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Internetworking With TCP/IP Volume 1 (6th Edition) Page xxv "readers suggestions" should be "readers' suggestions". Page 22 The wording has been clarified to say that "up to" four computers can connect to a small switch, and the sentence before Figure 2.1 specifies that the illustration only shows three computers.

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Answering the question "How does one use TCP/IP?" this third volume of the Comer series is designed to help the student understand the many ways to design concurrent client and server software, the situations in which each design works well, and the mechanisms that each design uses.

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

Two of the industry's top consultants provide a practical approach to implementing and managing an effective TCP/IP network that is compatible with other networks. System designers, network administrators, and system programmers alike, will appreciate the extensive coverage offered here of such design and management issues as how to configure electronic mail in a complex networking environment.

An internationally best-selling, conceptual introduction to the TCP/IP protocols and Internetworking, this book interweaves a clear discussion of fundamentals and scientific principles with details and examples drawn from the latest technologies. Leading author Douglas Comer covers layering and packet formats for all the Internet protocols, including TCP, IPv4, IPv6, DHCP, and DNS. In addition, the text explains new trends in Internet systems, including packet classification, Software Defined Networking (SDN), and mesh protocols used in The Internet of Things. The text is appropriate for individuals interested in learning more about TCP/IP protocols, Internet architecture, and current networking technologies, as well as engineers who build network systems. It is suitable for junior to graduate-level courses in Computer Networks, Data Networks, Network Protocols, and Internetworking.

This easy to read textbook provides an introduction to computer architecture, while focusing on the essential aspects of hardware that programmers need to know. The topics are explained from a programmer ' s point of view, and the text emphasizes consequences for programmers. Divided in five parts, the book covers the basics of digital logic, gates, and data paths, as well as the three primary aspects of architecture: processors, memories, and I/O systems. The book also covers advanced topics of parallelism, pipelining, power and energy, and performance. A hands-on lab is also included. The second edition contains three new chapters as well as changes and updates throughout.

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