

# Computer Networking Kurose Ross Solutions Vpelt

Appropriate for a first course on computer networking, this textbook describes the architecture and function of the application, transport, network, and link layers of the internet protocol stack, then examines audio and video networking applications, the underpinnings of encryption and network security, and the key issues of network management. Th

Appropriate for Computer Networking or Introduction to Networking courses at both the undergraduate and graduate level in Computer Science, Electrical Engineering, CIS, MIS, and Business Departments. Tanenbaum takes a structured approach to explaining how networks work from the inside out. He starts with an explanation of the physical layer of networking, computer hardware and transmission systems; then works his way up to network applications. Tanenbaum's in-depth application coverage includes email; the domain name system; the World Wide Web (both client- and server-side); and multimedia (including voice over IP, Internet radio video on demand, video conferencing, and streaming media. A modern mathematical approach to the design of communication networks for graduate students, blending control, optimization, and stochastic network theories alongside a broad range of performance analysis tools. Practical applications are illustrated by making connections to network algorithms and protocols. End-of-chapter problems covering a range of difficulties support student learning. The networking capabilities of the Java platform have been extended considerably since the first edition of the book. This new edition covers version 1.5-1.7, the most current iterations, as well as making the following improvements: The API (application programming interface) reference sections in

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each chapter, which describe the relevant parts of each class, have been replaced with (i) a summary section that lists the classes and methods used in the code, and (ii) a "gotchas" section that mentions nonobvious or poorly-documented aspects of the objects. In addition, the book covers several new classes and capabilities introduced in the last few revisions of the Java platform. New abstractions to be covered include `NetworkInterface`, `InterfaceAddress`, `Inet4/6Address`, `SocketAddress/InetSocketAddress`, `Executor`, and others; extended access to low-level network information; support for IPv6; more complete access to socket options; and scalable I/O. The example code is also modified to take advantage of new language features such as annotations, enumerations, as well as generics and implicit iterators where appropriate. Most Internet applications use sockets to implement network communication protocols. This book's focused, tutorial-based approach helps the reader master the tasks and techniques essential to virtually all client-server projects using sockets in Java. Chapter 1 provides a general overview of networking concepts to allow readers to synchronize the concepts with terminology. Chapter 2 introduces the mechanics of simple clients and servers. Chapter 3 covers basic message construction and parsing. Chapter 4 then deals with techniques used to build more robust clients and servers. Chapter 5 (NEW) introduces the scalable interface facilities which were introduced in Java 1.5, including the buffer and channel abstractions. Chapter 6 discusses the relationship between the programming constructs and the underlying protocol implementations in more detail. Programming concepts are introduced through simple program examples accompanied by line-by-line code commentary that describes the purpose of every part of the program. No other resource presents so concisely or so effectively the material necessary to get up and running with

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Java sockets programming. Focused, tutorial-based instruction in key sockets programming techniques allows reader to quickly come up to speed on Java applications. Concise and up-to-date coverage of the most recent platform (1.7) for Java applications in networking technology.

Computer Networks, eBook, Global Edition

TCP/IP Sockets in C: Practical Guide for Programmers, Second Edition is a quick and affordable way to gain the knowledge and skills needed to develop sophisticated and powerful web-based applications. The book's focused, tutorial-based approach enables the reader to master the tasks and techniques essential to virtually all client-server projects using sockets in C. This edition has been expanded to include new advancements such as support for IPv6 as well as detailed defensive programming strategies. If you program using Java, be sure to check out this book's companion, TCP/IP Sockets in Java: Practical Guide for Programmers, 2nd Edition.

Includes completely new and expanded sections that address the IPv6 network environment, defensive programming, and the select() system call, thereby allowing the reader to program in accordance with the most current standards for internetworking. Streamlined and concise tutelage in conjunction with line-by-line code commentary allows readers to quickly program web-based applications without having to wade through unrelated and discursive networking tenets.

Study Companion Computer Networking Addison-Wesley Master Modern Networking by Understanding and Solving Real Problems Computer Networking Problems and Solutions offers a new approach to understanding networking that not only illuminates current systems but prepares readers for whatever comes next. Its problem-solving approach reveals why modern computer networks and protocols are designed as they are, by

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explaining the problems any protocol or system must overcome, considering common solutions, and showing how those solutions have been implemented in new and mature protocols. Part I considers data transport (the data plane). Part II covers protocols used to discover and use topology and reachability information (the control plane). Part III considers several common network designs and architectures, including data center fabrics, MPLS cores, and modern Software-Defined Wide Area Networks (SD-WAN). Principles that underlie technologies such as Software Defined Networks (SDNs) are considered throughout, as solutions to problems faced by all networking technologies. This guide is ideal for beginning network engineers, students of computer networking, and experienced engineers seeking a deeper understanding of the technologies they use every day. Whatever your background, this book will help you quickly recognize problems and solutions that constantly recur, and apply this knowledge to new technologies and environments. Coverage Includes · Data and networking transport · Lower- and higher-level transports and interlayer discovery · Packet switching · Quality of Service (QoS) · Virtualized networks and services · Network topology discovery · Unicast loop free routing · Reacting to topology changes · Distance vector control planes, link state, and path vector control · Control plane policies and centralization · Failure domains · Securing networks and transport · Network design patterns · Redundancy and resiliency · Troubleshooting · Network disaggregation · Automating network management · Cloud computing · Networking the Internet of Things

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(IoT) · Emerging trends and technologies

Health Information Exchange (HIE): Navigating and Managing a Network of Health Information Systems allows health professionals to appropriately access, and securely share, patients' vital medical information electronically, thus improving the speed, quality, safety, and cost of patient care. The book presents foundational knowledge on HIE, covering the broad areas of technology, governance, and policy, providing a concise, yet in-depth, look at HIE that can be used as a teaching tool for universities, healthcare organizations with a training component, certification institutions, and as a tool for self-study for independent learners who want to know more about HIE when studying for certification exams. In addition, it not only provides coverage of the technical, policy, and organizational aspects of HIE, but also touches on HIE as a growing profession. In Part One, the book defines HIE, describing it as an emerging profession within HIT/Informatics. In Part Two, the book provides key information on the policy and governance of HIE, including stakeholder engagement, strategic planning, sustainability, etc. Part Three focuses on the technology behind HIE, defining and describing master person indexes, information infrastructure, interfacing, and messaging, etc. In Part Four, the authors discuss the value of HIE, and how to create and measure it. Finally, in Part Five, the book provides perspectives on the future of HIE, including emerging trends, unresolved challenges, etc. Offers foundational knowledge on Health Information Exchange (HIE), covering the broad areas of technology, governance, and policy Focuses on

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explaining HIE and its complexities in the context of U.S. health reform, as well as emerging health IT activities in foreign nations Provides a number of in-depth case studies to connect learners to real-world application of the content and lessons from the field Offers didactic content organization and an increasing complexity through five parts

Communication Networking is a comprehensive, effectively organized introduction to the realities of communication network engineering. Written for both the workplace and the classroom, this book lays the foundation and provides the answers required for building an efficient, state-of-the-art network—one that can expand to meet growing demand and evolve to capitalize on coming technological advances. It focuses on the three building blocks out of which a communication network is constructed: multiplexing, switching, and routing. The discussions are based on the viewpoint that communication networking is about efficient resource sharing. The progression is natural: the book begins with individual physical links and proceeds to their combination in a network. The approach is analytical: discussion is driven by mathematical analyses of and solutions to specific engineering problems. Fundamental concepts are explained in detail and design issues are placed in context through real world examples from current technologies. The text offers in-depth coverage of many current topics, including network calculus with deterministically-constrained traffic; congestion control for elastic traffic; packet switch queuing; switching architectures; virtual path routing; and

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routing for quality of service. It also includes more than 200 hands-on exercises and class-tested problems, dozens of schematic figures, a review of key mathematical concepts, and a glossary. This book will be of interest to networking professionals whose work is primarily architecture definition and implementation, i.e., network engineers and designers at telecom companies, industrial research labs, etc. It will also appeal to final year undergrad and first year graduate students in EE, CE, and CS programs. Systematically uses mathematical models and analyses to drive the development of a practical understanding of core network engineering problems. Provides in-depth coverage of many current topics, including network calculus with deterministically-constrained traffic, congestion control for elastic traffic, packet switch queuing, switching architectures, virtual path routing, and routing for quality of service. Includes over 200 hands-on exercises and class-tested problems, dozens of schematic figures, a review of key mathematical concepts, and a glossary.

A problem/solution manual, integrating general principles and laboratory exercises, that provides students with the hands-on experience needed to master the basics of modern computer system design Features more than 200 detailed problems, with step-by-step solutions; many detailed graphics and charts; chapter summaries with additional "rapid-review" questions; and expert sidebar tips Describes analytical methods for quantifying real-world design choices regarding instruction sets, pipelining, cache, memory, I/O, and other critical

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hardware and software elements involved in building computers. An ideal educational resource for the more than 70,000 undergraduate and graduate students who, each year, enroll in computer architecture and related courses.

Overview: Building on the successful top-down approach of previous editions, the Sixth Edition of Computer Networking continues with an early emphasis on application-layer paradigms and application programming interfaces, encouraging a hands-on experience with protocols and networking concepts. With this edition, Kurose and Ross have revised and modernized treatment of some key chapters to integrate the most current and relevant networking technologies. Networking today involves much more than standards specifying message formats and protocol behaviors—and it is far more interesting. Professors Kurose and Ross focus on describing emerging principles in a lively and engaging manner and then illustrate these principles with examples drawn from Internet architecture.

The era of seemingly unlimited growth in processor performance is over: single chip architectures can no longer overcome the performance limitations imposed by the power they consume and the heat they generate.

Today, Intel and other semiconductor firms are abandoning the single fast processor model in favor of multi-core microprocessors—chips that combine two or more processors in a single package. In the fourth edition of Computer Architecture, the authors focus on this historic shift, increasing their coverage of multiprocessors and exploring the most effective ways of



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achieving parallelism as the key to unlocking the power of multiple processor architectures. Additionally, the new edition has expanded and updated coverage of design topics beyond processor performance, including power, reliability, availability, and dependability. CD System Requirements PDF Viewer The CD material includes PDF documents that you can read with a PDF viewer such as Adobe, Acrobat or Adobe Reader. Recent versions of Adobe Reader for some platforms are included on the CD. HTML Browser The navigation framework on this CD is delivered in HTML and JavaScript. It is recommended that you install the latest version of your favorite HTML browser to view this CD. The content has been verified under Windows XP with the following browsers: Internet Explorer 6.0, Firefox 1.5; under Mac OS X (Panther) with the following browsers: Internet Explorer 5.2, Firefox 1.0.6, Safari 1.3; and under Mandriva Linux 2006 with the following browsers: Firefox 1.0.6, Konqueror 3.4.2, Mozilla 1.7.11. The content is designed to be viewed in a browser window that is at least 720 pixels wide. You may find the content does not display well if your display is not set to at least 1024x768 pixel resolution. Operating System This CD can be used under any operating system that includes an HTML browser and a PDF viewer. This includes Windows, Mac OS, and most Linux and Unix systems. Increased coverage on achieving parallelism with multiprocessors. Case studies of latest technology from industry including the Sun Niagara Multiprocessor, AMD Opteron, and Pentium 4. Three review appendices, included in the printed volume, review the basic and intermediate

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principles the main text relies upon. Eight reference appendices, collected on the CD, cover a range of topics including specific architectures, embedded systems, application specific processors--some guest authored by subject experts.

Computer Networks: A Systems Approach, Fifth Edition, explores the key principles of computer networking, with examples drawn from the real world of network and protocol design. Using the Internet as the primary example, this best-selling and classic textbook explains various protocols and networking technologies. The systems-oriented approach encourages students to think about how individual network components fit into a larger, complex system of interactions. This book has a completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, network security, and network applications such as e-mail and the Web, IP telephony and video streaming, and peer-to-peer file sharing. There is now increased focus on application layer issues where innovative and exciting research and design is currently the center of attention. Other topics include network design and architecture; the ways users can connect to a network; the concepts of switching, routing, and internetworking; end-to-end protocols; congestion control and resource allocation; and end-to-end data. Each chapter includes a problem statement, which introduces issues to be examined; shaded sidebars that elaborate on a topic or introduce a related advanced topic; What's Next? discussions that deal with emerging issues in research,

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the commercial world, or society; and exercises. This book is written for graduate or upper-division undergraduate classes in computer networking. It will also be useful for industry professionals retraining for network-related assignments, as well as for network practitioners seeking to understand the workings of network protocols and the big picture of networking. Completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, security, and applications Increased focus on application layer issues where innovative and exciting research and design is currently the center of attention Free downloadable network simulation software and lab experiments manual available

For courses in Networking/Communications.

Motivate your students with a top-down, layered approach to computer networking Unique among computer networking texts, the Seventh Edition of the popular Computer Networking: A Top Down Approach builds on the author's long tradition of teaching this complex subject through a layered approach in a "top-down manner." The text works its way from the application layer down toward the physical layer, motivating students by exposing them to important concepts early in their study of networking. Focusing on the Internet and the fundamentally important issues of networking, this text provides an excellent foundation for students in computer science and electrical engineering, without

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requiring extensive knowledge of programming or mathematics. The Seventh Edition has been updated to reflect the most important and exciting recent advances in networking.

MasteringComputerScience™ not included. Students, if MasteringComputerScience is a recommended/mandatory component of the course, please ask your instructor for the correct ISBN and course ID. MasteringComputerScience should only be purchased when required by an instructor.

Instructors, contact your Pearson representative for more information. MasteringComputerScience is an online homework, tutorial, and assessment program designed to work with this text to engage students and improve results. Interactive, self-paced tutorials provide individualized coaching to help students stay on track. With a wide range of activities available, students can actively learn, understand, and retain even the most difficult concepts.

This book constitutes the refereed proceedings of the First International Conference on Digital Image Processing and Pattern Recognition, DPPR 2011, held in Tirunelveli, India, in September 2011. The 48 revised full papers were carefully reviewed and selected from about 400 submissions. The conference brought together leading researchers, engineers and scientists in the domain of Digital Image Processing and Pattern Recognition. The papers cover all theoretical and practical aspects of

the field and present new advances and current research results in two tracks, namely: digital image processing and pattern recognition, and computer science, engineering and information technology. This book presents the Proceedings of The 6th Brazilian Technology Symposium (BTSym'20). The book discusses the current technological issues on Systems Engineering, Mathematics and Physical Sciences, such as the Transmission Line, Protein-Modified Mortars, Electromagnetic Properties, Clock Domains, Chebyshev Polynomials, Satellite Control Systems, Hough Transform, Watershed Transform, Blood Smear Images, Toxoplasma Gondii, Operation System Developments, MIMO Systems, Geothermal-Photovoltaic Energy Systems, Mineral Flotation Application, CMOS Techniques, Frameworks Developments, Physiological Parameters Applications, Brain–Computer Interface, Artificial Neural Networks, Computational Vision, Security Applications, FPGA Applications, IoT, Residential Automation, Data Acquisition, Industry 4.0, Cyber-Physical Systems, Digital Image Processing, Patters Recognition, Machine Learning, Photocatalytic Process, Physical–Chemical Analysis, Smoothing Filters, Frequency Synthesizers, Voltage-Controlled Ring Oscillator, Difference Amplifier, Photocatalysis, Photodegradation, current technological issues on Human, Smart and Sustainable Future of Cities, such as the Digital Transformation, Data Science,

Hydrothermal Dispatch, Project Knowledge Transfer, Immunization Programs, Efficiency and Predictive Methods, PMBOK Applications, Logistics Process, IoT, Data Acquisition, Industry 4.0, Cyber-Physical Systems, Fingerspelling Recognition, Cognitive Ergonomics, Ecosystem Services, Environmental, Ecosystem Services Valuation, Solid Waste and University Extension.

Introducing data communications and computer networks, this revised and updated edition takes account of developments in the area. Coverage includes essential theory associated with digital transmission, interface standards, data compression and error detection methods.

Constitutes the refereed proceedings of the 10th International IFIP TC 6 Networking Conference held in Valencia, Spain.

The book is a compilation of high-quality scientific papers presented at the 3rd International Conference on Computer & Communication Technologies (IC3T 2016). The individual papers address cutting-edge technologies and applications of soft computing, artificial intelligence and communication. In addition, a variety of further topics are discussed, which include data mining, machine intelligence, fuzzy computing, sensor networks, signal and image processing, human-computer interaction, web intelligence, etc. As such, it offers readers a valuable and unique resource.

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This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Computer Networks and Internets is appropriate for all introductory-to-intermediate courses in computer networking, the Internet, or Internet applications; readers need no background in networking, operating systems, or advanced mathematics. Leading networking authority Douglas Comer presents a wide-ranging, self-contained tour of the concepts, principles, and technologies that enable today's Internet to support applications ranging from web browsing to telephony and multimedia. This Fifth Edition has been thoroughly reorganized, revised, and updated: it includes extensive new coverage of topics ranging from wireless protocols to network performance, while reducing or eliminating coverage of older protocols and technologies. Comer begins by illuminating the applications and facilities offered by today's Internet. Next, he systematically introduces the underlying network technologies and protocols that make them possible: low-level data communications; packet switching, LAN, and WAN technologies; and Internet protocols such as TCP, IP, UDP, and IPv6. With these concepts and technologies established, he introduces several of the most important contemporary issues faced by network implementers and managers, including quality of service, Internet

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telephony, multimedia, network security, and network management. Comer has carefully designed this book to support both top-down and bottom-up teaching approaches. Students need no background in operating systems, and no sophisticated math: Comer relies throughout on figures, drawings, examples, and analogies, not mathematical proofs. "This book is the best source for the most current, relevant, cutting edge research in the field of industrial informatics focusing on different methodologies of information technologies to enhance industrial fabrication, intelligence, and manufacturing processes"--Provided by publisher.

FULLY UPDATED FOR 2020 TAX LAW The bold and innovative McGraw-Hill Taxation series is now the most widely adopted code-based Tax title across the country instructors. It's apparent why the clear, organized, and engaging delivery of content, paired with the most current and robust tax code updates, is used by more than 600 schools. The breadth of the topical coverage, the story line approach to presenting the material, the emphasis on the tax and non-tax consequences of multiple parties involved in transactions, and the integration of financial and tax accounting topics make this book ideal for the modern tax curriculum.

Story line Approach: Each chapter begins with a story line that introduces a set of characters or a business entity facing specific tax-related situations. Examples related to the story line allow students to learn the code in context.

Integrated Examples: In addition to providing examples in-context, we provide "What if" scenarios within many examples to illustrate how variations in the facts might or might not change the answers.

More than 100 Videos: Guided Example hint videos provide students with on-demand walk-throughs of key Tax



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topics, offering narrated, animated, step-by-step solutions to algorithmic variants for select exercises similar to those assigned. Conversational Writing Style, Superior Organization, and Real-World Focus

On computer networks

Demonstrates socket programming fundamentals, including writing servers, creating secure applications, address conversion functions, socket types, and TCP/IP protocols and options

As the world grows increasingly interconnected, data communications has become a critical aspect of business operations. Wireless and mobile technology allows us to seamlessly transition from work to play and back again, and the Internet of things has brought our appliances, vehicles, and homes into the network; as life increasingly takes place online, businesses recognize the opportunity for a competitive advantage. Today's networking professionals have become central to nearly every aspect of business, and this book provides the essential foundation needed to build and manage the scalable, mobile, secure networks these businesses require. Although the technologies evolve rapidly, the underlying concepts are more constant. This book combines the foundational concepts with practical exercises to provide a well-grounded approach to networking in business today. Key management and technical issues are highlighted and discussed in the context of real-world applications, and hands-on exercises reinforce critical concepts while providing insight into day-to-day operations. Detailed technical descriptions reveal the tradeoffs not presented in product summaries, building the analytical capacity needed to understand, evaluate, and compare current and future technologies.

How does the Internet really work? This book explains the technology behind it all, in simple question and answer

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format.

A guide to developing network programs covers networking fundamentals as well as TCP and UDP sockets, multicasting protocol, content handlers, servlets, I/O, parsing, Java Mail API, and Java Secure Sockets Extension.

Pick up where certification exams leave off. With this practical, in-depth guide to the entire network infrastructure, you'll learn how to deal with real Cisco networks, rather than the hypothetical situations presented on exams like the CCNA.

Network Warrior takes you step by step through the world of routers, switches, firewalls, and other technologies based on the author's extensive field experience. You'll find new content for MPLS, IPv6, VoIP, and wireless in this completely revised second edition, along with examples of Cisco Nexus 5000 and 7000 switches throughout. Topics include: An in-depth view of routers and routing Switching, using Cisco Catalyst and Nexus switches as examples SOHO VoIP and SOHO wireless access point design and configuration Introduction to IPv6 with configuration examples Telecom technologies in the data-networking world, including T1, DS3, frame relay, and MPLS Security, firewall theory, and configuration, as well as ACL and authentication Quality of Service (QoS), with an emphasis on low-latency queuing (LLQ) IP address allocation, Network Time Protocol (NTP), and device failures A Practical Guide to Advanced Networking, Third

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Edition takes a pragmatic, hands-on approach to teaching advanced modern networking concepts from the network administrator's point of view. Thoroughly updated for the latest networking technologies and applications, the book guides you through designing, configuring, and managing campus networks, connecting networks to the Internet, and using the latest networking technologies. The authors first show how to solve key network design challenges, including data flow, selection of network media, IP allocation, subnetting, and configuration of both VLANs and Layer 3 routed networks. Next, they illuminate advanced routing techniques using RIP/RIPv2, OSPF, IS-IS, EIGRP, and other protocols, and show how to address common requirements such as static routing and route redistribution. You'll find thorough coverage of configuring IP-based network infrastructure, and using powerful WireShark and NetFlow tools to analyze and troubleshoot traffic. A full chapter on security introduces best practices for preventing DoS attacks, configuring access lists, and protecting routers, switches, VPNs, and wireless networks. This book's coverage also includes IPv6, Linux-based networking, Juniper routers, BGP Internet routing, and Voice over IP (VoIP). Every topic is introduced in clear, easy-to-understand language; key ideas are reinforced with working examples, and hands-on exercises based on powerful network simulation

software. Key Pedagogical Features NET-CHALLENGE SIMULATION SOFTWARE provides hands-on experience with advanced router and switch commands, interface configuration, and protocols—now including RIPv2 and IS-IS WIRESHARK NETWORK PROTOCOL ANALYZER TECHNIQUES and EXAMPLES of advanced data traffic analysis throughout PROVEN TOOLS FOR MORE EFFECTIVE LEARNING, including chapter outlines and summaries WORKING EXAMPLES IN EVERY CHAPTER to reinforce key concepts and promote mastery KEY TERMS DEFINITIONS, LISTINGS, and EXTENSIVE GLOSSARY to help you master the language of networking QUESTIONS, PROBLEMS, and CRITICAL THINKING QUESTIONS to help you deepen your understanding CD-ROM includes Net-Challenge Simulation Software and the Wireshark Network Protocol Analyzer Software examples.

At its core, information security deals with the secure and accurate transfer of information. While information security has long been important, it was, perhaps, brought more clearly into mainstream focus with the so-called “Y2K” issue. The Y2K scare was the fear that computer networks and the systems that are controlled or operated by software would fail with the turn of the millennium, since their clocks could lose synchronization by not recognizing a number (instruction) with three zeros. A positive outcome of

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this scare was the creation of several Computer Emergency Response Teams (CERTs) around the world that now work - operatively to exchange expertise and information, and to coordinate in case major problems should arise in the modern IT environment. Te terrorist attacks of 11 September 2001 raised security concerns to a new level. Te - ternational community responded on at least two fronts; one front being the transfer of reliable information via secure networks and the other being the collection of information about - tential terrorists. As a sign of this new emphasis on security, since 2001, all major academic publishers have started technical journals focused on security, and every major communi- tions conference (for example, Globecom and ICC) has organized workshops and sessions on security issues. In addition, the IEEE has created a technical committee on Communication and Information Security. Te ?rst editor was intimately involved with security for the Athens Olympic Games of 2004.

This Value Pack consists of Internet & World Wide Web: How to Program: International Edition by Dietel & Associates Inc. (ISBN:9781408207161) and value-added component Computer Networking: A Top-Down Approach: International Edition, 4/e by Kurose & Ross (ISBN:978032151325

A text on networking theory and practice, providing information on general networking concepts, routing

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algorithms and protocols, addressing, and mechanics of bridges, routers, switches, and hubs. Describes all major network algorithms and protocols in use today, and explores engineering trade-offs that each different approach represents. Includes chapter homework problems and a glossary. This second edition is expanded to cover recent developments such as VLANs, Fast Ethernet, and AppleTalk. The author is a Distinguished Engineer at Sun Microsystems, Inc., and holds some 50 patents. Annotation copyrighted by Book News, Inc., Portland, OR

Original textbook (c) October 31, 2011 by Olivier Bonaventure, is licensed under a Creative Commons Attribution (CC BY) license made possible by funding from The Saylor Foundation's Open Textbook Challenge in order to be incorporated into Saylor's collection of open courses available at: <http://www.saylor.org>. Free PDF 282 pages at <https://www.textbookequity.org/bonaventure-computer-networking-principles-protocols-and-practice/> This open textbook aims to fill the gap between the open-source implementations and the open-source network specifications by providing a detailed but pedagogical description of the key principles that guide the operation of the Internet.

- 1 Preface
- 2 Introduction
- 3 The application Layer
- 4 The transport layer
- 5 The network layer
- 6 The datalink layer and the Local Area Networks
- 7 Glossary
- 8 Bibliography

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