Chapter 1 : Neural Network Programming with Java, 2nd Edition â€“ CoderProg

Java Network Programming, 2nd Edition, is a complete introduction to developing network programs (both applets and applications) using Java, covering everything from Networking fundamentals to remote method invocation (RMI). It includes chapters on TCP and UDP sockets, multicasting, protocol and content handlers, and URLs.

With Safari, you learn the way you learn best. Get unlimited access to videos, live online training, learning paths, books, tutorials, and more. In fact, writing network programs in Java is quite simple, as this book will show. Readers with previous experience in network programming in a Unix, Windows, or Macintosh environment should be pleasantly surprised at how much easier it is to write equivalent programs in Java. Java Network Programming exposes the power and sophistication of this library. About the Second Edition In the first chapter of the first edition of this book, I wrote extensively about the sort of dynamic, distributed network applications I thought Java would make possible. One of the most exciting parts of writing this second edition was seeing that virtually all of the applications I had postulated have indeed come to pass. Java in general, and network programming in Java in particular, has moved well beyond the hype stage and into the realm of real, working applications. Efforts are well under way to subvert the existing infrastructure of C-based network clients and servers with pure Java replacements. This book has come a long way too. The second edition has been rewritten almost from scratch. However, much more important than the added and deleted chapters are the changes inside the chapters that we kept. The most obvious change to the first edition is that all of the examples have been rewritten with the Java 1. Like almost everyone Sun not excepted , I was still struggling to figure out a lot of the details of just what one did with Java and how one did it when I wrote the first edition in The old examples got the network code correct, but in most other respects they now look embarrassingly amateurish. For just one example, I no longer use standalone applets where a simple frame-based application would suffice. I hope that the new examples will serve as models not just of how to write network programs, but also of how to write Java code in general. And of course the text has been cleaned up too. In fact, I took as long to write this second, revised edition as I did to write the original edition. As previously mentioned, there are 5 completely new chapters, but the 14 revised chapters have been extensively rewritten and expanded to bring them up-to-date with new developments, as well as to make them clearer and more engaging. This edition is, to put it frankly, a much better written book than the first edition, even leaving aside all the changes to the examples. Get unlimited access to videos, live online training, learning paths, books, interactive tutorials, and more.

Chapter 2 : The Socket Class - Java Network Programming, Second Edition [Book]

Java Network Programming, 2nd Edition, is a complete introduction to developing network programs (both applets and applications) using Java, covering everything from Networking fundamentals to remote method invocation (RMI). It includes chapters on TCP and UDP sockets, multicasting protocol and content handlers, and servlets.

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The next two chapters throw some light on two parts of Java that are critical to almost all network programs but are often misunderstood and misused: Experienced Java programmers may be able to skim or skip these two chapters. However, Chapter 6, is essential reading for everyone. There are, however, some interdependencies between specific chapters. The URL class enables you to connect to and download files and documents from a network server without concerning yourself with the details of the protocol that the server speaks. Parsing and rendering HTML is one of the most difficult challenges network programmers face. Indeed, the Mozilla project has been struggling with that exact problem for more than two years. Chapter 9, investigates the network methods of one the first classes every Java programmer learns about, Applet. Without using undocumented classes, this is the only way to handle audio in Java 1. Chapter 11, shows you how to use the ServerSocket class to write servers for these and other protocols in Java. Finally, Chapter 14, shows you how to use UDP to communicate with multiple hosts at the same time. All the other classes that access the network from Java rely on the classes described in these five chapters. Chapter 15 through Chapter 17 look more deeply at the infrastructure supporting the URL class. These chapters introduce protocol and content handlers, concepts unique to Java that make it possible to write dynamically-extensible software that automatically understands new protocols and media types. It shows you how to take advantage of this class through its public API. Chapter 16, also focuses on the URLConnection class but from a different direction; it shows you how to subclass this class to create handlers for new protocols and URLs. Chapter 18, introduces this powerful mechanism for writing distributed Java applications that run across multiple heterogeneous systems at the same time while communicating with straightforward method calls just like a nondistributed program. Both of these APIs provide distributed applications with less cumbersome alternatives to lower-level protocols. Who You Are This book assumes you have a basic familiarity with the Java language and programming environment, in addition to object-oriented programming in general. This book does not attempt to be a basic language tutorial. You should be thoroughly familiar with the syntax of the language. You should have written simple applications and applets. You should also be comfortable with the AWT. You should also be an accomplished user of the Internet. I will assume you know how to ftp files and visit web sites. You should know what a URL is and how you locate one. You should know how to write simple HTML and be able to publish a home page that includes Java applets, though you do not need to be a super web designer. You should find it a complete introduction to networking concepts and network application development. Java lets you write very sophisticated applications with ease. This book is written with the assumption that you and your customers are using at least Java 1. In general, I use Java 1. Java 2 is a bit more of a stretch. Although I wrote almost all of this book using Java 2, and although Java 2 has been available on Windows and Solaris for more than a year, no Java 2 runtime or development environment is yet available for the Mac. While Java 2 has gradually made its way onto most Unix platforms, including Linux, it is almost certain that neither Apple nor Sun will ever port any version of Java 2 to MacOS 9. Java 2 will probably appear on MacOS X sometime in This is not a good thing for a language that claims to be "write once, run anywhere". Finally, almost all currently installed browsers, including Internet Explorer 5. Applet developers are pretty much limited to Java 1. Consequently, Java 2 seems likely to be restricted to standalone applications on Windows and Unix for at least the near term. Thus, while I have not shied away from using Java 2-specific features where they seemed useful or convenientâ€”for instance, the ASCII encoding for the InputStreamReader and the keytool programâ€”I have been careful to point out my use of such features. When a particular method or class is new in Java 1. Sun seems to change names at the drop of a marketing consultant. In previous incarnations, this is what was simply known as the JDK. Some of these additional APIs are also available as extensions to the Standard Edition, and will be so treated here. The Micro Edition is a subset of the Standard Edition targeted at cell phones, set-top boxes and other memory, CPU, and display-challenged devices. Over the next few months, Sun released several more betas of JDK 1. The finishing touches were placed in this book, and all the code was tested with the final release of JDK 1. To be honest, the most annoying problem with all these different versions and editions was not the rewriting they necessitated. It was figuring out how to identify them in the text. This does not include the Enterprise Edition additions, which will be treated as extensions to the standard. These normally come in the javax package rather than the java packages. However, the networking API seems fairly stable. Since that very same answer should answer an equal number of questions from readers of this book, I want to get it out of the way right up front and then repeat it several times throughout the book for readers who habitually skip prefaces: This book focuses very much on applications. Untrusted Java applets are prohibited from communicating over the Internet with any host other than the one they came from. The problem may not always be obviousâ€”not all web browsers properly report security exceptionsâ€—but it is there. However, these are exceptions, not the rule. About the Examples Most methods and classes described in this book are illustrated with at least one complete working program, simple though it may be. In my experience, a complete working program is essential to showing the proper use of a method. Without a program, it is too easy to drop into jargon or to gloss over points about which the author may be unclear in his own mind. The Java API documentation itself often suffers from excessively terse descriptions of the method calls. In this book, I have tried to err on the side of providing too much explication rather than too little. If a point is obvious to you, feel free to skip over it. You do not need to type in and run every example in this book, but if a particular method does give you trouble, you are guaranteed to have at least one working example. Each chapter includes at least one and often several more complex program that demonstrates the classes and methods of that chapter in a more realistic setting. These often rely on Java features not discussed in this book. Indeed, in many of the programs, the networking components are only a small fraction of the source code and often the least difficult parts. The apparent simplicity of the networked sections of the code reflects the extent to which networking has been made a core feature of Java and not any triviality of the program itself. All example programs presented in this book are available online, often with corrections and additions. You can download the source code from http: I have tested all the examples on Windows and many on Solaris and the Macintosh. Almost all the examples given here should work on other platforms and with other compilers and virtual machines that support Java 1. The few that require Java 1. In reality, every implementation of Java that I have tested has had nontrivial bugs in networking, so actual performance is not guaranteed. I have tried to note any places where a method behaves other than as advertised by Sun.

Chapter 3 : Java Network Programming, 2nd Edition by Merlin Hughes

The first edition of Java Network Programming was acclaimed by readers as an outstanding networking reference. It provided complete details of the Java platform's support for networking and I/O with extensive API coverage and sophisticated examples.

Chapter 4 : Java Network Programming, 2nd Edition-ExLibrary | eBay

Book Description. Java Network Programming, 2nd Edition, is a complete introduction to developing network programs (both applets and applications) using Java, covering everything from Networking fundamentals to remote method invocation (RMI).

Chapter 5 : Java Network Programming, 2nd Edition - Java Network Programming, Second Edition [Book]

Java Network Programming, Second Edition aims is the sequel to the highly popular Java Network Programming title, and picks up where the original left off. It offers considerably expanded coverage of the Java networking API, for the Java 2 platform.

Chapter 6 : o'reilly - java network programming 2nd edition

Java Network Programming, Second Edition by Elliotte Rusty Harold Stay ahead with the world's most comprehensive technology and business learning platform. With Safari, you learn the way you learn best.

Chapter 7 : Java Network Programming, Second Edition

The second edition adds coverage of Java 2 and new material on custom URL-related factories, Java I/O, RMI, servlets, and CORBA. The sections on cryptography have been omitted, but will be available in a separate book.

Chapter 8 : Examples from Java Network Programming, 2nd Edition

The calendrierdelascience.com class is Java's fundamental class for performing client-side TCP operations. Other client-oriented classes that make TCP network connections, such as URL, URLConnection, Applet, and JEditorPane, all ultimately end up invoking the methods of this class.

Chapter 9 : An Introduction to Network Programming with Java, 3rd Edition - PDF Free Download - Fox eB

An Introduction to Network Programming with Java: Java 7 Compatible. Since the second edition of this text, the use of the Internet and networks generally has continued to expand at a phenomenal rate.