

Forum:[Hack Forums](#)

Thread: [Network C/C++ programmers](#)

g4143 - May 15, 2009, 7:49 am

Hi,

Just wondering, does anyone here network program in C/C++?...G4143

japon - May 15, 2009, 8:02 am

Yeah.. i know my way around ^^

g4143 - May 15, 2009, 8:07 am

(May 15, 2009 08:02 AM)japon Wrote: [\[CITE\]](#) Yeah.. i know my way around ^^

Well I just started reading 'Unix Network Programming' a few days ago and its a very interesting topic...A whole new world different from local user apps....G4143

japon - May 15, 2009, 8:13 am

I would recmmend before reading that (i have a hardcover copy myself :P), that you might want to check out beej's networking guide, which is very incomplete compared to the book, but covers the most important topics on the subject so that you'll be able to get a good "general" picture first, that way you can pretty much start coding right away ;)

<http://www.beej.us/guide/bgnet/>

g4143 - May 15, 2009, 8:29 am

japon thanks for the link..its bookmarked. Addition references always welcome especially if the programming language is C...G4143

japon - May 15, 2009, 9:09 am

Well, beej also has a very long and reasonable tutorial on C.. But the most interesting things you can do with sockets all happen with raw sockets, and there's a link for that too. Raw sockets (as i guess you probably already know) are what give you the power to "really" define/create very custom network packets. The second most interesting thing unfortunately isnt part of any standard gnu cc installation to my knowlege, would be just the opposite: high level network programming (for example grabbing RSS feeds, or chatting with an IRC server) although of course they are 100% possible starting with the basic socket() call, it's sort of a waste of time, and for that dozens of API's already exist..

oops, forgot the links:

<http://beej.us/guide/bgc/>

<http://mixter.void.ru/rawip.html>

vipercaleb1 - May 15, 2009, 10:09 am

(May 15, 2009 08:13 AM)japon Wrote: [\[CITE\]](#) I would recmmend before reading that (i have a hardcover copy myself :P), that you might want to check out beej's networking guide, which is very incomplete compared to the book, but covers the most important topics on the subject so that you'll be able to get a good "general" picture first, that way you can pretty much start coding right away ;)

<http://www.beej.us/guide/bgnet/>

Thanks! I was looking for that, I just couldn't remember it :D

g4143 - May 15, 2009, 10:18 am

Thanks again japon, This topic has all kinds of potential and I am looking forward to Ch 28 Raw Sockets + your bookmark...I can't believe I waited this long to start network programming....Oh by the way I'm comfortable programming in C. I meant to say I'm glad the links use C as the programming language...G4143

Again Thanks...

pragmat - May 15, 2009, 11:49 am

Hey, I was just looking at a cool article intro for this. It's actually from a game programmer, so it only goes over how to use UDP, but it's still cool.

Here it is:

<http://gafferongames.com/networking-for-game-programmers>

Jimmyg22 - May 15, 2009, 3:48 pm

yea networking is a very fun topic once you get into it, i also recommend the beej.us tutorials, they are very useful