**NETWORK PROGRAMMING IMPORTANT CONCEPT**

**"UNIT-1"**
**1.SIGNALS CONCEPT AND TYPES
2.UNIX OS ARCHITECTURE,AND CONCEPT
3.FILE CONCEPT
4.I/O LIBRARY IN UNIX**

**"UNIT-2"**
**1.ELEMENTARY TCP SOCKET SOCKETS
 2.ITERATIVE SERVER
3.CONCURRENT SERVER IMPORTANT(2M/16M)
4.SOCKET AND  CONCEPT**

**"UNIT-3"**
**1.I/O MULTIPLEXING
2.I/O MODELS
3.SELECT FUNCTION
4.CONCURRENT SERVER**

**"UNIT-4"**
**1.GET SOCKET/SET SOCKET FUNTION
2.TCP AND UDP PGM&CONCEPT**

**"UNIT-V"**
**1.RAW SOCKET
2.PING PROGRAM
3.TRACE ROUTE PROGRAM
4.TCP ECHO CLIENT/SERVER PGM
5.UDP PGM
6.THREAD**

**"NETWORK PROGRAMMING SUBJECT" THEORY AND ALSO SEE THE RELATED PROGRAM'S...., POSSIBLE TO COME IN "PROGRAM" TO EXAM.**
**\*~ALL THE BEST~\***