**Network System Calls**

**//Socket**

sockfd = socket(AF\_INET, SOCK\_DGRAM, 0);

**// Server Information**

servaddr.sin\_family = AF\_INET; // IPv4

servaddr.sin\_addr.s\_addr = INADDR\_ANY;

servaddr.sin\_port = htons(PORT);

**// Bind**

bind(sockfd, (const struct sockaddr \*)&servaddr, sizeof(servaddr);

**// Receiving data**

recvfrom(sockfd, (char \*)buffer, MAXLINE, MSG\_WAITALL, ( struct sockaddr \*) &cliaddr, &len);

**// sending data**

sendto(sockfd, (const char \*)hello, strlen(hello), MSG\_CONFIRM, (const struct sockaddr \*) &cliaddr, len);

**// Accept**

Newfd=accept(sockfd,(struct sockaddr \*)&cliaddr,&len);

**// Connect**

connect (sockfd, (const struct sockaddr \*) &servaddr, sizeof(servaddr)

**// Receiving data**

recv(sockfd, (char \*)buffer, MAXLINE, 0);

**// sending data**

send(sockfd, (const char \*)hello, strlen(hello),0);

**// Close Socket**

close(sockfd);