Boost.Asio C++ Network Programming - Second Edition

By Wisnu Anggoro, John Torjo

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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.

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Boost.Asio C++ Network Programming - Second Edition By Wisnu Anggoro, John Torjo Bibliography

- Sales Rank: #2098776 in Books
- Published on: 2015-09
- Released on: 2015-09-16
- Original language: English
- Number of items: 1
- Dimensions: 9.25" h x .46" w x 7.50" l, .78 pounds
- Binding: Paperback
- 200 pages

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Editorial Review

About the Author

Wisnu Anggoro

Wisnu Anggoro is a Microsoft Certified Professional in C# programming and an experienced C/C++ developer. He has been programming since he was in junior high school, and he started developing computer applications using basic programming in the MS-DOS environment. He has good experience in smart card programming as well as desktop and web application programming, such as designing, developing, and supporting live use applications for SIM Card Operating System Porting, personalization, PC/SC communication, and other smart card applications that require the use of C# and C/C++. He is currently a senior smart card software engineer at Cipta Srigati Lestari (www.cslgroup.co.id), an Indonesian company that specializes in the innovation and technology of smart cards. There, he holds the position of the smart card tools team leader. He has the responsibility of managing the smart card tools team and developing various applications and tools in order to create smart cards that can connect to any computer application. Before this, he worked as a platform engineer at the same company. In this position, he successfully ported the GSM operating system from Tongfang THC20F17BD Chip (MCS51) to Xirka XSTSCSIM864 Chip (MCS51) and the RUIM operating system from Samsung S3FC9xx Chip (ARM) to EMTG97 Chip (MCS51). He also successfully developed a personalization tool for the MIFARE Classic card, a smart card key generator dongle used to activate the operating system based on the ICCID number using its own cryptography algorithm, and various smart card applications. He did this by accessing smart card readers using P/Invoke C#, RESTful applications that use HttpNet and JSON XML serialization in C#, and responsive applications that use multithreading and asynchronous processing in C#. This is his first, and he plans to write as many books about C/C++ and C# programming in the future as possible. You can reach him through his e-mail at wisnu@anggoro.net.

John Torjo

John Torjo is a renown C++ expert. He has been programming for over 15 years, most of which were spent doing C++. Sometimes, he also codes C# or Java. He's also enjoyed writing articles about programming in C++ Users Journal (currently, Dr. Dobbs) and other magazines. In his spare time, he likes playing poker and driving fast cars. One of his freelance projects lets him combine two of his passions, programming and poker. You can reach him at john.code@torjo.com.

Users Review

From reader reviews:

Jay Burke:

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Chris Barrentine:

Boost.Asio C++ Network Programming - Second Edition can be one of your beginning books that are good idea. All of us recommend that straight away because this publication has good vocabulary that can increase your knowledge in terminology, easy to understand, bit entertaining but delivering the information. The writer giving his/her effort that will put every word into joy arrangement in writing Boost.Asio C++ Network Programming - Second Edition yet doesn't forget the main point, giving the reader the hottest in addition to based confirm resource facts that maybe you can be certainly one of it. This great information can easily drawn you into new stage of crucial considering.

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