

КОНСПЕКТ
по Мрежово програмиране
(зимен семестър уч. 2025/ 2026 г.)
за специалност Компютърни науки

1	Технология клиент-сървър
2	UDP сокети
3	TCP сокети
4	Winsock API
5	Използване на сокети в Java
6	Remote Procedure Call
7	Remote Method Invocation
8	SGML, HTML и XML
9	JavaScript
10	Common Gateway Interface, FastCGI
11	Internet Server API
12	Java servlet
13	Active Server Pages
14	PHP
15	Java Server Pages
16	CORBA OMG
17	Java Enterprise Edition
18	Microsoft .NET Framework
19	Service-Oriented Architecture
20	GRID технологии
21	Облачни изчисления
22	Архитектури на информационните системи

Препоръчана литература:

Основна:

1. Richard Stones, Neil Matthew, Alan Cox, Beginning Linux Programming, 2nd Edition
ISBN: 978-0-7645-4373-9, Wrox Press January 2000
2. Internet & Network programming, <http://www.codeproject.com/internet/>
3. SPENCER'S SOCKET SITE, <http://www.lowtek.com/sockets/>
4. Brian "Beej Jorgensen", Beej's Guide to Network Programming, <http://www.beej.us/guide/bgnet/>
5. E. R. Harold, Java Network Programming, O'Reilly Second Edition, 2000
6. B. Quinn, D. Shute, Windows Sockets Network Programming, Addison-Wesley, Reading, MA, ISBN: 0-201-63372-8, 1995

Допълнителна:

1. W. Richard Stevens, UNIX Network Programming, Prentice Hall, ISBN: 978-0139498763, 1990.
2. Jon C. Snader, Effective TCP/IP Programming: 44 Tips to Improve Your Network Programs, ISBN: 978-0-201-61589-0, 2000.

Лектор: /доц. д-р С. Русева/