

Socket Programming

A socket is one endpoint of a two way communication link between two programs running on the network. The socket mechanism provides a means of inter-process communication (IPC) by establishing named contact points between which the communication take place.

Sockets programming is the fundamental technology behind communications on TCP/IP networks. A socket is one endpoint of a two way link between two programs running on a network. The socket provides a bidirectional communication endpoint to send and receive data with another socket.

Socket connections normally run between two different computers on a local area network (LAN) or across the internet, but they can also be used for interprocess communication on a single computer.