Socket

```
fd = socket(AF_INET,
            SOCK_STREAM,
            0);
```

Bind

```
bind (fd, (struct sockaddr *)
          &my_addr,
      sizeof (struct sockaddr)
     );
```

Listen

```
listen (fd, Backlog)
```

Accept

```
accept (fd, (struct sockaddr *)
            &their_addr,
        sizeof (struct sockaddr));
```

block until client connect

Socket

```
fd = socket(AF_INET,
            SOCK_STREAM,
            0);
```

Connect

```
connect (fd, (struct
          sockaddr *)&theiraddr,
         sizeof (struct sockaddr));
```

Common

```
Read/write (fd, buf, sizeof(buf))
           or strlen(buf)
```

```
close (fd)
```

Server →

for binding

Struct sockaddr_in my_addr;

Struct sockaddr_in their_addr;

Client for connect

accept करने की value store

//set vals in myaddrs

my_addr.sin_family = AF_INET

myaddr.sin_port = htons(PORTNO)

myaddress.sin_addr.sin_addr = inet_addr(IP);