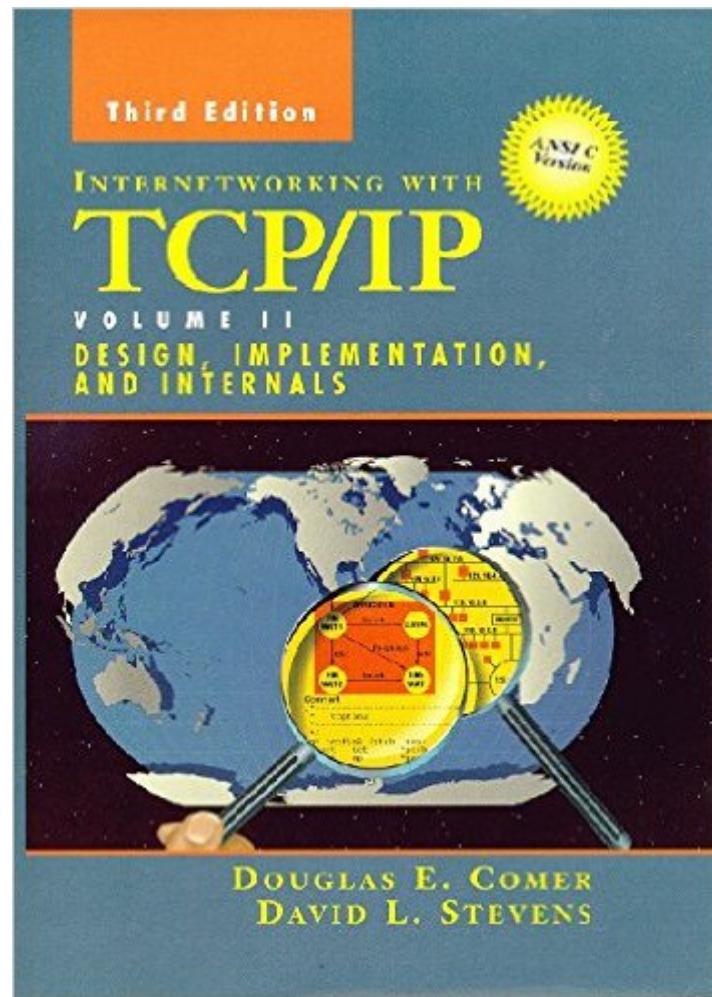


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# Internetworking With TCP/IP: Internals And Implementation V. 2 (Internetworking With TCP/IP Vol. 2)



## Synopsis

good ref

## Book Information

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## Customer Reviews

This volume presents a "C" code implementation of TCP/IP, along with detailed explanations of what the code accomplishes. I was able to get a working knowledge of how the protocol operates by reading the actual code and the accompanying explanations. As a systems engineer seeking a working knowledge of how TCP/IP operates, this book was exactly appropriate for me. I would highly recommend it to software engineers as well.

A book which purports to be 'technical' should have an excellent index. The 3 volumes in the Comer set have an index rated at about 5 (out of 10). The style of writing is clear and well organized but the depth is only 6 or 7. I was looking for a real 'nuts and bolts' view and this volume/set didn't provide it. I own all 3 volumes but if I had to do it again I would buy the set by Stevens.

Comer's book does an excellent job of mixing details and concepts. While Steven's book is perfect if you have to work directly with the code in the BSD network stack, it is full of cruft from other protocols and complexity due to years of code maintenance. The BSD code takes short cuts for major and minor speed improvements at the cost of clarity and understanding. Comer, on the other hand, designs his systems to be understood. It is possible to understand the entire Xinu system from the high level down to the smallest details. Very few people can make the same claim about the BSD kernel. The layout of the book is excellent, describing the design trade-offs in writing the

networking code. Rather than teaching someone how to use a specific implementation, it enables its reader to approach any implementation and understand why it was designed the way it was, and what impacts these decisions were made. In spite of that, it would be nice if Comer spent even more time explaining why certain decisions were made. Now, I am using Steven's book as a reference as I am dealing with BSD networking code. However, I would be lost if I didn't learn the principles, concepts, and designs provided by Comer. If you can, get both books -- but start with this one.

The book claims to provide programming insight needed to implement the TCP/IP protocol stack. It does so, but only at a basic level, often leaving code snippets unexplained. The authors do not appear to understand the code well enough to explain some crucial details. The style is somewhat pedagogical, and often tends to be patronizing, suggesting an intended audience of college students. The code base used for the illustration is not the BSD reference implementation. In summary, it is a useful enough book for TCP stack implementors, but readers are advised to also look at TCP Illustrated II by W. Richard Stevens.

This book goes in depth in how TCP/IP works by showing an actual working TCP/IP stack ANSI C code source. I am a believer that in order to fully understand and effectively use a piece of software, the best way to achieve this goal is to actually study at least once its source code. You will certainly get many insights in how TCP/IP works by reading this book. Unfortunately, for most readers, this will remain a theoretical exercise. I got the opportunity to work with the source code of an embedded TCP/IP stack when I was working at Nortel Networks and actually found a bug with the help of this book. That was at that moment that I truly realized the value of this volume.

Why settle for less when you can get THE book series on the subject. I find this book very weak and I strongly recommend all the books from Richard Stevens (TCP/IP illustrated v1,2,3. APUE...) which provide the best reference. This book is for beginner but not for people serious about the subject.

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