

Implementing Network Servers and Clients

The net module

The net module is used to implement network servers or clients. It supports IPv4 as well as IPv6.

Creating network servers

`bind(hostname, port)`

Bind a socket on the specified hostname and port. This also does the listen system call.

`sock:accept()`

Accept a new connection and return a new socket for the new connection.

`sock:close()`

Close a socket.

Creating network clients

`connect(hostname, port)`

Connect to hostname at the specified port and return a new socket.

Transferring data

`sock:write(data)`

Write data to the socket.

`sock:print(string)`

Write string to the socket and append a newline character.

`sock:read([timeout])`

Read data from a socket with an optional timeout in milliseconds. Returns the data read or nil if the timeout expires or an error occurred.

`sock:readln([timeout])`

Read data up to the first newline character from a socket with an optional timeout in milliseconds. Returns the data read or nil if the timeout expires or an error occurred.

`sock:socket()`

Return as an integer the underlying socket.

```
sock.close()
```

Close a socket.