Socket Programming Syntax

➢ int socket(int domain, int type, int protocol);
  - domain = AF_INET, AF_INET6
  - type = SOCK_STREAM, SOCK_DGRAM
  - protocol = 0(preferred), IPPROTO_TCP, IPPROTO_UDP, IPPROTO_ICMP

➢ int bind(int socket, struct sockaddr *name, int namelen)

➢ struct sockaddr_in {
      short   sin_family; // e.g. AF_INET, AF_INET6
      unsigned short   sin_port;   // e.g. htons(3490)
      struct in_addr   sin_addr;   // see struct in_addr, below
      char   sin_zero[8]; // zero this
      };

➢ struct in_addr {
       unsigned long s_addr;   // load with inet_addr()
      };

➢ int listen(int socket, int backlog)

➢ int accept(int socket, struct sockaddr *addr, int *addrlen)

➢ int connect(int socket, struct sockaddr *addr, int addrlen)

➢ int send(int socket, const void *buf, int buflen, int flags);

➢ int recv(int socket, void *buf, int buflen, int flags);

➢ int sendto(int socket, const void *buf, int buflen, int flags, struct sockaddr* to, int tolen);

➢ int recvfrom(int socket, void *buf, int buflen, int flags, struct sockaddr* from, int *fromlen);

➢ int close(int socket)