

## <<TCP/IP 网络互连技术>>

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## <<TCP/IP 网络互连技术>>

### 内容概要

#### 内容简介

TCP/IP网络互连技术系列的第 卷讨论客户/服务器编程和应用，讲述了构筑所有分布式计算系统的客户/服务器计算模型的基本概念，内容涉及各种不同的服务器设计方法，以及用来构造客户/服务器的各种工具和技术，包括远程过程调用RPC。

书中包含了用来说明  
每种设计和工具的运行程序示例的源代码。

卷 有三个

版本：BSD套接字版，AT&TTLI版，WindowsSockets版。

本书系WindowsSockets版，讨论在Internet上应用软件通过TCP/IP进行通信的问题，适用于Windows 95，WindowsNT，Win32环境下编程和使用Windows SocketAPI应用编程接口。

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