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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
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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
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
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 a simple port scanner using libnet and libpcap together; Chapter 5: Apple High-level Networking; Introduction; Performing HTTP(S) synchronous GET requests; Performing HTTP(S) synchronous POST

requests; Performing HTTP(S) asynchronous GET request; Performing HTTP/HTTPS asynchronous POST request; Parsing an RSS feed with NSXMLParser, NSURL, and NSData; Creating a peer-to-peer bluetooth network; Chapter 6: Bonjour; Introduction; Publishing a Bonjour service; Discovering a Bonjour service; Resolving a Bonjour service
Creating an echo server that uses Bonjour to advertise the service
Creating an echo client that uses Bonjour to discover the service;
Chapter 7: AF Networking 2.0 Library; Introduction; Checking the network connection type and changes; Creating a web client using AFHTTP Session Manager; Creating a custom response serializer; Using the UIImageView+AF Networking category; Downloading files with a progress bar; Chapter 8: MKNetworkKit; Introduction; Creating and using the MKNetworkKit engine; Uploading a file using MKNetworkKit; Downloading a file using MKNetworkKit
Using the UIImageView+MKNetworkKit Additions.h category and caching the images
Adding a progress bar to upload or download;
Index

Sommario/riassunto

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.
