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#ifndef SOCKETSUTILS H
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#include <arpa/inet.h>
#include <sys/socket.h>
#include <unistd.h>
#include "SocketException.h"
using namespace std;
namespace socket_utils
    enum socket_type { SERVER_SOCKET, CLIENT_SOCKET };
    // Initialise un socket. Utilisé par les classes ClientSocket et ServerSocket
    int init_socket(const unsigned int ip, const int port, socket type type);
    // Fonctions POSIX avec gestion des exceptions
    int socket(int domain, int type, int protocol);
    int connect(int _socket, const struct sockaddr *address,
                socklen t address_len);
    int bind(int socket, const struct sockaddr *address,
             socklen t address_len);
    int listen(int _socket, int backlog);
    int accept(int _socket, struct sockaddr *address, socklen t *address_len);
    ssize_t send(int _socket, const void *buffer, size_t length, int flags);
    ssize_t recv(int _socket, void *buffer, size_t length, int flags);
    int shutdown(int socket, int how);
    int close(int fildes);
}
#endif // SOCKETSUTILS H
```