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Nota di contenuto	C# Network Programming; Acknowledgments; Contents at a Glance; Contents; Introduction; Who Should Read This Book; How This Book Is Organized; Keeping Up to Date; Part I: Network Programming Basics; Chapter 1: The C# Language; Basics of .NET; Installing a C# Development Environment; The C# Runtime Environment; C# Programming Basics; C# Features; Summary; Chapter 2: IP Programming Basics; Watching Network Traffic; Analyzing Network Packets; Programming with TCP and UDP; Finding IP Address Information; Summary; Chapter 3: C# Network Programming Classes; A Primer on Socket Programming C# Socket Programming C# Socket Helper Classes; Summary; Chapter 4: DNS and C#; The Domain Name System (DNS); Windows DNS Client Information; DNS Classes in C#; Summary; Part II: Network Layer Programming; Chapter 5: Connection-Oriented Sockets; A Simple TCP Server; A Simple TCP Client; When TCP Goes Bad; Using C# Streams with TCP; Summary; Chapter 6: Connectionless Sockets; A Simple UDP Application; Distinguishing UDP Messages; When UDP Goes Bad; A Complete UDP Application; Summary; Chapter 7: Using The C# Sockets Helper Classes; The TcpClient Class; The TcpListener Class; The

UdpClient Class

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Sommario/riassunto

On its own, C# simplifies network programming. Combine it with the precise instruction found in C# Network Programming, and you'll find that building network applications is easier and quicker than ever. This book helps newcomers get started with a look at the basics of network programming as they relate to C#, including the language's network classes, the Winsock interface, and DNS resolution. Spend as much time here as you need, then dig into the core topics of the network layer. You'll learn to make sockets connections via TCP and ""connectionless"" connections via UDP. You'll also discov
