in terms of the components of open source

Network Design - Teresa C. Piliouras 2004-12-28

There are hundreds of technologies and protocols used in telecommunications. They run the full gamut from application level to physical level. It is overwhelming to try to keep track of them. *Network Design, Second Edition: Management and Technical Perspectives* is a broad survey of the major technologies and networking protocols and how they inter

Innovative Data Communication Technologies and Application - Jennifer S. Raj 2022

This book presents the latest research in the fields of computational intelligence, ubiquitous computing models, communication intelligence, communication security, machine learning, informatics, mobile computing, cloud computing, and big data analytics. The best selected papers, presented at the International Conference on Innovative Data Communication Technologies and Application (ICIDCA 2021), are included in the book. The book focuses on the theory, design, analysis, implementation, and application of distributed systems and networks.

Sams Teach Yourself C# Web Programming in 21 Days - Philip Syme 2002

Learn how to use C# for Internet programming with the hands-on techniques and clear explanations. This book discusses some C# features that allow rapid development of solutions such as garbage collection, simplified type declarations, and scalability support. The book explains key concepts in a simple and practical manner. Web Forms and Web Controls usher in an elegant way to make dynamic Web pages. The book covers these topics with how-to code examples and projects. One of the newest developments in Internet programming is the use of XML and the SOAP communication protocol. .NET Web Services harness these two technologies, and is covered in later sections of the book.

Beginning F# - Robert Pickering 2011-01-27

Functional programming is perhaps the next big wave in application development. As experienced developers know, functional programming makes its mark by allowing application builders to develop solutions to complicated programming situations cleanly and efficiently. A rich history of functional languages, including Erlang and OCaml, leads the way to F#, Microsoft's effort to bring the elegance and focus of functional programming into the world of managed code and .NET. With *Beginning F#*, you have a companion that will help you explore F# and functional programming in a .NET environment. This book is both a comprehensive introduction to all aspects of the language and an incisive guide to using F# for real-world professional development. Reviewed by Don Syme, the chief architect of F# at Microsoft Research, *Beginning F#* is a great foundation for exploring functional programming and its role in the future of application development.

Handbook of Information Security, Key Concepts, Infrastructure, Standards, and Protocols - Hossein Bidgoli 2006-03-20

The *Handbook of Information Security* is a definitive 3-volume handbook that offers coverage of both established and cutting-edge theories and developments on information and computer security. The text contains 180 articles from over 200 leading experts, providing the benchmark resource for information security, network security, information privacy, and information warfare.

Sams Teach Yourself TCP/IP in 24 Hours - Joe Casad 2004

Innovative Computing and Information - Minli Dai 2011-09-06

This six-volume-set (CCIS 231, 232, 233, 234, 235, 236) constitutes the refereed proceedings of the

International Conference on Computing, Information and Control, ICCIC 2011, held in Wuhan, China, in September 2011. The papers are organized in two volumes on Innovative Computing and Information (CCIS 231 and 232), two volumes on Computing and Intelligent Systems (CCIS 233 and 234), and in two volumes on Information and Management Engineering (CCIS 235 and 236).

Win32 System Services - Marshall Brain 2001

The quick, easy way to get up-to-speed on the Win 32 API--completely updated--covers Windows 2000, NT4, and Windows 98/95. There are detailed chapters on every key topic: processes and threads, security, directories and drives, and many more. The CD-ROM contains all sample code.

Network World - 2002-03-11

For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations.

Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

The Industrial Information Technology Handbook - Richard Zurawski 2018-10-03

The *Industrial Information Technology Handbook* focuses on existing and emerging industrial applications of IT, and on evolving trends that are driven by the needs of companies and by industry-led consortia and organizations. Emphasizing fast growing areas that have major impacts on industrial automation and enterprise integration, the Handbook covers topics such as industrial communication technology, sensors, and embedded systems. The book is organized into two parts. Part 1 presents material covering new and quickly evolving aspects of IT. Part 2 introduces cutting-edge areas of industrial IT. The Handbook presents material in the form of tutorials, surveys, and technology overviews, combining fundamentals and advanced issues, with articles grouped into sections for a cohesive and comprehensive presentation. The text contains 112 contributed reports by industry experts from government, companies at the forefront of development, and some of the most renowned academic and research institutions worldwide. Several of the reports on recent developments, actual deployments, and trends cover subject matter presented to the public for the first time.

Advances in Network Security and Applications - David C. Wyld 2011-06-30

This book constitutes the proceedings of the 4th International Conference on Network Security and Applications held in Chennai, India, in July 2011. The 63 revised full papers presented were carefully reviewed and selected from numerous submissions. The papers address all technical and practical aspects of security and its applications for wired and wireless networks and are organized in topical sections on network security and applications, ad hoc, sensor and ubiquitous computing, as well as peer-to-peer networks and trust management.

Extreme Programming and Agile Processes in Software Engineering - Italy) Xp 200 (2003 Genoa 2003-05-13

The LNCS series reports state-of-the-art results in computer science research, development, and education, at a high level and in both printed and electronic form. Enjoying tight cooperation with the R & D community, with numerous individuals, as well as with prestigious organizations and societies, LNCS has grown into the most comprehensive computer science research forum available. The scope of LNCS, including its subseries LNAI, spans the whole range of computer science and information technology including interdisciplinary topics in a variety of application fields. Book jacket.

TCP/IP in 24 Hours, Sams Teach Yourself - Joe Casad 2017-03-09

Sams Teach Yourself TCP/IP in 24 Hours, Sixth Edition is a practical guide to the simple yet illusive protocol system that powers the Internet. A step-by-step approach reveals how the protocols of the TCP/IP stack really work and explores the rich array of services available on the Internet today. You'll learn about configuring and managing real-world networks, and you'll gain the deep understanding you'll need to troubleshoot new problems when they arise. *Sams Teach Yourself TCP/IP in 24 Hours* is the only single-volume introduction to TCP/IP that receives regular updates to incorporate new technologies of the ever-changing Internet. This latest edition includes up-to-date material on recent topics such as tracking and privacy, cloud computing, mobile networks, and the Internet of Things. Each chapter also comes with: Practical, hands-on examples, showing you how to apply what you learn Quizzes and exercises that test your knowledge and stretch your

skills Notes and tips with shortcuts, solutions, and workarounds If you're looking for a smart, concise introduction to the TCP/IP protocols, start your clock and look inside. Learn how to... Understand TCP/IP's role, how it works, and how it continues to evolve Work with TCP/IP's Network Access, Internet, Transport, and Application layers Design modern networks that will scale and resist attack Address security and privacy issues with encryption, digital signatures, VPNs, Kerberos, web tracking, cookies, anonymity networks, and firewalls Discover how IPv6 differs from IPv4, and how to migrate or coexist with IPv6 Configure dynamic addressing, DHCP, NAT, and Zeroconf Establish efficient and reliable routing, subnetting, and name resolution Use TCP/IP in modern cloud-based environments Integrate IoT devices into your TCP/IP network Improve your efficiency with the latest TCP/IP tools and utilities Support high-performance media streaming and webcasting Troubleshoot problems with connectivity, protocols, name resolution, and performance Walk through TCP/IP network implementation, from start to finish

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.

Pro NetBeans IDE 5.5 Enterprise Edition - Adam Myatt 2007-05-25

Pro NetBeans aims to publish on the NetBeans Java IDE, a market that is now under-represented in the marketplace, unlike the near saturation of Eclipse books. Specifically, this book aims to be first to market on the new NetBeans 5.5 Java IDE, based on the relatively new Java EE 5 platform and J2SE 5. It discusses real life case studies and directly relates the material to topics the reader can quickly understand. The book is intended for Java developers of varying skill who may or may not be familiar with Netbeans IDE or Java IDEs in general. Netbeans IDE is an amazing tool for rapidly developing Java applications.

Network Programming in .NET - Fiach Reid 2004-07-01

The purpose of this book is to provide tools to design and implement network-orientated applications in .NET. It is also a guide for software designers to choose the best and most efficient way to implement mission-critical solutions. The book addresses real-world issues facing professional developers, such as using third-party components as opposed in-house development. It differentiates itself from existing .NET publications because it is aimed at experienced professionals and concentrates on practical, ready-to-use information. The book is written in two languages C# and VB.NET, and covers never-before published information on Telephony in .NET and packet-level networking. This is the second book in the Digital Press Software Development Series. Coverage of lower level protocols allows implementation of performance-centric applications Demonstrates the feasibility of developing telephony solutions in-house rather than outsourcing Written in VB.NET and C# to assist readers working in either language Coverage of Email, FTP and the WWW allows implementation of applications in all three areas

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.

Expert .NET Micro Framework - Jens Khner 2009-11-27

The Microsoft .NET Micro Framework is a small and efficient .NET runtime environment used to run managed code on devices that are too small and resource constrained for Windows CE and the Compact Framework. Expert .NET Micro Framework will teach you everything you need to know to use the .NET Micro Framework to create effective embedded applications. It begins with the basics of accessing hardware and networking before delving deep into the less-known areas such as cryptography and globalization, and how to use technologies such as wireless communication that are not directly supported by the .NET Micro Framework. This book is a must if you want to get as much as possible out of the .NET Micro Framework to write powerful embedded applications. Expert .NET Micro Framework also describes how to use resources and write globalized and multilingual embedded applications. You will learn how to effectively use binary serialization to store data permanently in flash memory or exchange data with a PDA or PC. Topics like cryptography and encrypted data exchange with a .NET or Compact Framework application are covered.

Computational Intelligence for Technology Enhanced Learning - Fatos Xhafa 2010-02-18

E-Learning has become one of the most wide spread ways of distance teaching and learning. Technologies such as Web, Grid, and Mobile and Wireless networks are pushing teaching and learning communities to find new and intelligent ways of using these technologies to enhance teaching and learning activities. Indeed, these new technologies can play an important role in increasing the support to teachers and learners, to shorten the time to learning and teaching; yet, it is necessary to use intelligent techniques to take advantage of these new technologies to achieve the desired support to teachers and learners and enhance learners' performance in distributed learning environments. The chapters of this volume bring advances in using intelligent techniques for technology enhanced learning as well as development of e-Learning applications based on such techniques and supported by technology. Such intelligent techniques include clustering and classification for personalization of learning, intelligent context-aware techniques, adaptive learning, data mining techniques and ontologies in e-Learning systems, among others. Academics, scientists, software developers, teachers and tutors and students interested in e-Learning will find this book useful for their academic, research and practice activity.

Interconnecting Smart Objects with IP - Jean-Philippe Vasseur 2010-07-06

Interconnecting Smart Objects with IP: The Next Internet explains why the Internet Protocol (IP) has become the protocol of choice for smart object networks. IP has successfully demonstrated the ability to interconnect billions of digital systems on the global Internet and in private IP networks. Once smart objects can be easily interconnected, a whole new class of smart object systems can begin to evolve. The book discusses how IP-based smart object networks are being designed and deployed. The book is organized into three parts. Part 1 demonstrates why the IP architecture is well suited to smart object networks, in contrast to non-IP based sensor network or other proprietary systems that interconnect to IP networks (e.g. the public Internet of private IP networks) via hard-to-manage and expensive multi-protocol translation gateways that scale poorly. Part 2 examines protocols and algorithms, including smart objects and the low power link layers technologies used in these networks. Part 3 describes the following smart object network applications: smart grid, industrial automation, smart cities and urban networks, home automation, building automation, structural health monitoring, and container tracking. Shows in detail how connecting smart objects impacts our lives with practical implementation examples and case studies Provides an in depth understanding of the technological and architectural aspects underlying smart objects technology Offers an in-depth examination of relevant IP protocols to build large scale smart object networks in support of a myriad of new services

HTTP: The Definitive Guide - David Gourley 2002-09-27

Covers topics including HTTP methods and status codes, optimizing proxies, designing web crawlers, content negotiation, and load-balancing strategies.

Professional C# 2005 with .NET 3.0 - Christian Nagel 2007-06-15

Preparing readers to program in C#, this authoritative guide provides the necessary background information on how the .NET architecture works Begins with a tutorial on C# 2005 and the .NET 3.0 Framework, then moves through the vast .NET class library, showing how C# can be used to solve various tasks Includes

coverage of the new .NET 3.0 Framework, Generics, ObjectSpaces, .NET 3.0 in SQL Server, ASP.NET 3.0, Windows Communication Foundation, Windows Workflow Foundation, Windows Presentation Foundation, arrays, system transactions, tracing, and event logging Additional coverage includes such topics as writing Windows applications and Windows services, writing Web pages and Web services with ASP.NET 3.0, manipulating XML using C# 2005, and generating graphics using C# 2005

Web Services Explained - Joe Clabby 2003

Observations and Conclusions. p. 197.

Game Design Foundations - Roger Pedersen 2009-06-23

Game Design Foundations, Second Edition covers how to design the game from the important opening sentence, the "One Pager" document, the Executive Summary and Game Proposal, the Character Document to the Game Design Document. The book describes game genres, where game ideas come from, game research, innovation in gaming, important gaming principles such as game mechanics, game balancing, AI, path finding and game tiers. The basics of programming, level designing, and film scriptwriting are explained by example. Each chapter has exercises to hone in on the newly learned designer skills that will display your work as a game designer and your knowledge in the game industry.

Python Web Programming - Steve Holden 2002

A Python community leader teaches professionals how to integrate web applications with Python.

Java and JMX - Heather Kreger 2003

Java is now used with increasing frequency to develop mission-critical applications. Using Java Management Extensions (JMX) is the key to managing those applications. As JMX is increasingly accepted into the fields of embedded systems, enterprise systems, and telephony, it is clear that all Java developers will encounter JMX before long. Java(TM) and JMX: Building Manageable Systems is the definitive guide to JMX, combining an introduction to the technology with extensive coverage that will make this book a favorite reference. Much more than just an explanation of the JMX specifications, this book can drastically reduce a reader's JMX learning curve by explaining how to develop management requirements and apply JMX to them. The book's coverage includes: A management primer for Java programmers and architects A historical perspective on the evolution of JMX and its relation to other management standards, including SNMP, CIM/WBEM, TMN, and CMIP Development of JMX Manageable Resources with Standard and Dynamic MBeans Development with Model MBeans as customizable generic instrumentation using both the JMX APIs and XML files MBeanServer, including the MBean registry and object naming scheme, the generic MBean interface, and the query mechanism JMX Monitors and Notifications MBeanServer Services including the timer, relationship, and dynamic loading, along with custom services for XML services, HTTP adapters, RMI connectors, and security exposures and permissions JMX best practices, including deployment patterns, instrumentation patterns, federation patterns, and best practices JMX integration into J2EE and the JSR077 management models in J2EE 1.4 Using JMX to manage Web services from the perspective of service providers, registry providers, and users Written with an unparalleled degree of in-the-trenches familiarity and full of practical examples and working sample code, Java(TM) and JMX is a must-have introduction, technological guide, and reference for Java architects and developers. 0672324083B12052002

Sockets, Shellcode, Porting, and Coding: Reverse Engineering Exploits and Tool Coding for Security Professionals - James C Foster 2005-04-26

The book is logically divided into 5 main categories with each category representing a major skill set required by most security professionals: 1. Coding - The ability to program and script is quickly becoming a mainstream requirement for just about everyone in the security industry. This section covers the basics in coding complemented with a slue of programming tips and tricks in C/C++, Java, Perl and NASL. 2. Sockets - The technology that allows programs and scripts to communicate over a network is sockets. Even though the theory remains the same - communication over TCP and UDP, sockets are implemented differently in nearly ever language. 3. Shellcode - Shellcode, commonly defined as bytecode converted from Assembly, is utilized to execute commands on remote systems via direct memory access. 4. Porting - Due to the differences between operating platforms and language implementations on those platforms, it is a common practice to modify an original body of code to work on a different platforms. This technique is known as porting and is incredible useful in the real world environments since it allows you to not "recreate the wheel. 5. Coding

Tools - The culmination of the previous four sections, coding tools brings all of the techniques that you have learned to the forefront. With the background technologies and techniques you will now be able to code quick utilities that will not only make you more productive, they will arm you with an extremely valuable skill that will remain with you as long as you make the proper time and effort dedications. *Contains never before seen chapters on writing and automating exploits on windows systems with all-new exploits. *Perform zero-day exploit forensics by reverse engineering malicious code. *Provides working code and scripts in all of the most common programming languages for readers to use TODAY to defend their networks.

Architecting Secure Software Systems - Asoke K. Talukder 2008-12-17

Traditionally, software engineers have defined security as a non-functional requirement. As such, all too often it is only considered as an afterthought, making software applications and services vulnerable to attacks. With the phenomenal growth in cybercrime, it has become imperative that security be an integral part of software engineering so that all software assets are protected and safe. Architecting Secure Software Systems defines how security should be incorporated into basic software engineering at the requirement analysis phase, continuing this sharp focus into security design, secured programming, security testing, and secured deployment. Outlines Protection Protocols for Numerous Applications Through the use of examples, this volume defines a myriad of security vulnerabilities and their resultant threats. It details how to do a security requirement analysis and outlines the security development lifecycle. The authors examine security architectures and threat countermeasures for UNIX, .NET, Java, mobile, and Web environments. Finally, they explore the security of telecommunications and other distributed services through Service Oriented Architecture (SOA). The book employs a versatile multi-platform approach that allows users to seamlessly integrate the material into their own programming paradigm regardless of their individual programming backgrounds. The text also provides real-world code snippets for experimentation. Define a Security Methodology from the Initial Phase of Development Almost all assets in our lives have a virtual presence and the convergence of computer information and telecommunications makes these assets accessible to everyone in the world. This volume enables developers, engineers, and architects to approach security in a holistic fashion at the beginning of the software development lifecycle. By securing these systems from the project's inception, the monetary and personal privacy catastrophes caused by weak systems can potentially be avoided.

RESTful Web Services - Leonard Richardson 2008-12-17

"Every developer working with the Web needs to read this book." -- David Heinemeier Hansson, creator of the Rails framework "RESTful Web Services finally provides a practical roadmap for constructing services that embrace the Web, instead of trying to route around it." -- Adam Trachtenberg, PHP author and EBay Web Services Evangelist You've built web sites that can be used by humans. But can you also build web sites that are usable by machines? That's where the future lies, and that's what RESTful Web Services shows you how to do. The World Wide Web is the most popular distributed application in history, and Web services and mashups have turned it into a powerful distributed computing platform. But today's web service technologies have lost sight of the simplicity that made the Web successful. They don't work like the Web, and they're missing out on its advantages. This book puts the "Web" back into web services. It shows how you can connect to the programmable web with the technologies you already use every day. The key is REST, the architectural style that drives the Web. This book: Emphasizes the power of basic Web technologies -- the HTTP application protocol, the URI naming standard, and the XML markup language Introduces the Resource-Oriented Architecture (ROA), a common-sense set of rules for designing RESTful web services Shows how a RESTful design is simpler, more versatile, and more scalable than a design based on Remote Procedure Calls (RPC) Includes real-world examples of RESTful web services, like Amazon's Simple Storage Service and the Atom Publishing Protocol Discusses web service clients for popular programming languages Shows how to implement RESTful services in three popular frameworks -- Ruby on Rails, Restlet (for Java), and Django (for Python) Focuses on practical issues: how to design and implement RESTful web services and clients This is the first book that applies the REST design philosophy to real web services. It sets down the best practices you need to make your design a success, and the techniques you need to turn your design into working code. You can harness the power of the Web for programmable applications: you just have to work with the Web instead of against it. This book shows you how.

Programming Web Services with SOAP - James Snell 2001-12-20

The web services architecture provides a new way to think about and implement application-to-application integration and interoperability that makes the development platform irrelevant. Two applications, regardless of operating system, programming language, or any other technical implementation detail, communicate using XML messages over open Internet protocols such as HTTP or SMTP. The Simple Open Access Protocol (SOAP) is a specification that details how to encode that information and has become the messaging protocol of choice for Web services. Programming Web Services with SOAP is a detailed guide to using SOAP and other leading web services standards--WSDL (Web Service Description Language), and UDDI (Universal Description, Discovery, and Integration protocol). You'll learn the concepts of the web services architecture and get practical advice on building and deploying web services in the enterprise. This authoritative book decodes the standards, explaining the concepts and implementation in a clear, concise style. You'll also learn about the major toolkits for building and deploying web services. Examples in Java, Perl, C#, and Visual Basic illustrate the principles. Significant applications developed using Java and Perl on the Apache Tomcat web platform address real issues such as security, debugging, and interoperability. Covered topic areas include: The Web Services Architecture SOAP envelopes, headers, and

encodings WSDL and UDDI Writing web services with Apache SOAP and Java Writing web services with Perl's SOAP::Lite Peer-to-peer (P2P) web services Enterprise issues such as authentication, security, and identity Up-and-coming standards projects for web services Programming Web Services with SOAP provides you with all the information on the standards, protocols, and toolkits you'll need to integrate information services with SOAP. You'll find a solid core of information that will help you develop individual Web services or discover new ways to integrate core business processes across an enterprise.

E-Business and Distributed Systems Handbook - Amjad Umar 2003

"This is overview of an extensive handbook that systematically discusses how to translate e-business strategies to working solutions by using the latest distributed computing technologies. This module of the handbook paints the big picture of the Next Generation Real-time Enterprises with numerous case studies to highlight the key points. "

Network Tutorial - Steve Steinke 2003-01-01

Network Tutorial delivers insight and understanding about network technology to managers and executives trying to get up to speed or stay current with the complex challenges of designing, constructing, maintaining, upgrading, and managing the netwo