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5.0 out of 5 stars Great Cookbook for Boost Asio C++ Network Programming Reviewed in the United States on February 26, 2016 The Boost library is really well laid out and really great for starting up a project quickly, however it takes time to get used to it and learn the ins and outs.

Amazon.com: Boost.Asio C++ Network Programming Cookbook ...

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Boost.Asio provides an excellent level of abstraction, making sure that with a minimal amount of coding you can create beautiful client/server applications, and have fun in the process! 'Boost.Asio C++ Network Programming" shows how to build client/server applications using a library that is part of the popular peer-reviewed Boost C++ Libraries.

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Understand the various functions inside Boost.Asio C++ libraries to delve into network programming; Discover how to debug and run the code successfully; In Detail. Boost.Asio is a C++ library used for network programming operations. Organizations use Boost because of its productivity.

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Even though Boost.Asio can process any kind of data asynchronously, it is mainly used for network programming. This is because Boost.Asio supported network functions long before additional I/O objects were added. Network functions are a perfect use for asynchronous operations because the transmission of data over a network may take a long time ...

Chapter 32. Boost.Asio - Network programming

Boost.Asio provides an excellent level of abstraction, making sure that with a minimal amount of coding you can create beautiful client/server applications, and have fun in the process! 'Boost.Asio C++ Network Programming" shows how to build client/server applications using a library that

Boost.Asio C++ Network Programming by John Torjo

Boost.Asio is a C++ library used for network programming operations. Organizations use Boost because of its productivity. Use of these high-quality libraries speed up initial development, result in fewer bugs, reduce reinvention-of-the-wheel, and cut long-term maintenance costs.

Boost.Asio C++ Network Programming - Second Edition by ...

Asio is a cross-platform C++ library for network and low-level I/O programming that provides developers with a consistent asynchronous model using a modern C++ approach. Latest Stable Release. Asio version 1.18.0. Download. Release notes. Documentation (non-Boost) Documentation (Boost) (Note: Boost.Asio 1.18.0 is also included in Boost 1.74.)

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Asio C++ Library

This book is great for developers that need to do network programming but don't want to delve into the complicated issues of raw networking API. What you want is an easy abstraction, which is just what Boost.Asio provides. Being part of the famous Boost C++ Library, chances are switching to Boost.Asio is just a few extra `#include` directives.

Boost.Asio C++ Network Programming - pudn.com

Study notes of Boost.Asio CPP Network Programming. Contribute to [bingbingzhenbang/Boost.Asio_CPP_Network_Programming](#) development by creating an account on GitHub.

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Download File PDF Boost Asio C Network Programming Boost.Asio C++ Network Programming by John Torjo Boost.Asio is a cross-platform C++ library for network and low-level I/O programming that provides developers with a consistent asynchronous model using a modern C++ approach.

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Boost.Asio C++ Network Programming: Edition 2 - Ebook written by Wisnu Anggoro, John Torjo. Read this book using Google Play Books app on your PC, android, iOS devices. Download for offline reading, highlight, bookmark or take notes while you read Boost.Asio C++ Network Programming: Edition 2.

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Boost.Asio is a cross-platform C++ library for network and low-level I/O programming that provides developers with a consistent asynchronous model using a modern C++ approach. Overview An overview of the features included in Boost.Asio, plus rationale and design information.

Boost.Asio - 1.69.0 - Boost C++ Libraries

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What you want is an easy level of abstraction, which is just what this book provides in conjunction with Boost.Asio. Switching to Boost.Asio is just a few extra `#include` directives away, with the help of this practical and engaging guide. This book is great for developers that need to do network programming, who don't want to delve into the complicated issues of a raw networking API.

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Boost.Asio provides an excellent level of abstraction, making sure that with a minimal amount of coding you can create beautiful client/server applications, and have fun in the process! "Boost.Asio C++ Network Programming" shows how to build client/server applications using a library that is part of the popular peer-reviewed Boost C++ Libraries.

Boost.Asio C++ Network Programming by John Torjo ...

Boost.Asio C++ Network Programming. John Torjo. Packt Publishing Ltd, Jan 1, 2013 - Computers - 156 pages. 1 Review. What you want is an easy level of abstraction, which is just what this book provides in conjunction with Boost.Asio. Switching to Boost.Asio is just a few extra `#include` directives away, with the help of this practical and ...

Over 25 hands-on recipes to create robust and highly-efficient cross-platform distributed applications with the Boost.Asio library About This Book Build highly efficient distributed applications with ease Enhance your cross-platform network programming skills with one of the most reputable C++ libraries Find solutions to real-world problems related to network programming with ready-to-use recipes using this detailed and practical handbook Who This Book Is For If you want to enhance your C++ network programming skills using the Boost.Asio library and understand the theory behind development of distributed applications, this book is just what you need. The prerequisite for this book is experience with general C++11. To get the most from the book and comprehend advanced topics, you will need some background experience in multithreading. What You Will Learn Boost your working knowledge of one of the most reputable C++ networking libraries—Boost.Asio Familiarize yourself with the basics of TCP and UDP protocols Create scalable and highly-efficient client and server applications Understand the theory behind development of distributed applications Increase the security of your distributed applications by adding SSL support Implement a HTTP client easily Use iostreams, scatter-gather buffers, and timers In Detail Starting with recipes demonstrating the execution of basic Boost.Asio operations, the book goes on to

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provide ready-to-use implementations of client and server applications from simple synchronous ones to powerful multithreaded scalable solutions. Finally, you are presented with advanced topics such as implementing a chat application, implementing an HTTP client, and adding SSL support. All the samples presented in the book are ready to be used in real projects just out of the box. As well as excellent practical examples, the book also includes extended supportive theoretical material on distributed application design and construction. Style and approach This book is a set of recipes, each containing the statement and description of a particular practical problem followed by code sample providing the solution to the problem and detailed step-by-step explanation. Recipes are grouped by topic into chapters and ordered by the level of complexity from basic to advanced.

Learn effective C++ network programming with Boost.Asio and become a proficient C++ network programmer About This Book Learn efficient C++ network programming with minimum coding using Boost.Asio Your one-stop destination to everything related to the Boost.Asio library Explore the fundamentals of networking to choose designs with more examples, and learn the basics of Boost.Asio Who This Book Is For This book is for C++ Network programmers with basic knowledge of network programming, but no knowledge of how to use Boost.Asio for network programming. What You Will Learn Prepare the tools to simplify network programming in C++ using Boost.Asio Explore the networking concepts of IP addressing, TCP/IP ports and protocols, and LAN topologies Get acquainted with the usage of the Boost libraries Get to know more about the content of Boost.Asio network programming and Asynchronous programming Establish communication between client and server by creating client-server application Understand the various functions inside Boost.Asio C++ libraries to delve into network programming Discover how to debug and run the code successfully In Detail Boost.Asio is a C++ library used for network programming operations. Organizations use Boost because of its productivity. Use of these high-quality libraries speed up initial development, result in fewer bugs, reduce reinvention-of-the-wheel, and cut long-term maintenance costs. Using Boost libraries gives an organization a head start in adopting new technologies. This book will teach you C++ Network programming using synchronous and asynchronous operations in Boost.Asio with minimum code, along with the fundamentals of Boost, server-client applications, debugging, and more. You will begin by preparing and setting up the required tools to simplify your network programming in C++ with Boost.Asio. Then you will learn about the basic concepts in networking such as IP addressing, TCP/IP protocols, and LAN with its topologies. This will be followed by an overview of the Boost libraries and their usage. Next you will get to know more about Boost.Asio and its concepts related to network programming. We will then go on to create a client-server application, helping you to understand the networking concepts. Moving on, you will discover how to use all the functions inside the Boost.Asio C++ libraries. Lastly, you will understand how to debug the code if there are errors found and will run the code successfully. Style and approach An example-oriented book to show you the basics of networking and help you create a network application simply using Boost.Asio, with more examples for you to get up and running with Boost.Asio quickly.

Over 25 hands-on recipes to create robust and highly-efficient cross-platform distributed applications with the Boost.Asio

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About This Book

- Build highly efficient distributed applications with ease
- Enhance your cross-platform network programming skills with one of the most reputable C++ libraries
- Find solutions to real-world problems related to network programming with ready-to-use recipes using this detailed and practical handbook

Who This Book Is For

If you want to enhance your C++ network programming skills using the Boost.Asio library and understand the theory behind development of distributed applications, this book is just what you need. The prerequisite for this book is experience with general C++11. To get the most from the book and comprehend advanced topics, you will need some background experience in multithreading.

What You Will Learn

- Boost your working knowledge of one of the most reputable C++ networking libraries—Boost.Asio
- Familiarize yourself with the basics of TCP and UDP protocols
- Create scalable and highly-efficient client and server applications
- Understand the theory behind development of distributed applications
- Increase the security of your distributed applications by adding SSL support
- Implement a HTTP client easily
- Use iostreams, scatter-gather buffers, and timers

In Detail

Starting with recipes demonstrating the execution of basic Boost.Asio operations, the book goes on to provide ready-to-use implementations of client and server applications from simple synchronous ones to powerful multithreaded scalable solutions. Finally, you are presented with advanced topics such as implementing a chat application, implementing an HTTP client, and adding SSL support. All the samples presented in the book are ready to be used in real projects just out of the box.

As well as excellent practical examples, the book also includes extended supportive theoretical material on distributed application design and construction.

Style and approach

This book is a set of recipes, each containing the statement and description of a particular practical problem followed by code sample providing the solution to the problem and detailed step-by-step explanation. Recipes are grouped by topic into chapters and ordered by the level of complexity from basic to advanced.

Filled with dozens of working code examples that illustrate the use of over 40 popular Boost libraries, this book takes you on a tour of Boost, helping you to independently build the libraries from source and use them in your own code. The first half of the book focuses on basic programming interfaces including generic containers and algorithms, strings, resource management, exception safety, and a miscellany of programming utilities that make everyday programming chores easy. Following a short interlude that introduces template metaprogramming and functional programming, the later chapters are devoted to systems programming interfaces, focusing on directory handling, I/O, concurrency, and network programming

As networks, devices, and systems continue to evolve, software engineers face the unique challenge of creating reliable distributed applications within frequently changing environments. C++ Network Programming, Volume 1, provides practical solutions for developing and optimizing complex distributed systems using the ADAPTIVE Communication Environment (ACE), a revolutionary open-source framework that runs on dozens of hardware platforms and operating systems. This book guides software professionals through the traps and pitfalls of developing efficient, portable, and flexible networked applications. It explores the inherent design complexities of concurrent networked applications and the tradeoffs that must be considered when working to master them. C++ Network Programming begins with an overview of the issues and tools

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involved in writing distributed concurrent applications. The book then provides the essential design dimensions, patterns, and principles needed to develop flexible and efficient concurrent networked applications. The book's expert author team shows you how to enhance design skills while applying C++ and patterns effectively to develop object-oriented networked applications. Readers will find coverage of: C++ network programming, including an overview and strategies for addressing common development challenges The ACE Toolkit Connection protocols, message exchange, and message-passing versus shared memory Implementation methods for reusable networked application services Concurrency in object-oriented network programming Design principles and patterns for ACE wrapper facades With this book, C++ developers have at their disposal the most complete toolkit available for developing successful, multiplatform, concurrent networked applications with ease and efficiency.

Learn to build applications faster and better by leveraging the real power of Boost and C++ About This Book Learn to use the Boost libraries to simplify your application development Learn to develop high quality, fast and portable applications Learn the relations between Boost and C++11/C++4/C++17 Who This Book Is For This book is for developers looking to improve their knowledge of Boost and who would like to simplify their application development processes. Prior C++ knowledge and basic knowledge of the standard library is assumed. What You Will Learn Get familiar with new data types for everyday use Use smart pointers to manage resources Get to grips with compile-time computations and assertions Use Boost libraries for multithreading Learn about parallel execution of different task Perform common string-related tasks using Boost libraries Split all the processes, computations, and interactions to tasks and process them independently Learn the basics of working with graphs, stacktracing, testing and interprocess communications Explore different helper macros used to detect compiler, platform and Boost features In Detail If you want to take advantage of the real power of Boost and C++ and avoid the confusion about which library to use in which situation, then this book is for you. Beginning with the basics of Boost C++, you will move on to learn how the Boost libraries simplify application development. You will learn to convert data such as string to numbers, numbers to string, numbers to numbers and more. Managing resources will become a piece of cake. You'll see what kind of work can be done at compile time and what Boost containers can do. You will learn everything for the development of high quality fast and portable applications. Write a program once and then you can use it on Linux, Windows, MacOS, Android operating systems. From manipulating images to graphs, directories, timers, files, networking - everyone will find an interesting topic. Be sure that knowledge from this book won't get outdated, as more and more Boost libraries become part of the C++ Standard.

Do you need to develop flexible software that can be customized quickly? Do you need to add the power and efficiency of frameworks to your software? The ADAPTIVE Communication Environment (ACE) is an open-source toolkit for building high-performance networked applications and next-generation middleware. ACE's power and flexibility arise from object-oriented frameworks, used to achieve the systematic reuse of networked application software. ACE frameworks handle common network programming tasks and can be customized using C++ language features to produce complete distributed

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applications. C++ Network Programming, Volume 2, focuses on ACE frameworks, providing thorough coverage of the concepts, patterns, and usage rules that form their structure. This book is a practical guide to designing object-oriented frameworks and shows developers how to apply frameworks to concurrent networked applications. C++ Networking, Volume 1, introduced ACE and the wrapper facades, which are basic network computing ingredients. Volume 2 explains how frameworks build on wrapper facades to provide higher-level communication services. Written by two experts in the ACE community, this book contains: An overview of ACE frameworks Design dimensions for networked services Descriptions of the key capabilities of the most important ACE frameworks Numerous C++ code examples that demonstrate how to use ACE frameworks C++ Network Programming, Volume 2, teaches how to use frameworks to write networked applications quickly, reducing development effort and overhead. It will be an invaluable asset to any C++ developer working on networked applications.

What you want is an easy level of abstraction, which is just what this book provides in conjunction with Boost.Asio. Switching to Boost.Asio is just a few extra `#include` directives away, with the help of this practical and engaging guide. This book is great for developers that need to do network programming, who don't want to delve into the complicated issues of a raw networking API. You should be familiar with core Boost concepts, such as smart pointers and `shared_from_this`, resource classes (noncopyable), functors and `boost::bind`, `boost` mutexes, and the `boost` date/time library. Readers should also be familiar with “blocking” versus “non-blocking” operations.

A fast-paced, thorough introduction to modern C++ written for experienced programmers. After reading C++ Crash Course, you'll be proficient in the core language concepts, the C++ Standard Library, and the Boost Libraries. C++ is one of the most widely used languages for real-world software. In the hands of a knowledgeable programmer, C++ can produce small, efficient, and readable code that any programmer would be proud of. Designed for intermediate to advanced programmers, C++ Crash Course cuts through the weeds to get you straight to the core of C++17, the most modern revision of the ISO standard. Part 1 covers the core of the C++ language, where you'll learn about everything from types and functions, to the object life cycle and expressions. Part 2 introduces you to the C++ Standard Library and Boost Libraries, where you'll learn about all of the high-quality, fully-featured facilities available to you. You'll cover special utility classes, data structures, and algorithms, and learn how to manipulate file systems and build high-performance programs that communicate over networks. You'll learn all the major features of modern C++, including:

- Fundamental types, reference types, and user-defined types
- The object lifecycle including storage duration, memory management, exceptions, call stacks, and the RAII paradigm
- Compile-time polymorphism with templates and run-time polymorphism with virtual classes
- Advanced expressions, statements, and functions
- Smart pointers, data structures, dates and times, numerics, and probability/statistics facilities
- Containers, iterators, strings, and algorithms
- Streams and files, concurrency, networking, and application development

With well over 500 code samples and nearly 100 exercises, C++ Crash Course is sure to help you build a strong C++ foundation.

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A comprehensive guide to programming with network sockets, implementing Internet protocols, designing IoT devices, and much more with C Key Features Leverage your C or C++ programming skills to build powerful network applications Get to grips with a variety of network protocols that allow you to load web pages, send emails, and do much more Write portable network code for operating systems such as Windows, Linux, and macOS Book Description Network programming, a challenging topic in C, is made easy to understand with a careful exposition of socket programming APIs. This book gets you started with modern network programming in C and the right use of relevant operating system APIs. This book covers core concepts, such as hostname resolution with DNS, that are crucial to the functioning of the modern web. You'll delve into the fundamental network protocols, TCP and UDP. Essential techniques for networking paradigms such as client-server and peer-to-peer models are explained with the help of practical examples. You'll also study HTTP and HTTPS (the protocols responsible for web pages) from both the client and server perspective. To keep up with current trends, you'll apply the concepts covered in this book to gain insights into web programming for IoT. You'll even get to grips with network monitoring and implementing security best practices. By the end of this book, you'll have experience of working with client-server applications, and be able to implement new network programs in C. The code in this book is compatible with the older C99 version as well as the latest C18 and C++17 standards. Special consideration is given to writing robust, reliable, and secure code that is portable across operating systems, including Winsock sockets for Windows and POSIX sockets for Linux and macOS. What you will learn Uncover cross-platform socket programming APIs Implement techniques for supporting IPv4 and IPv6 Understand how TCP and UDP connections work over IP Discover how hostname resolution and DNS work Interface with web APIs using HTTP and HTTPS Acquire hands-on experience with Simple Mail Transfer Protocol (SMTP) Apply network programming to the Internet of Things (IoT) Who this book is for If you're a developer or a system administrator who wants to enter the world of network programming, this book is for you. Basic knowledge of C programming is assumed.

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