



UNIX Systems Programming: Communication, Concurrency and Threads

Kay A. Robbins, Steve Robbins

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In a nutshell, this updated UNIX classic covers everything you'll ever need for threads, TCP/IP and RPC programming-with reusable code examples that explain syntax along the way. Robbins and Robbins explain the essentials of UNIX programming, concentrating on communication, concurrency, and multithreading techniques and why, when, and how to use them. They also show how to design complex software to get the best from the UNIX operating system. Using short code snippets to illustrate how to use system calls, they also include a number of hands-on "projects" that very quickly help readers expand their skill levels. The book includes chapters on files, signals, semaphores, POSIX threads, client-server communication, and remote procedure calls. There are also short examples, working code, and simplified libraries for use in network communication applications featured throughout the book. The updated Second Edition includes all-new chapters on the Web and multicast and a completely revised and updated RPC chapter.

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