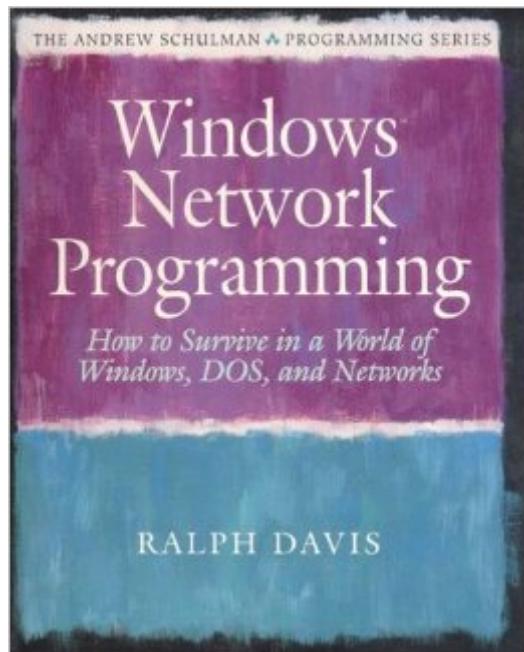


The book was found

Windows(TM) Network Programming



Synopsis

Until now, there have been few standards and little support for programmers writing applications software to run under Windows 3.1 and a network. They have been left largely alone to unravel the complex relationship between the sparse DOS and Windows networking functions, and industry standard network APIs like NetWare and Banyan Vines. The introduction of Windows for Workgroups and Windows NT simplifies some of the issues, but makes others even more difficult. Windows Network Programming is the first book to clearly address the key issues regarding Windows and networks. The book looks closely at the leading network standards, including: * NetWare * Windows for Workgroups * LAN Manager * Windows NT * Banyan Vines * TCP/IP. It also develops a network-independent interface for Windows applications by determining what functionality should be standardized. This network-independent interface provides services to talk to Windows programs on other machines, add users and user groups, change users' access rights report on traffic or configuration, and determine how network resources are being used. The book is organized into two sections. Part I deals with horizontal (or distributed) applications, including client-to-client and client-to-server programs. Part 2 covers those applications that appear to execute within a single workstation, referred to as vertical applications. Windows Network Programming will appeal to both experienced network programmers and Windows programmers wanting to write network-aware applications. 0201581337B04062001

Book Information

Series: Andrew Schulman Programming Series

Paperback: 562 pages

Publisher: Addison Wesley Longman (December 1992)

Language: English

ISBN-10: 0201581337

ISBN-13: 978-0201581331

Product Dimensions: 1.2 x 7.5 x 9.2 inches

Shipping Weight: 2 pounds

Average Customer Review: 5.0 out of 5 starsÂ See all reviewsÂ (2 customer reviews)

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Customer Reviews

Ralph Davis seems to be a very experienced author concerning networks and this book gives a very helpful introduction into network programming. He also knows well what the beginner has to know. But it would be more helpful for me if anyone could give me an address to download the source-code printed in the book. About 40% of the books weight must be printed source code. To make further experience I would need the sources as file on my harddisk

I was busy trying to develop videophone when everything was just absent: SDKs, theories, papers, standards. The book, written by former Novell programmer who written Windows Netware drivers, was very helpful for me. I got his idea of sending messages across computer boundaries and I later implemented it in my code. That's easy: just pack it into structure and unpack it on other side!. My videophones were kept sending each other such a messages to know who is online, and that feature made a big difference..

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