**Module 2** **required reading material:**

* [1] Brian “Beej Jorgensen” Hall, “Beej's Guide to Network Programming, v3.1.11”. April 2023. <https://beej.us/guide/bgnet/html/split/>
  + Chapter 3.
* [2] Lewis Van Winkle, “Hands-On Network Programming with C". Packt Publishing. May 2019. ISBN: 9781789349863. <https://learning.oreilly.com/library/view/hands-on-network-programming/9781789349863/>
  + Read chapter 2.
* [3] Jon Erickson, “Hacking the Art of Exploitation 2nd ed”. No Starch Press. February 2008. ISBN: 978-1593271442. <https://learning.oreilly.com/library/view/hacking-the-art/9781593271442/>
  + Read chapter 0x04, section 0x420 -Sockets.
* [4] W. Richard Stevens, Bill Fenner, Andrew M. Rudoff, “The Sockets Networking API: UNIX® Network Programming Volume 1, Third Edition”. Addison Wesley. November 2003. ISBN: 0-13-141155-1. <https://learning.oreilly.com/library/view/the-sockets-networking/0131411551/>
  + This book provides a more in-depth/technical explanation for the topics covered in this module.
  + Read Chapter 3 – Sockets Introduction. <https://learning.oreilly.com/library/view/the-sockets-networking/0131411551/ch03.html>