**SOCKET PROJECT**

We use **TCP** to carry out the Project

The libraries used for the realization that are used to make the socket work are:

**socket():** This function creates a socket that can be used for communication. It receives parameters that specify the socket domain (such as AF\_INET for IPv4), the socket type (such as SOCK\_STREAM for TCP), and the protocol.

**Types.h:** This library provides definitions of basic data types used in C programming, such as null and size\_t.

**Netdb.h:** This library provides functions and structures for resolving hostnames and services to IP addresses and vice versa. It's especially useful for translating domain names to IP addresses.

**Stdio.h:** This is a standard C library that provides functions for standard input and output, such as printf and scanf. It is commonly used to print messages on the console and receive user input.

**String.h:** This library provides functions for manipulating C strings, such as strcpy, strcat, and strlen. It is useful for handling text data, such as messages sent through sockets.

**Time.h:** This library provides functions for working with dates and times in C. It is useful for recording and handling event times, such as marking the time a message was received.

**Netinet/in.h:** This library provides structures and macros for working with network addresses in the Internet format, such as struct sockaddr\_in, which is used to store IP address and port information.

By Erick;

Sockets are one of the tools that Operating Systems offer for communication between different processes. The advantage they have over other communication mechanisms between processes is that they enable communication even when both processes are running in different systems linked by a network.

By Maria Fernanda;

After Completing The Communication Socket Project for the chat between a server computer and a client computer, I have come to the conclusion that it is a powerful tool for real-time communication, in general, it has ah been an educational and rewarding experience that has allowed me to improve my programming skills

By Daniel:

Sockets are one of the tools that Operating Systems offer for communication between different processes. We had different mishaps to be able to connect the client and the server, because the ports that we had mainly set were already busy.