Twisted Network Programming Essentials
Get started with Twisted, the event-driven networking framework written in Python. With this introductory guide, you'll learn the key concepts and design patterns to build event-driven client and server applications for many popular networking protocols. You'll also learn the tools to build new protocols using Twisted's primitives. Start by building basic TCP clients and servers, and then focus on deploying production-grade applications with the Twisted Application infrastructure. Along the way, you can play with and extend examples of common tasks you'll face when building network applications. If you're familiar with Python, you're ready for Twisted. Learn the core components of Twisted servers and clients. Write asynchronous code with the Deferred API. Construct HTTP servers with Twisted's high-level web APIs. Use the Agent API to develop flexible web clients. Configure and deploy Twisted services in a robust and standardized fashion. Access databases using Twisted's nonblocking interface. Add common server components: logging, authentication, threads and processes, and testing. Explore ways to build clients and servers for IRC, popular mail protocols, and SSH.

**Book Information**

Paperback: 194 pages  
Publisher: O'Reilly Media; 2 edition (March 31, 2013)  
Language: English  
ISBN-10: 1449326110  
Product Dimensions: 7 x 0.4 x 9.2 inches  
Shipping Weight: 11.2 ounces (View shipping rates and policies)  
Average Customer Review: 3.8 out of 5 stars  
Best Sellers Rank: #552,265 in Books (See Top 100 in Books) #454 in Books > Computers & Technology > Programming > Languages & Tools > Python #775 in Books > Textbooks > Computer Science > Networking #1072 in Books > Computers & Technology > Networking & Cloud Computing > Networks, Protocols & APIs

**Customer Reviews**

Summary: This book acts as a guide to building event-driven network applications using the Twisted library. The book takes a breadth-first approach to covering this material, although the book is still too short to cover everything involved. There are many helpful examples and exercises. Reactions: Disclaimer: I have little experience with network programming. I thought the
book achieved its main goals nicely. Some of the complaints about the previous book - too short, a bit superficial, not as good as the online docs - are still accurate, but it's not intended to be a conceptual book. Still, some will be disappointed that there is not a deeper coverage of what's going on in there. The examples get you off running quickly and in a short amount of time can take a novice into the territory of writing complex asynchronous code (safely!) with a solid understanding of what's going on, albeit not on the deepest levels. Conclusions I'm not technically reviewing the library itself, but I will say it was pretty fun and easy to use. Callbacks, especially, were something I've used before but in a less elegant way than here. I give this a solid recommendation, but take care that you don't have expectations for something that's just not there. If you already did all the web tutorials, you're probably wasting time reading the book. Twisted Network Programming Essentials

Not a bad little book, but not an improvement over what you would find online, necessarily. It's definitely a short one. If you feel like getting a book, it definitely doesn't have much going against it (it just doesn't have tons going for it). This isn't the magic sauce to grok twisted's gnarlier parts.

This book has some typos, and the descriptions seem a little lazy from time to time. In general, it doesn't seem like this book got too much attention from the authors and in my opinion is not on par with typical O'Reilly publications.

A great book gives you enough dots to connect so you can *clearly* see what it is you can do with the knowledge you're getting from it; laying a solid foundation on which you can build on. This book did just that for me. I recommend it.

It would've been an excellent book if it costed about a fifth of what it does. If it cost one third of what it does, it would've been good. As it stands, it's fairly disappointing. It provides a guided tour of building fairly standard twisted applications, including very little information that isn't easily available from free sources. The book is little more than a collection of the most basic tutorials that happen to use twisted. It doesn't go into any significant, and chooses examples which serve to hide away the complexity (and utility) of the underlying twisted architecture. While it claims to not be a book about using every possible twisted module and instead something which talks about the twisted way, it is in fact exactly what it claims to not be. It provides minimal examples of the most common and therefore easiest to use twisted modules. I would've expected a book on twisted to expose the underlying architecture of twisted - mention the relationships between the reactor, protocols,
interfaces, and adapters, and explain how implementations would use these things to set up asynchronous applications. Instead, the book explains just enough to set up the well-integrated HTTP and common networking transports, creates minimal examples, and leaves one able to do little more than create applications with twisted using the builtin transports, without understanding how it’s working or without being able to implement your own transports. The treatment of protocols isn’t complete either, leaving large swathes of important information untouched.

Rather disappointing. Twisted would really benefit from documentation of a similar quality to django but, sadly, this isn’t it. A missed opportunity.

As with all the O'Reilly books I own, well written and informative. I haven’t yet tried running any of the scripts, but the content was fascinating.

Download to continue reading...