**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~\***