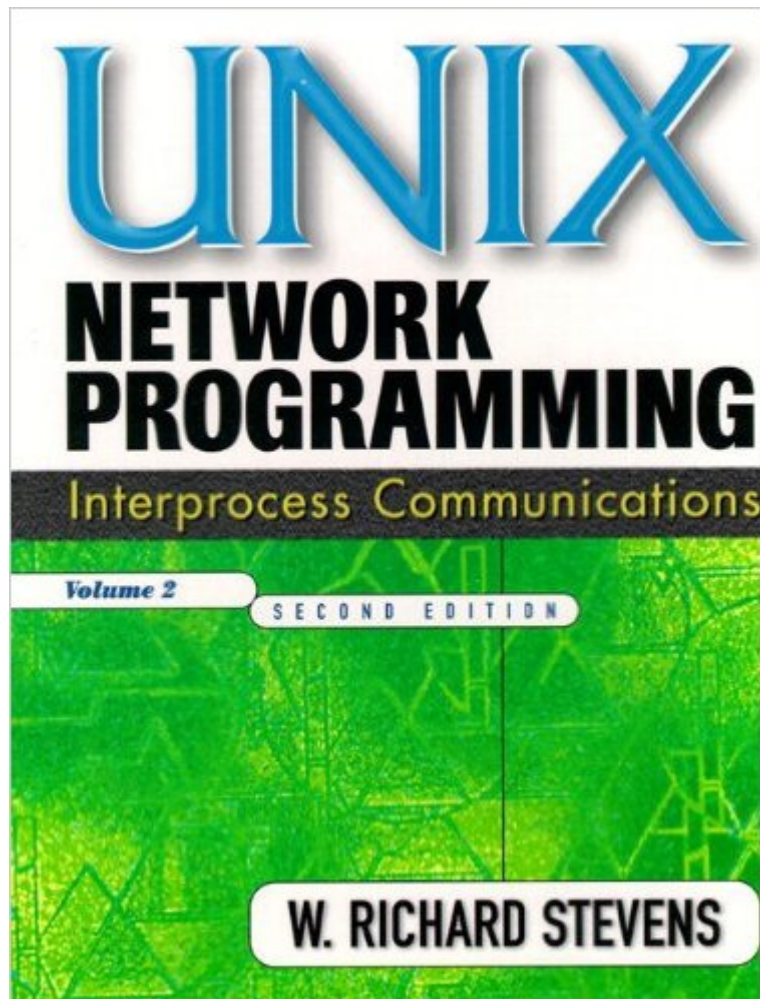# UNIX Network Programming, Volume 2: Interprocess Communications (Paperback) (2nd Edition)

Synopsis

Well-implemented interprocess communications (IPC) are key to the performance of virtually every non-trivial UNIX program. In UNIX Network Programming, Volume 2, Second Edition, legendary UNIX expert W. Richard Stevens presents a comprehensive guide to every form of IPC, including message passing, synchronization, shared memory, and Remote Procedure Calls (RPC). Stevens begins with a basic introduction to IPC and the problems it is intended to solve. Step-by-step you'll learn how to maximize both System V IPC and the new Posix standards, which offer dramatic improvements in convenience and performance.

Book Information

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Since anyone considering buying a technical book always needs to know what it covers, here's the table of contents:Part 1. Introduction1. Introduction2. Posix IPC3. System V IPCPart 2. Message Passing4. Pipes and FIFOs5. Posix Message Queues6. System V Message QueuesPart 3. Synchronization7. Mutexes and Condition Variables8. Read-Write Locks9. Record Locking10. Posix Semaphores11. System V SemaphoresPart 4. Shared Memory12. Shared Memory Introduction13. Posix Shared Memory14. System V Shared MemoryPart 5. Remote Procedure Calls15. Doors16. Sun RPCEpilogueAppendix A. Performance MeasurementsAppendix B. Threads PrimerAppendix C. Miscellaneous Source CodeAppendix D. Solutions to Selected ExercisesBibliographyIndexThis is the third and least of Stevens' three books on UNIX programming (he also coauthored a

multi-volume work on TCP). It is the not the least because it is necessarily the worst, but because it has the shortest and has the narrowest application domain.Having said it is the least, it remains a work of the highest quality in an industry that is notable for the huge quantity of bad books that it produces. The structure of this book will be familiar to readers of his prior two books: the lowest-level building block around which Stevens structures the book is the individual function call. For each call (or minor variations on a single call), he provides the C prototype, and then, in text, explains what the function does, what it's arguments are for, and then provides a small C program that demonstrates it in action (all of the sample programs can also be downloaded from the web).

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