1. Record Nr. UNINA9910453574403321 Autore Hoffman Jon (Software engineer) Titolo iOS and OS X network programming cookbook: over 50 recipes to develop network applications in both the iOS and OS X environment // Jon Hoffman Pubbl/distr/stampa Birmingham, England:,: Packt Publishing,, 2014 ©2014 **ISBN** 1-84969-809-0 Edizione [1st edition] Descrizione fisica 1 online resource (300 p.) Collana Quick answers to common problems Disciplina 005.446 Soggetti Operating systems (Computers) - Programming Electronic books. Lingua di pubblicazione Inglese **Formato** Materiale a stampa Monografia Livello bibliografico Note generali Includes index. Nota di contenuto Cover: Copyright: Credits: About the Author: About the Reviewers: www.PacktPub.com; Table of Contents; Preface; Chapter 1: BSD Socket Library; Introduction; Finding the byte order of your device; Retrieving network address information; Performing network address resolution; Creating an echo server; Creating an echo client; Creating a data server; Creating a data client; Chapter 2: Apple Low-level Networking; Introduction: Retrieving network address information: Performing network address resolution; Creating an echo server; Creating an echo client; Creating a server to receive data Creating a client to send data Checking the network status; Chapter 3: Using Libnet; Introduction; Installing libnet; Adding libnet to your project; Resolving names to addresses with libnet; Retrieving local addresses with libnet; Constructing a Ping packet with libnet; Constructing a UDP packet with libnet; Constructing a TCP packet with libnet; Chapter 4: Using Libpcap; Introduction; Adding libpcap to your project; Retrieving network device information; Capturing packets: Decoding Ethernet headers; Decoding IP headers; Decoding ARP headers; Decoding TCP headers; Decoding UDP headers Decoding ICMP headers Filtering packets: Saving a capture file: Creating

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This book follows a recipe-based approach that will heavily focus on the code and how to integrate the samples with the reader's projects. Each recipe consists of one or more methods that you can put directly into your app and use. This book is ideal for developers that want to create network applications for the Apple OS X or iOS platforms. All examples are written in Objective-C using XCode as the IDE. Knowledge of Objective-C and X-Code is essential.