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Appropriate for Computer Networking or Introduction to Networking courses at both the undergraduate and graduate level in Computer Science, Electrical Engineering, CIS, MIS, and Business Departments. Tanenbaum takes a structured approach to explaining how networks work from the inside out. He starts with an explanation of the physical layer of

networking, computer hardware and transmission systems; then works his way up to network applications. Tanenbaum's in-depth application coverage includes email; the domain name system; the World Wide Web (both client- and server-side); and multimedia (including voice over IP, Internet radio video on demand, video conferencing, and streaming media.

Computer Networks: A Systems Approach, Fifth Edition, explores the key principles of computer networking, with examples drawn from the real world of network and protocol design. Using the Internet as the primary example, this best-selling and classic textbook explains various protocols and networking technologies. The systems-oriented approach encourages students to think about how individual network components fit into a larger, complex system of interactions. This book has a completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, network security, and network applications such as e-mail and the Web, IP telephony and video streaming, and peer-to-peer file sharing. There is now increased focus on application layer issues where innovative and exciting research and design is currently the center of attention. Other topics include network design and architecture; the ways users can connect to a network; the concepts of switching, routing, and internetworking; end-to-end protocols; congestion control and resource allocation; and end-to-end data. Each chapter includes a problem statement, which introduces issues to be examined; shaded sidebars that elaborate on a topic or introduce a related advanced topic; What's Next? discussions that deal with emerging issues in research, the commercial world, or society; and exercises. This book is written for graduate or upper-division undergraduate classes in computer networking. It will also be useful for industry

professionals retraining for network-related assignments, as well as for network practitioners seeking to understand the workings of network protocols and the big picture of networking. Completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, security, and applications Increased focus on application layer issues where innovative and exciting research and design is currently the center of attention Free downloadable network simulation software and lab experiments manual available

Appropriate for a first course on computer networking, this textbook describes the architecture and function of the application, transport, network, and link layers of the internet protocol stack, then examines audio and video networking applications, the underpinnings of encryption and network security, and the key issues of network management. Th

Whether you are a music publisher or songwriter looking to maximize the value of your music catalog, or a producer, ad agency, or internet music service seeking to clear music rights for products, performances, and other uses, the new Fifth Edition of Kohn On Music Licensing offers you comprehensive and authoritative guidance. This one-of-a-kind resource takes you through the various music licensing processes, type-by-type and step-by-step. In clear, coherent language, the author, a seasoned attorney and executive in both the entertainment and high-tech industries, provides detailed explanations of the many kinds of music licenses, identifies the critical issues addressed in each, and offers valuable strategy and guidance to both rights owners and prospective licensees. Kohn on Music Licensing, Fifth Edition: Walks the reader through the history of the music publishing business, from Tin Pan Alley to the user-generated content

phenomena of the present. Dissects the songwriter agreement, providing the reader with a clause-by-clause analysis and offering the best negotiating strategies to achieve the best possible outcome for their clients. Analyses the newly enacted Music Modernization Act, signed into law in September 2018, which significantly changed the way music is licensed in sound recordings in the United States. Guides the reader through the complexities of co-publishing agreements, administration agreements, and international subpublishing agreements, with a report on the rapidly changing music licensing landscape in Europe. Takes on the intricacies of licensing music in sound recordings, from the traditional CD format to the newer delivery methods, including downloads, streams, ringtones and ringbacks--including the rates and terms used in the U.S., Canada and the United Kingdom. Confronts the pitfalls of licensing music for audiovisual works (synchronization licenses) using history as a guide, from the early talkies through streaming internet content. Explores new media and its impact on the licensing process. Technological developments have forced the industry to rethink licenses when dealing with video games, computer software, karaoke, and digital print (including downloadable sheet music, lyric database websites, and digital guitar tabs.. Sizes up the digital sampling controversy and offers up suggestions for negotiating licenses for digital samples. Explores the ever-evolving concept of Fair Use and its application to the music industry. Provides the reader with a look at the landscape of licensing fees, including "going rates" for synch, print, radio & TV advertising, new media, and other licenses, to assist in negotiating the best rates for their clients. Proven tips and suggestions, along with the most up-to-date analysis, are given for the technical aspects of music licensing, from the perspective of both the rights owners and prospective licensees, including How to "clear" a

license Advice on maximizing the value of your music copyrights Formalities of licensing Duration of copyright, renewal and termination of grants Typical fees And much more Every chapter of Kohn on Music Licensing has been completely updated in this expanded Fifth Edition. New topics include: The Music Modernization Act, enacted in 2018, which changed the way music is licensed in sound recordings in the United States. Mechanical license fee regimes, including rates for ringtones and on-demand streaming for U.S., Canada, and U.K. Webcasting rates in the U.S., Canada, and U.K. A discussion of the right of publicity in the context of digital sampling. Print License chapter has an updated discussion on adaptation right as well as examines terms for digital print, digital guitar tabs, etc. Custom musical arrangements are also covered. Synch License chapter now covers terms for downloading and streaming of video. Previous Edition: Kohn on Music Licensing, Fourth Edition, ISBN : 9780735590908

A practical guide to networking fundamentals Fully up to date with the latest technologies, this introductory handbook covers wired and wireless network design, configuration, hardware, protocols, security, backup, recovery, virtualization, and more. After laying the groundwork, Networking: A Beginner's Guide, Fifth Edition explains, step-by-step, how to install, set up, and administer Windows Server 2008, Exchange Server 2010, Fedora 10, and Apache. If you're beginning a career in networking or looking to refresh your skills, you need this detailed reference. Learn about network cabling, topologies, hardware, and the OSI Model Set up a small office and home office (SOHO) wired or wireless network Connect LANs and WANs Work with network protocols--TCP/IP, UDP, DHCP, HTTP, FTP, SMTP, VoIP, and others Enable remote access through a VPN or other

methods Secure your network and handle backup and disaster recovery Install, configure, and administer Windows Server 2008, Exchange Server 2010, Fedora 10, and Apache Understand virtualization technologies, and learn how to set up and use VMware Server Learn how the Sarbanes-Oxley Act of 2002 affects networking and IT professionals Bruce Hallberg has been involved in IT for more than 25 years and has consulted for Fortune 1000 firms on the implementation of management information and networking systems. He is the bestselling author of more than 20 books.

This standard textbook has been comprehensively revised by experienced teacher and examiner Sylvia Langfield. Arranged in five modules corresponding to the AQA specification, there are exercises and past exam questions at the end of each chapter.

The Internet Book, Fifth Edition explains how computers communicate, what the Internet is, how the Internet works, and what services the Internet offers. It is designed for readers who do not have a strong technical background — early chapters clearly explain the terminology and concepts needed to understand all the services. It helps the reader to understand the technology behind the Internet, appreciate how the Internet can be used, and discover why people find it so exciting. In addition, it explains the origins of the Internet and shows the reader how rapidly it has grown. It also provides information on how to avoid scams and exaggerated marketing claims. The first section of the book introduces communication system concepts and terminology. The second section reviews the history of the Internet and its incredible growth. It documents the rate at which the digital revolution occurred, and provides background that will help readers appreciate the significance of the underlying design.

The third section describes basic Internet technology and capabilities. It examines how Internet hardware is organized and how software provides communication. This section provides the foundation for later chapters, and will help readers ask good questions and make better decisions when salespeople offer Internet products and services. The final section describes application services currently available on the Internet. For each service, the book explains both what the service offers and how the service works. About the Author Dr. Douglas Comer is a Distinguished Professor at Purdue University in the departments of Computer Science and Electrical and Computer Engineering. He has created and enjoys teaching undergraduate and graduate courses on computer networks and Internets, operating systems, computer architecture, and computer software. One of the researchers who contributed to the Internet as it was being formed in the late 1970s and 1980s, he has served as a member of the Internet Architecture Board, the group responsible for guiding the Internet's development. Prof. Comer is an internationally recognized expert on computer networking, the TCP/IP protocols, and the Internet, who presents lectures to a wide range of audiences. In addition to research articles, he has written a series of textbooks that describe the technical details of the Internet. Prof. Comer's books have been translated into many languages, and are used in industry as well as computer science, engineering, and business departments around the world. Prof. Comer joined the Internet project in the late 1970s, and has had a high-speed Internet connection to his home since 1981. He wrote this book as a response to everyone who has asked him for an explanation of the Internet that is both technically correct and easily understood by anyone. An Internet enthusiast, Comer displays INTRNET on the license plate of his car.

On computer networks

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Computer Networks, 5/e is appropriate for Computer Networking or Introduction to Networking courses at both the undergraduate and graduate level in Computer Science, Electrical Engineering, CIS, MIS, and Business Departments. Tanenbaum takes a structured approach to explaining how networks work from the inside out. He starts with an explanation of the physical layer of networking, computer hardware and transmission systems; then works his way up to network applications. Tanenbaum's in-depth application coverage includes email; the domain name system; the World Wide Web (both client- and server-side); and multimedia (including voice over IP, Internet radio video on demand, video conferencing, and streaming media. Each chapter follows a consistent approach: Tanenbaum presents key principles, then illustrates them utilizing real-world example networks that run through the entire book—the Internet, and wireless networks, including Wireless LANs, broadband wireless and Bluetooth. The Fifth Edition includes a chapter devoted exclusively to network security. The textbook is supplemented by a Solutions Manual, as well as a Website containing PowerPoint slides, art in various forms, and other tools for instruction, including a protocol simulator whereby students can develop and test their own network protocols.

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