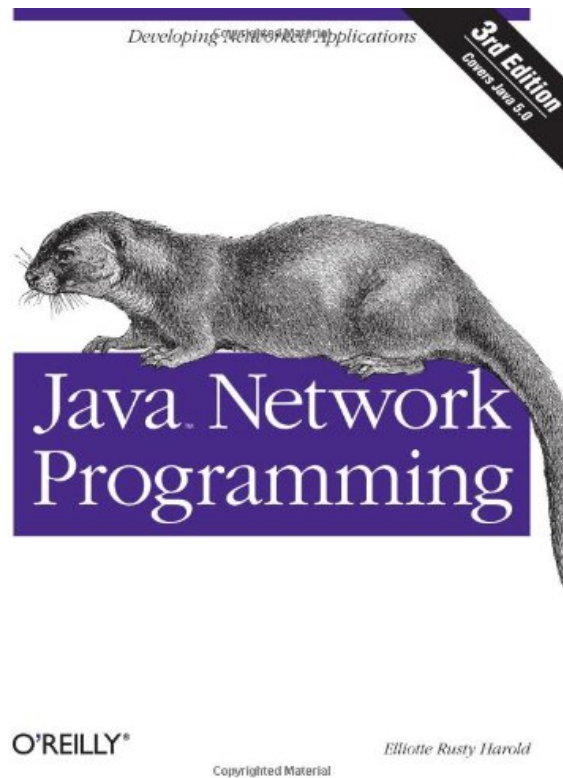


JAVA NETWORK PROGRAMMING, THIRD EDITION BY ELLIOTTE RUSTY HAROLD

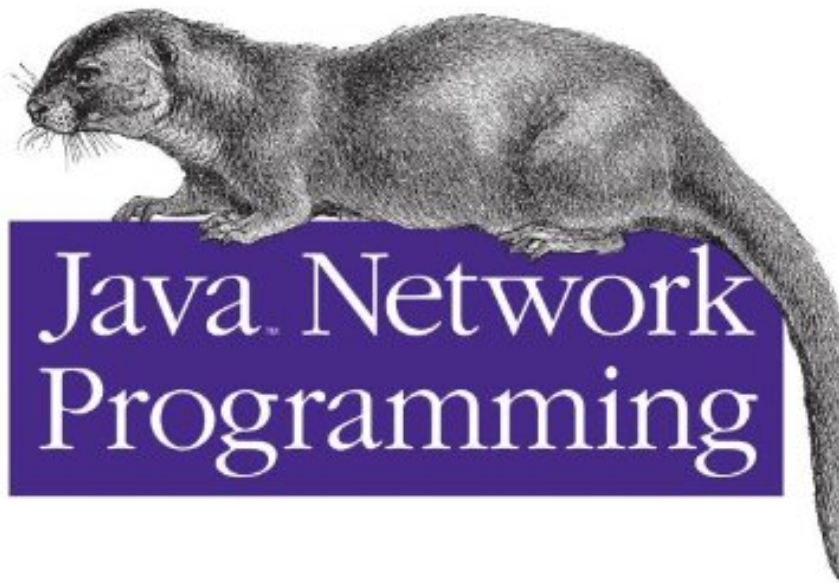


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Amazon.com Review

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About the Author

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The new third edition of this highly regarded introduction to Java networking programming has been thoroughly revised to cover all of the 100+ significant updates to Java Developers Kit (JDK) 1.5. It is a clear, complete introduction to developing network programs (both applets and applications) using Java, covering everything from networking fundamentals to remote method invocation (RMI). Java Network Programming, 3rd Edition includes chapters on TCP and UDP sockets, multicasting protocol and content handlers, servlets, multithreaded network programming, I/O, HTML parsing and display, the Java Mail API, and the Java Secure Sockets Extension. There's also significant information on the New I/O API that was developed in large part because of the needs of network programmers. This invaluable book is a complete, single source guide to writing sophisticated network applications. Packed with useful examples, it is the essential resource for any serious Java developer.

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Most helpful customer reviews

2 of 3 people found the following review helpful.

Good reference, mediocre otherwise.

By TFK

I've noticed that most reviews (both positive and negative) are a bit out-dated, referring to older editions. This review is about the latest (third) edition, which is also somewhat outdated (2004).

My biggest complaint is that the book is basically a glorified API with some very boring examples. Each chapter explains the methods and constructors of a certain class then throws them together in a sample program.

In my opinion, the book should have included more ideas and concepts and logic used in networking. It doesn't really discuss how networking relates to most of the things any given programmer would like to do. The book's cover and description leads you to believe otherwise, to believe it's more than a strict reference. Unfortunately, it isn't.

Another complaint is that the book is a terribly dry read and almost completely devoid of illustrations. This makes things terribly confusing when discussing things that might be new to you such as sockets.

It's not a bad book overall, it's just bad at some things. Admittedly, a great desk reference, and no one can deny that the API docs can be cryptic at times.

Bottom Line:

Good reference, mediocre instruction. Nice to have but might not be enough.

5 of 5 people found the following review helpful.

An excellent and thorough treatment of networking in Java

By calvinme

This book begins with three chapters that outline how networks and network programs work. Chapter 1 is a gentle introduction to network programming in Java and explores some of the unique programs that become feasible when networking is combined with Java. Chapters 2 and 3 explain in detail what a programmer needs to know about how the Internet and the Web work. Chapter 2 describes the protocols that underlie the Internet, such as TCP/IP and UDP/IP. Chapter 3 describes the standards that underlie the Web, such as HTTP, HTML, and REST.

The next two chapters discuss two parts of Java programming that are critical to almost all network programs but are often misunderstood and misused - I/O and threading. Chapter 4 explores Java's classic I/O models which, despite the new I/O APIs, are still the preferred means of handling I/O in most client applications. Understanding how Java handles I/O in the general case is a prerequisite for understanding the special case of how Java handles network I/O. Chapter 5, explores multithreading and synchronization, with a special emphasis on how they can be used for asynchronous I/O and network servers. Chapter 6 shows how Java programs interact with the domain name system through the InetAddress class, the one class that's needed by essentially all network programs.

Chapter 7 explores Java's URL class, which enables you to connect to and download files and documents from a network server without concerning yourself with the details of the server's protocol. It lets you connect to an FTP server using the same code you use to talk to an HTTP server or to read a file on the local hard disk. Chapter 8 introduces some little known classes for parsing and rendering HTML documents that make this task easy.

Chapters 9 through 11 discuss Java's low-level socket classes for network access. Chapter 9 introduces the Java sockets API and the Socket class in particular. It shows how to write network clients that interact with TCP servers of all kinds including whois and HTTP. Chapter 10 shows how to use the ServerSocket class to write servers for these and other protocols in Java. Chapter 11 shows how to protect your client server communications using the Secure Sockets Layer (SSL) and the Java Secure Sockets Extension (JSSE).

Chapter 12 covers the I/O APIs that were introduced in Java 1.4. These APIs were specifically designed for network servers. They enable a program to figure out whether a connection is ready before it tries to read from or write to the socket. This allows a single thread to manage many different connections simultaneously, thereby placing much less load on the virtual machine. These APIs primarily provide huge performance boosts for high volume servers. Chapter 13 introduces the User Datagram Protocol (UDP) and the associated DatagramPacket and DatagramSocket classes, and Chapter 14 shows how to use UDP to communicate with multiple hosts simultaneously.

Chapters 15 through 17 look more deeply at the infrastructure supporting the URL class. These chapters introduce protocol and content handlers, concepts unique to Java that make it possible to write dynamically extensible software that automatically understands new protocols and media types. Chapter 15 describes the class that serves as the engine for the URL class of Chapter 7. It shows how to take advantage of this class through its public API. Chapter 16 also focuses on the URLConnection class, but from a different direction; it shows how to subclass this class to create handlers for new protocols and URLs. Finally, Chapter 17 explores Java's mechanism for supporting new media types.

Chapter 18 introduces RMI, which enables distributed Java applications to run across multiple heterogeneous systems simultaneously, while communicating with straightforward method calls just like a nondistributed

program. Chapter 19 discusses JavaMail, which is an alternative to low-level sockets for talking to SMTP, POP, IMAP, and other email servers.

This book assumes you are an experienced Java programmer. Thus, you should be comfortable with basic AWT and Swing programming, since some of the code examples use these APIs. It is assumed that you know the basics of computer networking - how to use the Internet, what a URL is, how to FTP files, and write simple HTML. However, it assumes no prior experience with network programming. I found the book to be complete and in-depth. The code examples are plentiful, non-trivial, and well commented. I would recommend it not only as a tutorial in Java network programming but as a reference for someone who already knows the subject.

14 of 16 people found the following review helpful.

Up to date, complete and thorough

By Cees van Barneveldt

This book covers all the important things to know about network programming in JDK1.3 and Java2. The content and quality is how you expect it from O'Reilly books: thorough, complete, practical with clear examples, and with a good theoretic foundation.

The first three chapters provide theory about basic network and web concept and explains what you can do with Java networking. A lo of very interesting things, and that motivated me to read further. Chapter 4 and 5 are about Java I/O and threads and might be redundant for Java programmers, who already know basic Java stuff. But those chapters are necessary to understand the examples in all the following chapters. Chapter 6-19 deal with all the various networking topics and Java classes that deal with URL's, Internet addresses, sockets and datagrams, protocol and content handlers, RMI and JavaMail. The organization of these last chapters is topical; in most of the times you can understand a chapter without reading the previous ones, just pick out the one that you are interested in. (Interesting chapter about parsing HTML with JEditorPane, Swing has some unexpected applications!)

I think the author gave a complete and thorough coverage of all the necessary topics. The author does not stray from its topics, is sometimes a bit dry in his explanations, and gives some important side information, e.g. about security aspects of the different Java versions in regards to RMI.

Take in mind that this is the second edition from August 2000, updated to Java2, with some 200 or more extra pages, and we can use this book for the next couple of years.

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