

Socket

```
int listen_soc = socket(AF_INET, SOCK_STREAM, 0);

if (listen_soc == -1) {

    perror ("socket");

    exit(1);
}
```

Bind

```
if (bind (listen_soc, (struct sockaddr *) & addr, size of (struct sockaddr_in) == -1) {
    perror ("bind");
    chose (listen_soc);
    exit(1);
}
```

Listen

```
if (listen (listen_soc, 5) < 0) {

pervor ("listen");

exit()
}
```

Accept

```
int return value = accept ( listen_soc, (struct sockaddr *) & client_addr, & client_len);

if (return_code == -1) {
    pervor ("accept");
    evit(1);
}

return 0;
```

Connect

```
int return_code = connect ( soc, (struct sockaddr *) & server, size of (struct sockaddr_in);

if (return_code == -1) {

pervor("connect");

exit(1);
}
```