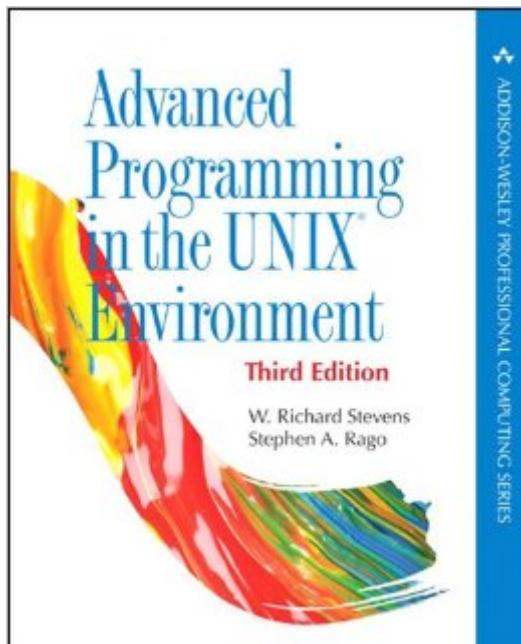


The book was found

Advanced Programming In The UNIX Environment (Addison-Wesley Professional Computing Series)



Synopsis

For more than twenty years, serious C programmers have relied on one book for practical, in-depth knowledge of the programming interfaces that drive the UNIX and Linux kernels: W. Richard Stevensâ™ *Advanced Programming in the UNIX® Environment*. Now, once again, Richâ™s colleague Steve Rago has thoroughly updated this classic work. The new third edition supports todayâ™s leading platforms, reflects new technical advances and best practices, and aligns with Version 4 of the Single UNIX Specification. Steve carefully retains the spirit and approach that have made this book so valuable. Building on Richâ™s pioneering work, he begins with files, directories, and processes, carefully laying the groundwork for more advanced techniques, such as signal handling and terminal I/O. He also thoroughly covers threads and multithreaded programming, and socket-based IPC. This edition covers more than seventy new interfaces, including POSIX asynchronous I/O, spin locks, barriers, and POSIX semaphores. Most obsolete interfaces have been removed, except for a few that are ubiquitous. Nearly all examples have been tested on four modern platforms: Solaris 10, Mac OS X version 10.6.8 (Darwin 10.8.0), FreeBSD 8.0, and Ubuntu version 12.04 (based on Linux 3.2). As in previous editions, youâ™ll learn through examples, including more than ten thousand lines of downloadable, ISO C source code. More than four hundred system calls and functions are demonstrated with concise, complete programs that clearly illustrate their usage, arguments, and return values. To tie together what youâ™ve learned, the book presents several chapter-length case studies, each reflecting contemporary environments. *Advanced Programming in the UNIX® Environment* has helped generations of programmers write code with exceptional power, performance, and reliability. Now updated for todayâ™s systems, this third edition will be even more valuable.

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Customer Reviews

In 1992, W. Richard Stevens wrote Advanced Programming in the UNIX Environment (APUE), published in 1993 by Addison-Wesley. The original edition was revised in 2005 by Stephen A. Rago to more accurately reflect the landscape of UNIX and UNIX-like systems. In 2013, Rago wrote an updated 3rd edition upon which this review is based. APUE is targeted at readers with a working knowledge of UNIX and C. It includes chapter long examples of real-world applications, and manages to simultaneously serve as an enlightening tutorial and a valuable reference book. Few technical authors have had such a great impact on the geek community as Rich Stevens, and because of this, any review of his books should include a few words about the man himself. Stevens' work typically tops any "recommended reading" list when it comes to TCP/IP networking or UNIX programming. Stevens passed away on September 1st, 1999. In addition to APUE, he authored UNIX Network Programming (Volume 1: APIs and Volume 2: IPC) and TCP/IP Illustrated (Volume 1: Protocols, Volume 2: Implementation, and Volume 3: TCP/T, HTTP, NNTP, Unix Domain Protocols.) Stevens was posthumously awarded the USENIX Lifetime Achievement Award for his extraordinarily lucid teaching and generous spirit within the community, which was accepted on his behalf by his wife and children. Stephen A. Rago, who accepted the daunting task of revising Stevens' APUE, worked at Bell Laboratories as a UNIX SVR4 developer. His first contact with Rich Stevens was an e-mail regarding a typographical error in Stevens' first book, UNIX Network Programming. Stevens later acted as a technical reviewer for Rago's UNIX System V Network Programming.

Good gracious this is a big book! What's funny is I KNOW I have read and reviewed a previous edition of this book and I spent a half an hour looking for it this morning, but it must have been before I moved and on my old Blog. That being the case, well it's high time you heard about this

monster! This book, Advanced Programming in the Unix Environment, by Stevens and Rago, is the 3rd edition of what is, essentially, the Unix Programming Bible. In fact, so much so that I cannot imagine any serious Unix/Linux/**ux contributor that doesn't own a copy or at least know what it is. This is *not* light reading. It is a reference book. This is the stuff geek dreams are coded in and you are going to want to be familiar with the C language to get a lot of this. All the internal workings and ideas about this kind of operating system, how it works, or is supposed to work and code examples are included here. The least technical chapter in here is the 1st, which is the overview chapter. This goes over things like input/output, files/directories, processes, error handling, and system calls. From there, the chapters narrow in more on specific subjects like Process control, Daemons, Signals, Threading, etc.. Like I said, there is a LOT of very specific information in here. That being said, if you are developing anything more than some scripting, this has what you want to know. This is not to say that those are the only folks that can get anything out of this book, though. Even without understanding the code examples, a person could get a good understanding and overview of how this fantastic type of operating system works, and why. This is the category I find myself in more than any other.

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