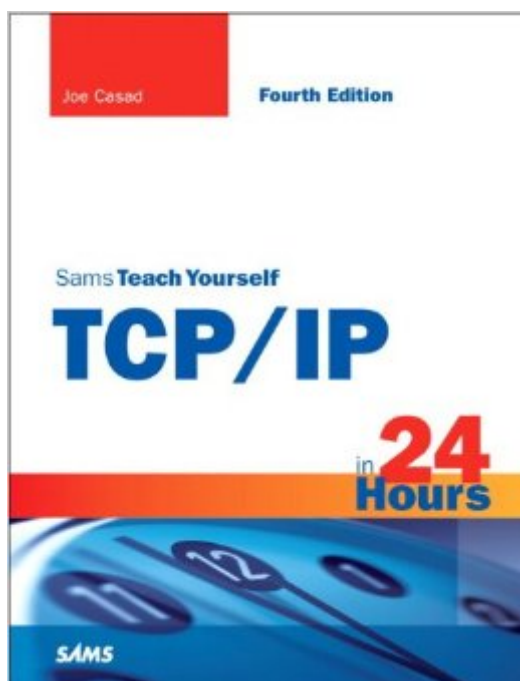


The book was found

# Sams Teach Yourself TCP/IP In 24 Hours (4th Edition)



## Synopsis

In just 24 lessons of one hour or less, you will uncover the inner workings of TCP/IP. Using a straightforward, step-by-step approach, each lesson builds on the previous ones, enabling you to learn the essentials of TCP/IP from the ground up. • Practical discussions provide an inside look at TCP/IP components and protocols. • Step-by-step instructions walk you through many common tasks. • Q&As at the end of each hour help you test your knowledge. • Notes and tips point out shortcuts and solutions and help you steer clear of potential problems. • If you'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. • Learn about... Protocols at each layer of the TCP/IP stack Routers and gateways IP addressing Subnetting TCP/IP networks Name resolution techniques TCP/IP utilities such as ping and traceroute TCP/IP over wireless networks IP version 6 The World Wide Web and how it works TCP/IP mail protocols such as POP3, IMAP4, and SMTP Casting, streaming, and automation Web services Detecting and stopping network attacks

Part I: TCP/IP Basics Hour 1 • What Is TCP/IP? 7 Hour 2 • How TCP/IP Works 21

Part II: The TCP/IP Protocol System Hour 3 • The Network Access Layer 35 Hour 4 • The Internet Layer 47 Hour 5 • Subnetting and CIDR 69 Hour 6 • The Transport Layer 83 Hour 7 • The Application Layer 107

Part III: Networking with TCP/IP Hour 8 • Routing 121 Hour 9 • Getting Connected 143 Hour 10 • Firewalls 175 Hour 11 • Name Resolution 185 Hour 12 • Automatic Configuration 215 Hour 13 • IPv6--The Next Generation 229

Part IV: TCP/IP Utilities Hour 14 • TCP/IP Utilities 243 Hour 15 • Monitoring and Remote Access 275

Part V: TCP/IP and the Internet Hour 16 • The Internet: A Closer Look 297 Hour 17 • HTTP, HTML, and the World Wide Web 305 Hour 18 • Email 321 Hour 19 • Streaming and Casting 339

Part VI: Advanced Topics Hour 20 • Web Services 353 Hour 21 • The New Web 363 Hour 22 • Network Intrusion 375 Hour 23 • TCP/IP Security 391 Hour 24 • Implementing a TCP/IP Network--Seven Days in the Life of a Sys Admin 413 Index •

## Book Information

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## 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.

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