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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 ProgrammingC# 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 Programing; 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

Moving Data across the NetworkSummary; Chapter 8: Asynchronous Sockets; Windows Event Programming; Using Asynchronous Sockets; Sample Programs Using Asynchronous Sockets; Using Non-blocking Socket Methods; Summary; Chapter 9: Using Threads; How Applications Run in Windows; Creating Threads in a Program; Using Threads in a Server; Using Threads for Sending and Receiving Data; Thread Pools; Using Thread Pools in a Server; Summary; Chapter 10: IP Multicasting; What Is Broadcasting?; Using Broadcast Packets to Advertise a Server; What Is Multicasting?; C# IP Multicast Support Sample Multicast ApplicationSummary; Part III: Application Layer Programming Examples; Chapter 11: ICMP; The ICMP Protocol; Using Raw Sockets; Creating an ICMP Class; A Simple Ping Program; An Advanced Ping Program; The TraceRoute.cs Program; The FindMask Program; Summary; Chapter 12: SNMP; Understanding SNMP; Working with SNMP Packets; Creating a Simple SNMP Class; The SimpleSNMP Program; Using Vendor MIBs; Using GetNextRequest Queries; Summary; Chapter 13: SMTP; E-mail Basics; SMTP and Windows; The Smtplib Class; Using Expanded Mail Message Formats; Mail Attachments The MailAttachment ClassA POP3 Client; Summary; Chapter 14: HTTP; The WebClient Class; Advanced Web Classes; Web Services; Summary; Chapter 15: Active Directory; Network Directory Basics; Working with Active Directory; Using C# to Access a Network Directory; Modifying Directory Data; Searching the Network Directory; Summary; Chapter 16: Remoting; Moving Data, Revisited; An Overview of Remoting; Using Remoting; Creating a Proxy Class Using soapsuds; Summary; Chapter 17: Security; Application Security: What's Involved?; Socket Permissions; Protecting Network Data; Summary; Index

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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

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