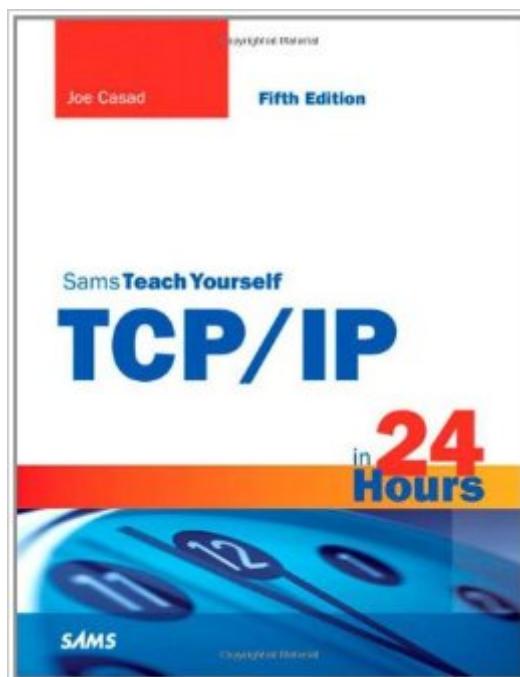


The book was found

Sams Teach Yourself TCP/IP In 24 Hours (5th Edition)



Synopsis

In just 24 sessions of one hour or less, youâ€™ll discover how to implement, monitor, and manage a TCP/IP network—even the latest cloud-based and IPv6 networks. Using this bookâ€™s straightforward, step-by-step approach, youâ€™ll uncover the essentials of TCP/IP and put that knowledge to work through practical examples. Each lesson builds on what youâ€™ve already learned, giving you a strong real-world foundation for success. Expert author and network engineer Joe Casad guides you from the basics to advanced techniques—including TCP/IPâ€™s architecture, layers, subnetting, CIDR, routing, security, utilities, remote access, web services, streaming, and much more. Â Practical discussions provide an inside look at TCP/IP components and protocols. Â Step-by-step instructions walk you through many common tasks. Â Q&As at the end of each hour help you test your knowledge. Â Notes and tips point out shortcuts and solutions and help you steer clear of potential problems. Â If youâ€™re looking for a smart, concise introduction to the protocols that power the Internet, start your clock and look inside. Sams Teach Yourself TCP/IP in 24 Hours is your guide to the secrets of TCP/IP. Â Learn how toâ€¦

- Â Understand what TCP/IP is, and how it works
- Â Discover how IPv6 differs from IPv4, and how to migrate or coexist with IPv6
- Â Work with TCP/IPâ€™s Network Access, Internet, Transport, and Application layers
- Â Implement flexible addressing with subnetting and CIDR
- Â Establish efficient and reliable routing
- Â Implement name resolution
- Â Secure TCP/IP networksâ€”detect and prevent attacks
- Â Automatically configure TCP/IP clients and hosts
- Â Provide classic TCP/IP services and powerful new Web services
- Â Use TCP/IP in advanced cloud-based environments
- Â Support efficient media streaming and webcasting
- Â Capitalize on the benefits of the new HTML5 standard
- Â Run TCP/IP protocols over wireless networks
- Â Troubleshoot TCP/IP networks with ping, traceroute, and other tools
- Â Provide for monitoring and remote access
- Â Deploy efficient email systems with POP3, IMAP4, and SMTP
- Â Walk through all facets of implementing a TCP/IP network

Book Information

Series: Sams Teach Yourself

Paperback: 544 pages

Publisher: Sams Publishing; 5 edition (November 4, 2011)

Language: English

ISBN-10: 0672335719

ISBN-13: 978-0672335716

Product Dimensions: 6.9 x 1.2 x 9 inches

Shipping Weight: 1.9 pounds (View shipping rates and policies)

Average Customer Review: 4.2 out of 5 stars Â Â See all reviewsÂ (38 customer reviews)

Best Sellers Rank: #122,298 in Books (See Top 100 in Books) #23 inÂ Books > Computers & Technology > Networking & Cloud Computing > Intranets & Extranets #150 inÂ Books > Textbooks > Computer Science > Networking #199 inÂ Books > Computers & Technology > Networking & Cloud Computing > Networks, Protocols & APIs

Customer Reviews

Overall a decent introductory TCP/IP book. If you don't know the concept - the "in 24 hours" concept means that there are 24 chapters, each of which are meant to take an hour or less to read over & understand. I found most of the chapters took me under an hour to review, but I'm already pretty experienced in the concepts presented, so for a novice (to which this book is preominantly aimed), an hour sounds about right for reading, reviewing, & fully comprehending the material. Each chapter starts out with a very small one-page outline of what you're about to read in the chapter and what specific goals or takeaways you should be getting from the material. In terms of "sidenotes" (of which I am fond), the book calls them "by the way" notes, and they're essentially just by-the-way blurbs about things you're reading. I don't really think there are enough of these, but, then again, they would make the chapters longer and possibly get in the way of the whole "hour" concept....Each chapter concludes with a summary, Q&A (only 4 or 5 questions, with the answers provided directly underneath each question), ~5 Q quiz (NOT multiple choice; answers provided at the back of the book), ~5 exercises, and a glossary of key terms. I'm typically a fan of more questions in the quizzes, but 5 is enough to broadly cover the concepts in the chapter, so more might be overkill. The difficulty of the quizzes is about what you'd expect - nothing too hard, nothing too easy, as long as you've read the chapter. I might have also asked for a book-wide quiz at the very end of the book to help reinforce material from 18 hours ago, but that isn't included.

[Download to continue reading...](#)

Android Application Development in 24 Hours, Sams Teach Yourself (3rd Edition) (Sams Teach Yourself -- Hours) HTML and CSS in 24 Hours, Sams Teach Yourself (Updated for HTML5 and CSS3) (9th Edition) (Sams Teach Yourself in 24 Hours) HTML and CSS in 24 Hours, Sams Teach Yourself (Sams Teach Yourself in 24 Hours) Sams Teach Yourself WPF in 24 Hours (Sams Teach Yourself -- Hours) Sams Teach Yourself TCP/IP in 24 Hours (5th Edition) Gmail in 10 Minutes, Sams Teach Yourself (2nd Edition) (Sams Teach Yourself -- Minutes) Sams Teach Yourself Google Analytics in 10 Minutes (Sams Teach Yourself -- Minutes) Gmail in 10 Minutes, Sams Teach

Yourself (Sams Teach Yourself -- Minutes) Sams Teach Yourself TCP/IP in 24 Hours (4th Edition) Unix in 24 Hours, Sams Teach Yourself: Covers OS X, Linux, and Solaris (5th Edition) Sams Teach Yourself Mod Development for Minecraft in 24 Hours (2nd Edition) iOS 9 Application Development in 24 Hours, Sams Teach Yourself (7th Edition) Sams Teach Yourself Objective-C in 24 Hours (2nd Edition) Sams Teach Yourself UML in 24 Hours, Complete Starter Kit (3rd Edition) Arduino Programming in 24 Hours, Sams Teach Yourself Apache Spark in 24 Hours, Sams Teach Yourself Sams Teach Yourself Macromedia Fireworks MX in 24 Hours Sams Teach Yourself Adobe Premiere Pro in 24 Hours iOS 9 Application Development in 24 Hours, Sams Teach Yourself Unix in 24 Hours, Sams Teach Yourself: Covers OS X, Linux, and Solaris

[Dmca](#)