Udp Tcp And Unix Sockets University Of California San

Master key features of Go, including advanced concepts like concurrency and working with JSON, to create and optimize real-world services, network servers, and clients Key Features Third edition of the bestselling guide to advanced Go programming, expanded to cover RESTful servers, the WebSocket protocol, and Go generics Use real-world exercises to build high-performance network servers and powerful command line utilities Packed with practical examples and utilities to apply to your own development work and administrative tasks Clearly explains Go nuances and features to simplify Go development Book Description Go is the language of the future for high-performance systems due to its simplicity and clear principles. Mastering Go shows you how to put Go to work on real production systems. This new edition has been updated to include topics like creating RESTful servers and clients, understanding Go generics, and developing gRPC servers and clients. Mastering Go, Third Edition explores the capabilities of Go in practice. You will become confident with advanced concepts, including concurrency and the operation of the Go Garbage Collector, using Go with Docker, writing powerful command-line utilities, working with JavaScript Object Notation (JSON) data, and interacting with databases. You will also improve your understanding of Go internals to optimize Go code and use data types and data structures in new and unexpected ways. This Go programming book also covers the nuances and idioms of

Go with exercises and resources to fully embed your newly acquired knowledge. Become an expert Go programmer by building Go systems and implementing advanced Go techniques in your projects. What you will learn Use Go in production Write reliable, high-performance concurrent code Manipulate data structures including slices, arrays, maps, and pointers Develop reusable packages with reflection and interfaces Become familiar with generics for effective Go programming Create concurrent RESTful servers, and build gRPC clients and servers Define Go structures for working with JSON data Who this book is for This book is for Go programmers with previous coding experience, who are familiar with the basics of the language and want to become expert Go practitioners.

Achieve optimal website speed and performance with this Wrox guide Effective website development requires optimum performance with regard to both web browser and server. This book covers all aspects of building and maintaining websites that deliver peak performance on all levels. Exploring both front-end and back-end configuration, it examines factors like compression and JavaScript, database performance, MySQL tuning, NoSQL alternatives, load-balancing across multiple servers, effective caching of web contents, CSS, and much more. Both developers and system administrators will find value in this platform-neutral guide. Covers essential information for creating and maintaining websites that deliver peak performance on both front end and back end Explains how to configure front-end performance related to the web browser and how to

speed up communication between server and browser Topics include MySQL tuning, NoSQL alternatives, CSS, JavaScript, and web images Explores how to minimize the performance penalties of SSL; load-balancing across multiple servers with Apache, Nginx, and MySQL; and effective caching and compression of web contents Professional Website Performance: Optimizing the Front End and Back End offers essential information to help both front-end and back-end technicians ensure better website performance.

Network Programming with Go teaches you how to write clean, secure network software with the programming language designed to make it seem easy. Build simple, reliable, network software Combining the best parts of many other programming languages, Go is fast, scalable, and designed for high-performance networking and multiprocessing. In other words, it’s perfect for network programming. Network Programming with Go will help you leverage Go to write secure, readable, production-ready network code. In the early chapters, you’ll learn the basics of networking and traffic routing. Then you’ll put that knowledge to use as the book guides you through writing programs that communicate using TCP, UDP, and Unix sockets to ensure reliable data transmission. As you progress, you’ll explore higher-level network protocols like HTTP and HTTP/2 and build applications that securely interact with servers, clients, and APIs over a network using TLS. You'll also learn: • Internet Protocol basics, such as the structure of IPv4 and IPv6, multicasting, DNS, and network

address translation • Methods of ensuring reliability in socket-level communications • Ways to use handlers, middleware, and multiplexers to build capable HTTP applications with minimal code • Tools for incorporating authentication and encryption into your applications using TLS • Methods to serialize data for storage or transmission in Go-friendly formats like JSON, Gob, XML, and protocol buffers • Ways of instrumenting your code to provide metrics about requests, errors, and more • Approaches for setting up your application to run in the cloud (and reasons why you might want to) Network Programming with Go is all you'll need to take advantage of Go's built-in concurrency, rapid compiling, and rich standard library. Covers Go 1.15 (Backward compatible with Go 1.12 and higher)

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Can you do everything in the Linux kernel? How do I display work parameters of network subsystems? The /proc/net directory contains files presenting the status of some network aspects used in the operating kernel. The micro-course contains information about displaying information with parameters of network settings. It describes files contained in this directory. Keywords: /proc/net, arp, dev, igmp, raw, rarp, tcp, udp, socket, unix Displaying information about network settings (/proc/net/ directory) Configuration of the kernel network system in the /proc directory files The /proc/net/arpfile The /proc/net/dev file Plik /proc/net/dev_mcast The /proc/net/igmpfile

The /proc/net/rarpfile The /proc/net/rawfile The /proc/net/snmpfile The /proc/net/tcpfile The /proc/net/udpfile The /proc/net/unixfile

This introduction to networking on Linux now covers firewalls, including the use of ipchains and Netfilter, masquerading, and accounting. Other new topics in this second edition include Novell (NCP/IPX) support and INN (news administration).

This is the most complete book available on performance optimization--featuring coverage of UNIX, networking (TCP/IP), hardware architecture, and program optimization--all in one volume. Covers performance basics; understanding UNIX; BSD instrumentation; System V instrumentation; system tuning; optimizing user programs written in high-level languages; and making accurate measurements. Explains in detail the output from each command--along with "real-life" rules of thumb on what value is "good" and what is not. For System Administrators, application programmers, MIS managers, and general users of UNIX systems who are interested in learning about and/or optimizing the performance of their UNIX system and networks.

* Offers a simple and universal cross-platform solution for e-commerce, complex web, and database-driven applications. * A resource for working PHP developers who want to take their skills to the next level. Includes case studies on a user privilege system and a multi-tiered WML-based shopping cart. * Covers installation on *nix, Windows, and MacOS X, PHP with PostgreSQL and ODBC, PHP support for LDAP, PHP with MySQL, PHP’s interactions with XML, multi-tiered development using PHP, and PHP

extension libraries

The Linux Programming Interface (TLPI) is the definitive guide to the Linux and UNIX programming interface—the interface employed by nearly every application that runs on a Linux or UNIX system. In this authoritative work, Linux programming expert Michael Kerrisk provides detailed descriptions of the system calls and library functions that you need in order to master the craft of system programming, and accompanies his explanations with clear, complete example programs. You'll find descriptions of over 500 system calls and library functions, and more than 200 example programs, 88 tables, and 115 diagrams. You'll learn how to: –Read and write files efficiently –Use signals, clocks, and timers –Create processes and execute programs –Write secure programs –Write multithreaded programs using POSIX threads –Build and use shared libraries –Perform interprocess communication using pipes, message queues, shared memory, and semaphores –Write network applications with the sockets API While The Linux Programming Interface covers a wealth of Linux-specific features, including epoll, inotify, and the /proc file system, its emphasis on UNIX standards (POSIX.1-2001/SUSv3 and POSIX.1-2008/SUSv4) makes it equally valuable to programmers working on other UNIX platforms. The Linux Programming Interface is the most comprehensive single-volume work on the Linux and UNIX programming interface, and a book that's destined to become a new classic.

Know how to set up, defend, and attack computer networks with this revised and expanded second edition. You will learn to configure your network from the ground up, beginning with developing your own private virtual test environment, then setting up your own DNS server and AD infrastructure. You will continue with more advanced network services, web servers, and

database servers and you will end by building your own web applications servers, including WordPress and Joomla!. Systems from 2011 through 2017 are covered, including Windows 7, Windows 8, Windows 10, Windows Server 2012, and Windows Server 2016 as well as a range of Linux distributions, including Ubuntu, CentOS, Mint, and OpenSUSE. Key defensive techniques are integrated throughout and you will develop situational awareness of your network and build a complete defensive infrastructure, including log servers, network firewalls, web application firewalls, and intrusion detection systems. Of course, you cannot truly understand how to defend a network if you do not know how to attack it, so you will attack your test systems in a variety of ways. You will learn about Metasploit, browser attacks, privilege escalation, pass-the-hash attacks, malware, man-in-the-middle attacks, database attacks, and web application attacks. What You'll Learn Construct a testing laboratory to experiment with software and attack techniques Build realistic networks that include active directory, file servers, databases, web servers, and web applications such as WordPress and Joomla! Manage networks remotely with tools, including PowerShell, WMI, and WinRM Use offensive tools such as Metasploit, Mimikatz, Veil, Burp Suite, and John the Ripper Exploit networks starting from malware and initial intrusion to privilege escalation through password cracking and persistence mechanisms Defend networks by developing operational awareness using auditd and Sysmon to analyze logs, and deploying defensive tools such as the Snort intrusion detection system, IPFire firewalls, and ModSecurity web application firewalls Who This Book Is For This study guide is intended for everyone involved in or interested in cybersecurity operations (e.g., cybersecurity professionals, IT professionals, business professionals, and students)

For more than 40 years, IBM® mainframes have supported an extraordinary portion of the world's computing work, providing centralized corporate databases and mission-critical enterprise-wide applications. The IBM System z®, the latest generation of the IBM distinguished family of mainframe systems, has come a long way from its IBM System/360 heritage. Likewise, its IBM z/OS® operating system is far superior to its predecessors, providing, among many other capabilities, world-class, state-of-the-art, support for the TCP/IP Internet protocol suite. TCP/IP is a large and evolving collection of communication protocols managed by the Internet Engineering Task Force (IETF), an open, volunteer, organization. Because of its openness, the TCP/IP protocol suite has become the foundation for the set of technologies that form the basis of the Internet. The convergence of IBM mainframe capabilities with Internet technology, connectivity, and standards (particularly TCP/IP) is dramatically changing the face of information technology and driving requirements for ever more secure, scalable, and highly available mainframe TCP/IP implementations. The IBM z/OS Communications Server TCP/IP Implementation series provides understandable, step-by-step guidance about how to enable the most commonly used and important functions of z/OS Communications Server TCP/IP. This IBM Redbooks® publication provides useful implementation scenarios and configuration recommendations for many of the TCP/IP standard applications that z/OS Communications Server supports. For more specific information about z/OS Communications Server standard applications, high availability, and security, see the other volumes in the series: IBM z/OS V1R13 Communications Server TCP/IP Implementation: Volume 1 Base Functions, Connectivity, and Routing, SG24-7996 IBM z/OS V1R13 Communications Server TCP/IP Implementation: Volume 3 High Availability,

Scalability, and Performance, SG24-7998 IBM z/OS V1R13 Communications Server TCP/IP Implementation: Volume 4 Security and Policy-Based Networking, SG24-7999 For comprehensive descriptions of the individual parameters for setting up and using the functions that we describe in this book, along with step-by-step checklists and supporting examples, see the following publications: z/OS Communications Server: IP Configuration Guide, SC31-8775 z/OS Communications Server: IP Configuration Reference, SC31-8776 z/OS Communications Server: IP User's Guide and Commands, SC31-8780 This book does not duplicate the information in those publications. Instead, it complements them with practical implementation scenarios that can be useful in your environment. To determine at what level a specific function was introduced, see z/OS Communications Server: New Function Summary, GC31-8771. For complete details, we encourage you to review the documents that are listed in the additional resources section at the end of each chapter.

Introduces the programming language to beginners and provides a Perl language reference for experienced users, covering operators, statements, formats, modules, objects, threads, tied variables, debugging, and security.

Introduces more than one hundred effective ways to ensure security in a Linux, UNIX, or Windows network, covering both TCP/IP-based services and host-based security techniques, with examples of applied encryption, intrusion detections, and logging.

To build today's highly distributed, networked applications and services, you need deep mastery of sockets and other key networking APIs. One book delivers comprehensive, start-to-finish guidance for building robust, high-performance networked systems in any environment: UNIX Network Programming, Volume 1, Third Edition.

Adopted as the undisputed Perl bible soon after the first edition appeared in 1991, Programming Perl is still the go-to guide for this highly practical language. Perl began life as a super-fueled text processing utility, but quickly evolved into a general purpose programming language that's helped hundreds of thousands of programmers, system administrators, and enthusiasts, like you, get your job done. In this much-anticipated update to "the Camel," three renowned Perl authors cover the language up to its current version, Perl 5.14, with a preview of features in the upcoming 5.16. In a world where Unicode is increasingly essential for text processing, Perl offers the best and least painful support of any major language, smoothly integrating Unicode everywhere—including in Perl's most popular feature: regular expressions. Important features covered by this update include: New keywords and syntax I/O layers and encodings New backslash escapes Unicode 6.0 Unicode grapheme clusters and properties Named captures in regexes Recursive and grammatical patterns Expanded coverage of CPAN Current best practices

Manage complex systems with ease and equip yourself for a new career. This book builds upon the skills you learned in Volumes 1 and 2 of this course and it depends upon the virtual network and virtual machine you created there. However, more experienced Linux users can begin with this volume and download an assigned script that will set up the VM for the start of Volume 3. Instructions with the script will provide specifications for configuration of the virtual network and the virtual machine. Refer to the volume overviews in the book's introduction to select the volume of this course most appropriate for your current skill level. Start by reviewing the administration of Linux servers and install and configure various Linux server services such as DHCP, DNS, NTP, and SSH server that will be used to provide advanced network services.

You'll then learn to install and configure servers such as BIND for name services, DHCP for network host configuration, and SSH for secure logins to remote hosts. Other topics covered include public/private keypairs to further enhance security, SendMail and IMAP and antispam protection for email, using Apache and WordPress to create and manage web sites, NFS, SAMBA, and Chrony. This volume also covers SELinux, and building RPMs to distribute automation scripts. All of these services are installed on a single server host over the course of the book and by the time you are finished you will have a single server that provides these services for your network. What You Will Learn Install, configure, and manage several Linux server services such as email with spam management and single and multiple web sites Work with NTP time synchronization, DHCP, SSH, and file sharing with Unix/Linux and Windows clients Create RPMs for distribution of scripts and administrative programs. Understand and work with enhanced security. Who This Book Is For Those who are already Linux power users – SysAdmins who can administer Linux workstation hosts that are not servers – who want to learn to administer the services provided by Linux servers such as web, time, name, email, SSH, and more.

For more than 50 years, IBM® mainframes have supported an extraordinary portion of the world's computing work, providing centralized corporate databases and mission-critical enterprise-wide applications. IBM System z®, the latest generation of the IBM distinguished family of mainframe systems, has come a long way from its IBM System/360 heritage. Likewise, its IBM z/OS® operating system is far superior to its predecessors in providing, among many other capabilities, world-class and state-of-the-art support for the TCP/IP Internet Protocol suite. TCP/IP is a large and evolving collection of communication protocols that are

managed by the Internet Engineering Task Force (IETF), an open, volunteer organization. Because of its openness, the TCP/IP protocol suite has become the foundation for the set of technologies that form the basis of the Internet. The convergence of IBM mainframe capabilities with Internet technology, connectivity, and standards (particularly TCP/IP) is dramatically changing the face of information technology and driving requirements for even more secure, scalable, and highly available mainframe TCP/IP implementations. The IBM z/OS Communications Server TCP/IP Implementation series provides understandable, step-by-step guidance for enabling the most commonly used and important functions of z/OS Communications Server TCP/IP. This IBM Redbooks® publication provides useful implementation scenarios and configuration recommendations for many of the TCP/IP standard applications that z/OS Communications Server supports.

Develop advanced skills for working with Linux systems on-premises and in the cloud Key Features Become proficient in everyday Linux administration tasks by mastering the Linux command line and using automation Work with the Linux filesystem, packages, users, processes, and daemons Deploy Linux to the cloud with AWS, Azure, and Kubernetes Book Description Linux plays a significant role in modern data center management and provides great versatility in deploying and managing your workloads on-premises and in the cloud. This book covers the important topics you need to know about for your everyday Linux administration tasks. The book starts by helping you understand the Linux command line and how to work with files, packages, and filesystems. You'll then begin administering network services and hardening security, and learn about cloud computing, containers, and orchestration. Once you've learned how to work with the command line, you'll explore the

essential Linux commands for managing users, processes, and daemons and discover how to secure your Linux environment using application security frameworks and firewall managers. As you advance through the chapters, you'll work with containers, hypervisors, virtual machines, Ansible, and Kubernetes. You'll also learn how to deploy Linux to the cloud using AWS and Azure. By the end of this Linux book, you'll be well-versed with Linux and have mastered everyday administrative tasks using workflows spanning from on-premises to the cloud. If you also find yourself adopting DevOps practices in the process, we'll consider our mission accomplished. What you will learn Understand how Linux works and learn basic to advanced Linux administration skills Explore the most widely used commands for managing the Linux filesystem, network, security, and more Get to grips with different networking and messaging protocols Find out how Linux security works and how to configure SELinux, AppArmor, and Linux iptables Work with virtual machines and containers and understand container orchestration with Kubernetes Work with containerized workflows using Docker and Kubernetes Automate your configuration management workloads with Ansible Who this book is for If you are a Linux administrator who wants to understand the fundamentals and as well as modern concepts of Linux system administration, this book is for you. Windows System Administrators looking to extend their knowledge to the Linux OS will also benefit from this book.

Both authors have taught the course of “Distributed Systems” for many years in the respective schools. During the teaching, we feel strongly that “Distributed systems” have evolved from traditional “LAN” based distributed systems towards “Internet based” systems. Although there exist many excellent textbooks on this topic, because of the fast development of distributed

systems and network programming/protocols, we have difficulty in finding an appropriate textbook for the course of “distributed systems” with orientation to the requirement of the undergraduate level study for today’s distributed technology. Specifically, from - to-date concepts, algorithms, and models to implementations for both distributed system designs and application programming. Thus the philosophy behind this book is to integrate the concepts, algorithm designs and implementations of distributed systems based on network programming. After using several materials of other textbooks and research books, we found that many texts treat the distributed systems with separation of concepts, algorithm design and network programming and it is very difficult for students to map the concepts of distributed systems to the algorithm design, prototyping and implementations. This book intends to enable readers, especially postgraduates and senior undergraduate level, to study up-to-date concepts, algorithms and network programming skills for building modern distributed systems. It enables students not only to master the concepts of distributed network system but also to readily use the material introduced into implementation practices.

This book contains everything you need to make your application program support IPv6. IPv6 socket APIs (RFC2553) are fully described with real-world examples. It covers security, a great concern these days. To secure the Internet infrastructure, every developer has to take a security stance - to audit every line of code, to use proper API and write correct and secure code as much as possible. To achieve this goal, the examples presented in this book are implemented with a security stance. Also, the book leads you to write secure programs. For instance, the book recommends against the use of some of the IPv6 standard APIs - unfortunately, there are some IPv6 APIs that are inherently insecure, so the book tries to avoid

(and discourage) the use of such APIs. Another key issue is portability. The examples in the book should be applicable to any of UNIX based operating systems, MacOS X, and Windows XP. * Covers the new protocol just adopted by the Dept of Defense for future systems * Deals with security concerns, including spam and email, by presenting the best programming standards * Fully describes IPv6 socket APIs (RFC2553) using real-world examples * Allows for portability to UNIX-based operating systems, MacOS X, and Windows XP

This book constitutes the refereed proceedings of the EUC 2005 workshops held in conjunction with the IFIP International Conference on Embedded and Ubiquitous Computing, EUC 2005, in Nagasaki, Japan in December 2005. The 132 revised full papers presented were carefully reviewed and selected from 352 submissions. Topics covered by the five workshops are ubiquitous intelligence and smart worlds (UISW 2005), network-centric ubiquitous systems (NCUS 2005), security in ubiquitous computing systems (SecUbiq 2005), RFID and ubiquitous sensor networks (USN 2005), and trusted and autonomic ubiquitous and embedded systems (TAUES 2005).

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Most Internet applications use sockets to implement network communication protocols. TCP/IP Sockets in Java: Practical Guide for Programmers, with its focused, tutorial-based coverage, helps you master the tasks and techniques essential to virtually all client-server projects using sockets in Java. Later chapters teach you to implement more specialized functionality; incisive discussions of programming constructs and protocol implementations equip you with a deeper understanding that is invaluable for meeting future challenges. No other resource presents so concisely or so effectively the exact material you need to get up and running with Java sockets programming right away. For those who program using the C language, be sure to check out this book's companion, TCP/IP Sockets in C: Practical Guide for Programmers. Concise, no-nonsense explanations of issues often troublesome for students, including message construction and parsing, underlying mechanisms and Java I/O Comprehensive example-based coverage of the most important TCP/IP techniques-including iterative and threaded servers, timeouts and asynchronous message processing Includes a detailed, easy-to-use reference to the relevant JAVA class libraries Provides a guide to common errors and a reference offering detailed documentation of the sockets interface Perfect for a practitioner who may even want just to "look into" this technology. Provides tutorial-based instuction in key sockets programming techniques, focusing exclusively on Jva and complemented by example code. Covers challenging sockets programming issues: message construction and parsing, underlying TCP/IP protocol mechanisms, Java I/O, iterate and threaded servers, and timeouts. Includes references to the relevant Java class libraries that often go beyond the "official" Java

documentation in clarity and explanation.

This book describes the essential components of the SCION secure Internet architecture, the first architecture designed foremost for strong security and high availability. Among its core features, SCION also provides route control, explicit trust information, multipath communication, scalable quality-of-service guarantees, and efficient forwarding. The book includes functional specifications of the network elements, communication protocols among these elements, data structures, and configuration files. In particular, the book offers a specification of a working prototype. The authors provide a comprehensive description of the main design features for achieving a secure Internet architecture. They facilitate the reader throughout, structuring the book so that the technical detail gradually increases, and supporting the text with a glossary, an index, a list of abbreviations, answers to frequently asked questions, and special highlighting for examples and for sections that explain important research, engineering, and deployment features. The book is suitable for researchers, practitioners, and graduate students who are interested in network security.

*Condensed, readable style; delivers tremendous value in just one book. This book offers *THE resource for focused and pragmatic industrial solutions in Perl, while the competing *best-sellers are older, quirkier and shallower treatments of Perl. *Thorough discussion of Perl—from installations to applications development; ideal for working Perl programmers in 2005. *Wainwright is a respected Perl expert and author of industry-respected Pro Apache title.

Explores issues in extending the UNIX System discretionary access control

(DAC) mechanism. Guidance to vendors and evaluators involved in the development of Trusted Computer System Evaluation Criteria (TCSEC) class B3 trusted UNIX systems. Examples and implementations.

Object-Oriented scripting with Perl and Python Scripting languages are becoming increasingly important for software development. These higher-level languages, with their built-in easy-to-use data structures are convenient for programmers to use as "glue" languages for assembling multi-language applications and for quick prototyping of software architectures. Scripting languages are also used extensively in Web-based applications. Based on the same overall philosophy that made Programming with Objects such a wide success, Scripting with Objects takes a novel dual-language approach to learning advanced scripting with Perl and Python, the dominant languages of the genre. This method of comparing basic syntax and writing application-level scripts is designed to give readers a more comprehensive and expansive perspective on the subject. Beginning with an overview of the importance of scripting languages—and how they differ from mainstream systems programming languages—the book explores: Regular expressions for string processing The notion of a class in Perl and Python Inheritance and polymorphism in Perl and Python Handling exceptions Abstract classes and methods in Perl and Python Weak references for memory

management Scripting for graphical user interfaces Multithreaded scripting Scripting for network programming Interacting with databases Processing XML with Perl and Python This book serves as an excellent textbook for a one-semester undergraduate course on advanced scripting in which the students have some prior experience using Perl and Python, or for a two-semester course for students who will be experiencing scripting for the first time. Scripting with Objects is also an ideal resource for industry professionals who are making the transition from Perl to Python, or vice versa.

For more than 50 years, IBM® mainframes have supported an extraordinary portion of the world's computing work, providing centralized corporate databases and mission-critical enterprise-wide applications. IBM zTM Systems, the latest generation of the IBM distinguished family of mainframe systems, has come a long way from its IBM System/360 heritage. Likewise, its IBM z/OS® operating system is far superior to its predecessors in providing, among many other capabilities, world-class and state-of-the-art support for the TCP/IP internet protocol suite. TCP/IP is a large and evolving collection of communication protocols that is managed by the Internet Engineering Task Force (IETF), an open, volunteer organization. Because of its openness, the TCP/IP protocol suite has become the foundation for the set of technologies that form the basis of the

internet. The convergence of IBM mainframe capabilities with internet technology, connectivity, and standards (particularly TCP/IP) is dramatically changing the face of information technology and driving requirements for even more secure, scalable, and highly available mainframe TCP/IP implementations. The IBM z/OS Communications Server TCP/IP Implementation series provides understandable, step-by-step guidance for enabling the most commonly used and important functions of z/OS Communications Server TCP/IP. This IBM Redbooks® publication is for people who install and support z/OS Communications Server. It introduces z/OS Communications Server TCP/IP, describes the system resolver, and shows the implementation of global and local settings for single and multi-stack environments. It presents implementation scenarios for TCP/IP base functions, connectivity, routing, and subplexing.
For more than 40 years, IBM® mainframes have supported an extraordinary portion of the worlds computing work, providing centralized corporate databases and mission-critical enterprise-wide applications. IBM System z®, the latest generation of the IBM distinguished family of mainframe systems, has come a long way from its IBM System/360 heritage. Likewise, its IBM z/OS® operating system is far superior to its predecessors in providing, among many other capabilities, world-class, state-of-the-art support for the TCP/IP Internet protocol

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Ward off traditional security permissions and effectively secure your Linux systems with SELinux About This Book Leverage SELinux to improve the secure state of your Linux system A clear approach to adopting SELinux within your organization Essential skills and techniques to help further your system administration career Who This Book Is For This book is for Linux administrators

who want to control the secure state of their systems. It's packed with the latest information on SELinux operations and administrative procedures so you'll be able to further harden your system through mandatory access control (MAC) – a security strategy that has been shaping Linux security for years. What You Will Learn Analyze SELinux events and selectively enable or disable SELinux enforcement Manage Linux users and associate them with the right role and permission set Secure network communications through SELinux access controls Tune the full service flexibility by dynamically assigning resource labels Handle SELinux access patterns enforced through the system Query the SELinux policy in depth In Detail Do you have the crucial job of protecting your private and company systems from malicious attacks and undefined application behavior? Are you looking to secure your Linux systems with improved access controls? Look no further, intrepid administrator! This book will show you how to enhance your system's secure state across Linux distributions, helping you keep application vulnerabilities at bay. This book covers the core SELinux concepts and shows you how to leverage SELinux to improve the protection measures of a Linux system. You will learn the SELinux fundamentals and all of SELinux's configuration handles including conditional policies, constraints, policy types, and audit capabilities. These topics are paired with genuine examples of situations

and issues you may come across as an administrator. In addition, you will learn how to further harden the virtualization offering of both libvirt (sVirt) and Docker through SELinux. By the end of the book you will know how SELinux works and how you can tune it to meet your needs. Style and approach This book offers a complete overview of SELinux administration and how it integrates with other components on a Linux system. It covers the majority of SELinux features with a mix of real life scenarios, descriptions, and examples. This book contains everything an administrator needs to customize SELinux.

This document intends to offer a detailed discussion of selected distributed object-oriented architectures at conceptual level. The first part of the discussion offers a comprehensive overview of the Socket architecture in Java 2 and Berkeley UNIX and the distributed object model of Java Remote Method Invocation and the Common Object Request Broker Architecture. The second part concludes the discussion with a comparative study of selected features with emphasis on the Common Object Request Broker Architecture and Java Remote Method Invocation. Major Issues Include The TCP/IP Protocol Suite. We provide an introductory overview of the TCP/IP protocol suite and its architecture including layers and protocols. The TCP/IP architecture is based on three concepts: processes, layers and protocols. Sockets in Berkeley Unix. We present the

Berkeley UNIX socket architecture in relation to the Internet communication domain and illustrate connection-oriented and a connectionless models of communication. Sockets in Java 2. We describe the Java 2 socket architecture, outline selected socket operations, introduce related packages and classes and conclude with a framework for a connection-oriented and connectionless model of communication. Remote Method Invocation in Java 2. We present a distributed object model in Java RMI, provide an overview of related interfaces, classes and packages and discuss security related issues. We conclude with the development of a framework for a distributed object application. Common Object Request Broker Architecture. We introduce a distributed object model for the Common Object Request Broker Architecture and outline design concepts including the Interface Definition Language and the Interoperable Naming Service. We conclude with the development of a framework for a distributed object application. Comparative Study of Distributed Architectures. We present a comparative study of socket architectures and distributed object models introduced in part o

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FreeBSD is a powerful, flexible, and cost-effective UNIX-based operating system, and the preferred server platform for many enterprises. Includes coverage of installation, networking, add-on software, security, network services, system performance, kernel tweaking, file systems, SCSI & RAID configurations, SMP, upgrading, monitoring, crash debugging, BSD in the office, and emulating other OSs.

This book provides essential information on setup and use of vPars on HP-UX. This is both a system administration and user book.

UNIX Network Programming: The sockets networking APIAddison-Wesley Professional

For more than 40 years, IBM® mainframes have supported an extraordinary portion of the world's computing work, providing centralized corporate databases and mission-critical enterprise-wide applications. IBM System z®, the latest generation of the IBM

distinguished family of mainframe systems, has come a long way from its IBM System/360 heritage. Likewise, its IBM z/OS® operating system is far superior to its predecessors in providing, among many other capabilities, world-class and state-of-the-art support for the TCP/IP Internet protocol suite. TCP/IP is a large and evolving collection of communication protocols managed by the Internet Engineering Task Force (IETF), an open, volunteer organization. Because of its openness, the TCP/IP protocol suite has become the foundation for the set of technologies that form the basis of the Internet. The convergence of IBM mainframe capabilities with Internet technology, connectivity, and standards (particularly TCP/IP) is dramatically changing information technology and driving requirements for even more secure, scalable, and highly available mainframe TCP/IP implementations. The IBM z/OS Communications Server TCP/IP Implementation series provides understandable, step-by-step guidance for enabling the most commonly used and important functions of z/OS Communications Server TCP/IP. This IBM Redbooks® publication is for people who install and support z/OS Communications Server. It starts by describing virtual IP addressing (VIPA) for high-availability, with and without a dynamic routing protocol. It describes several workload balancing approaches with the z/OS Communications Server. It also explains optimized sysplex distributor intra-sysplex load balancing. This function represents improved application support using optimized local connections together with weight values from extended Workload Manager (WLM) interfaces. Finally, this book highlights

important tuning parameters and suggests parameter values to maximize performance in many client installations.

TCP/IP Illustrated, Volume 3 covers four major topics of great importance to anyone working TCP/IP. It contains the first thorough treatment of TCP for transactions, commonly known as T/TCP, an extension to TCP that makes client-server transactions faster and more efficient. Next, the book covers two popular applications of T/TCP, the very hot topic of HTTP (the Hypertext Transfer Protocol), the foundation for the World Wide Web, and NNTP (the Network News Transfer Protocol), the basis for the Usenet news system. Both of these topics have increased in significance as the Internet has exploded in size and usage. Finally, the book covers UNIX Domain Protocols, protocols that are used heavily in UNIX implementations.