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<p>author of the book Boost.Asio C++ Network Programming Cookbook, discusses about the following topics: Connecting a socket; Using fixed length I/O buffers (For more resources related to this topic, see here.). Connecting a socket. Before a TCP socket can be used to communicate with remote application, it must establish a logical connection with it. Boost.Asio C++ Network</p>	<p>Programming Packt HubOver 25 hands-on recipes to create robust and highly-efficient cross-platform distributed applications with the Boost.Asio library About This Book Build highly efficient distributed applications with ease Enhance your cross-platform network ... - Selection from Boost.Asio C++ Network Programming Cookbook [Book]Boost.Asio C++ Network Programming</p>	<p>Cookbook [Book]Network programming is not new and it's no secret that it's not an easy task. Boost.Asio provides an excellent level of abstraction, making sure that with a minimal amount of coding you can create beautiful client/server applications, and have fun in the process! 'Boost.Asio C++ Network ...Boost.Asio C++ Network Programming by John TorjoPDFs for programming tutorials.</p>
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