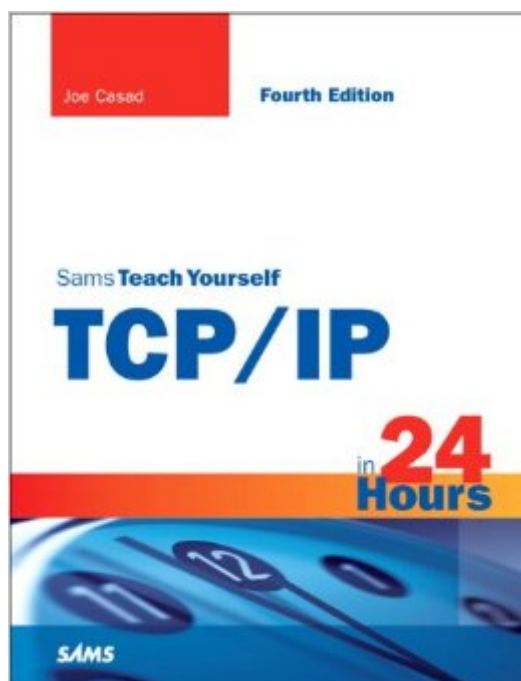# Sams Teach Yourself TCP/IP In 24 Hours (4th Edition)

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. Â Practical discussions provide an inside look at TCP/IP components and protocols.Â Step-by-step instructions walk you through many common tasks.Â Â Q&As at the end of each hour help you test your knowledge.Â Notes and tips point out shortcuts and solutions and help you steer clear of potential problems. Â 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. Â 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 1Â Â What Is TCP/IP? 7 Hour 2Â Â Â How TCP/IP Works 21 Part II: The TCP/IP Protocol System Hour 3Â Â The Network Access Layer 35 Hour 4Â Â Â The Internet Layer 47 Hour 5Â Â Â Subnetting and CIDR 69 Hour 6Â Â Â The Transport Layer 83 Hour 7Â Â Â The Application Layer 107 Part III: Networking with TCP/IP Hour 8Â Â Â Â Routing 121 Hour 9Â Â Â Â Getting Connected 143 Hour 10Â Â Â Firewalls 175 Hour 11Â Â Â Name Resolution 185 Hour 12Â Â Â Automatic Configuration 215 Hour 13Â Â Â IPv6--The Next Generation 229 Part IV: TCP/IP Utilities Hour 14Â Â Â TCP/IP Utilities 243 Hour 15Â Â Â Monitoring and Remote Access 275 Part V: TCP/IP and the Internet Hour 16Â Â Â The Internet: A Closer Look 297 Hour 17Â Â Â HTTP, HTML, and the World Wide Web 305 Hour 18Â Â Â Email 321 Hour 19Â Â Â Streaming and Casting 339 Part VI: Advanced Topics Hour 20Â Â Â Web Services 353 Hour 21Â Â Â The New Web 363 Hour 22Â Â Â Network Intrusion 375 Hour 23Â Â Â TCP/IP Security 391 Hour 24Â Â Â Implementing a TCP/IP Network--Seven Days in the Life of a Sys Admin 413 Index Â

Book Information

Product Dimensions: 7 x 1 x 9 inches

Shipping Weight: 1.3 pounds

Average Customer Review: 4.2 out of 5 starsÂ Â See all reviewsÂ (38 customer reviews)

Best Sellers Rank: #1,217,692 in Books (See Top 100 in Books)   #52 inÂ Books > Computers & Technology > Networking & Cloud Computing > Networks, Protocols & APIs > TCP-IP   #267 inÂ Books > Computers & Technology > Networking & Cloud Computing > Intranets & Extranets #1449 inÂ Books > Textbooks > Computer Science > Networking

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.

Download to continue reading...

Android Application Development in 24 Hours, Sams Teach Yourself (3rd Edition) (Sams Teach Yourself -- Hours) HTML and CSS in 24 Hours, Sams Teach Yourself (Updated for HTML5 and CSS3) (9th Edition) (Sams Teach Yourself in 24 Hours) HTML and CSS in 24 Hours, Sams Teach Yourself (Sams Teach Yourself in 24 Hours) Sams Teach Yourself WPF in 24 Hours (Sams Teach Yourself -- Hours) Sams Teach Yourself TCP/IP in 24 Hours (4th Edition) Gmail in 10 Minutes, Sams Teach Yourself (2nd Edition) (Sams Teach Yourself -- Minutes) Sams Teach Yourself Google

Analytics in 10 Minutes (Sams Teach Yourself -- Minutes) Gmail in 10 Minutes, Sams Teach Yourself (Sams Teach Yourself -- Minutes) Sams Teach Yourself TCP/IP in 24 Hours (5th Edition) Sams Teach Yourself Mod Development for Minecraft in 24 Hours (2nd Edition) Unix in 24 Hours, Sams Teach Yourself: Covers OS X, Linux, and Solaris (5th Edition) iOS 9 Application Development in 24 Hours, Sams Teach Yourself (7th Edition) Sams Teach Yourself Objective-C in 24 Hours (2nd Edition) Sams Teach Yourself UML in 24 Hours, Complete Starter Kit (3rd Edition) Arduino Programming in 24 Hours, Sams Teach Yourself Apache Spark in 24 Hours, Sams Teach Yourself Sams Teach Yourself Macromedia Fireworks MX in 24 Hours Sams Teach Yourself Adobe Premiere Pro in 24 Hours iOS 9 Application Development in 24 Hours, Sams Teach Yourself Unix in 24 Hours, Sams Teach Yourself: Covers OS X, Linux, and Solaris

[Dmca](#)