

The Tenouk's Linux Socket (network) programming tutorial. Learn step-by-step how to program and the fundamental of the open source Linux Socket, based on the TCP/IP suite. You will explore the most complete TCP/IP and OSI stacks, starting with concept and APIs, followed by working program examples, tested on real Linux machines

[C Programming for Dummies, Learn C Programming Through Examples](#)

C & LINUX SOCKET: README FIRST

[About](#)

[C & C++ Libraries, Toolkits, APIs, Components etc.](#)

Well, here is another TCP/IP network programming but here we are using GNU C on [Linux/Fedora](#) Core platform. This tutorial provides quite a complete discussion presented in graphically manner with working program examples from the very basic networking up to the packet level. You need to have some knowledge and skill in C programming language and also familiar with Linux/Fedora Core platform in order to have a good start.

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[C/C++ Standards](#)

[C & C++ CERT Secure Coding Standard](#)

[Using C/C++ Compilers](#)

[C/C++ Tutorial](#)

[Use Your C/C++ Skills in The C/C++ Challenge](#)

The program examples given include the client and server codes but you can test the client and server codes at the same computer. Don't worry about the GNU C, it still based on the Standard C ([ISO/IEC](#)). The compiler used is [GCC](#) (GNU Compiler

[C and Win32 Tutorial](#)

[C and C++ Code Snippet Listing](#)

[C and Winsock2 Tutorial](#)

[C & Linux Device Driver \(ext\)](#)

Collection) and run on the Linux/Fedora Core 3 platform. You can find the how-to compile using [GCC](#) and [G++](#) (for C++) in [GCC & G++ 1](#) and [GCC & G++ 2](#). The GDB (GNU Debugger) debugger how-to also included. Tenouk need to learn the Linux socket because of the knowledge that needed in order to learn and understand the [buffer overflow](#) problem when doing the C and C++ coding.

[C, Winsock 2 and IPv6 Tutorial](#)

C and Linux Socket Topics

[Java programming resources and its' open source friends](#)

Each topic provide notes and working program examples, from the fundamentals up to the four TCP/IP stacks. Packet level programming that cover the TCP, UDP, IP and other dominant protocols also included. Those code examples have been run on server and client machine to demonstrate the functionalities through the program output. Topics have been arranged in a proper learning curve.

[C and Linux Socket Tutorial ►](#)

[C#, VB .NET & C++/CLI Winsock/Socket/Network Programming Tutorials](#)

1. [GNU C Programming Socket: Part 1](#) - Background story
2. [GNU C Programming Socket: Part 2](#) - More on design considerations
3. [GNU C Programming Socket: Part 3](#) - Server issues such as Iterative vs concurrency
4. [GNU C Programming Socket: Part 4](#) - Header and APIs
5. [GNU C Programming Socket: Part 5](#) - More on headers and APIs
6. [GNU C Programming Socket: Part 6 - Story & Examples](#)
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12. [GNU C Programming Socket: Part 12 - Story & Examples](#)
13. [GNU C Programming Socket: Part 13 - Story & Examples](#)
14. [GNU C Programming Advanced Network: Part 14 - Examples](#) - Details TCP/IP stack
15. [GNU C Programming Advanced Network: Part 15 - Examples](#)
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17. [GNU C Programming Advanced Network: Part 17 - Examples](#)
18. [GNU C Programming Advanced Network: Part 18 - Examples](#)
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[C++ and Object Oriented Programming](#)

[C and C++ Standard Library Online Documentation](#)

[A Complete, Advanced Winsock2 & C Programming](#)

[C/C++ and Buffer Overflow](#)

[C and C++ Code Sample Index](#)

[C++ and Standard Template Library \(STL\)](#)

[C++ and Microsoft Foundation Class \(MFC\)](#)

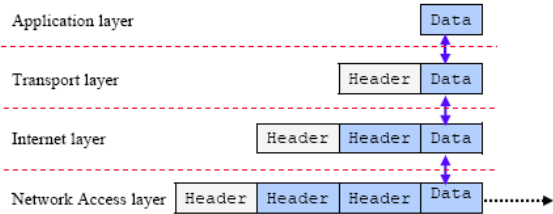
C++ and Microsoft Foundation Class (MFC) - Advanced Topics

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