

Network programming using sockets

A 2 day **Hands on** training course



Description

A hands on course for programmers using Sockets. It is important to recognise that the course assumes that delegates are already familiar with TCP/IP and Python. Practical exercises follow all the major theory sessions.



Key outcomes

By the end of the course delegates will be able to:

- ✓ Read Python programs which use Sockets.
- ✓ Write Python programs which use Sockets.
- ✓ Debug Python programs which use Sockets.



Training approach

This structured course uses Instructor Led Training to provide the best possible learning experience. Small class sizes ensure students benefit from our engaging and interactive style of teaching with delegates encouraged to ask questions throughout the course. Quizzes follow each major section allowing checking of learning. Hands on sessions are used throughout to allow delegates to consolidate their new skills.



Details

Who will benefit?

Programmers working with network applications.

Prerequisites

TCP/IP foundation for engineers.
Effective programming with Python.

Duration: 2 days

Customer rating: New course

Generic training



Generic training compliments product specific courses covering the complete picture of all relevant devices including the protocols "on the wire".

"Friendly environment with expert teaching that teaches the why before the how."
G.C. Fasthosts

Small class sizes



We limit our maximum class size to 8 delegates; often we have less than this. This ensures optimal interactivity between delegates and instructor.

"Excellent course. The small class size was a great benefit..."
M.B. IBM

Hands On training



The majority of our courses use hands on sessions to reinforce the theory.

"Not many courses have practice added to it. Normally just the theoretical stuff is covered."
J.W. Vodafone

Our courseware



We write our own courses; courseware does not just consist of slides and our slides are diagrams not bullet point text.

"Comprehensive materials that made the course easy to follow and will be used as a reference point."
V.B. Rockwell Collins

Customise your course



Please contact us if you would like a course to be customised to meet your specific requirements. Have the course your way.

"I was very impressed by the combination of practical and theory. Very informative. Friendly approachable environment, lots of hands on."
S.R. Qinetiq

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Course content

What is a socket?

Review of IP, ICMP, UDP vs TCP, IP addresses, protocol numbers, ports. API's, UNIX I/O, sockets. SOCK_STREAM, SOCK_DGRAM. Hands on: Compile and run code.

The systems calls

Clients and servers, structs, socket(), bind(), connect(), listen(), accept(), send(), recv(), sendto(), recvfrom(), close(), shutdown(), getpeername(), gethostname(). Hands on: Walk through of example client and server code.

First code

TCP connections, passive opens, active opens. Hands on: Write a simple "hello world" server and client.

Application protocols

User character stream, ASCII turn taking, binary protocols. Hands on: Raw SMTP, Writing a mail client.

Clients

Concurrency, polling, threads, event driven programming. Hands on: Conferencing application.

Servers

Concurrency, stateful, stateless. Forks and execs. inetd. Hands on: Running servers with and without inetd, chroot jails, conferencing server modifications.

Advanced techniques

Blocking, select(), partial send(s). Raw sockets, example sockets using Java, Perl and PHP. Hands on: A broadcast application.

What our customers say

"Absolutely brilliant, very knowledgeable and helpful trainer would recommend to teach anyone. Kept me interested 100% of the time which is very impressive as this does not happen often, if at all!"

O. B. Network Rail

"The best technical course I've been on!."

L. W. Fujitsu Telecoms Europe

"Very well thought out and structured course. Would recommend 100%. Lots of equipment, good quality."

A.R. Unipart

"Course content is interesting. Relevant to current systems and presented well."

S.S-T. Arqiva

