

## Computer Networks Lab

### Week-1

Jul 19, 2021

Venkata Naga Sai Ram Nomula

RA1911033010021

L2 - SWE

#### **stdio.h**

- defines three variable types, several macros, and various functions for performing input and output.
- This is the most basic common header file, and without this the user cannot input and be able to get the output as well.

#### **unistd.h**

- defines miscellaneous symbolic constants and types, and declares miscellaneous functions.

#### **string.h**

- defines one variable type, one macro, and various functions for manipulating arrays of characters.
- used to create string variables.

#### **stdlib.h**

- defines four variable types, several macros, and various functions for performing general functions.

#### **sys/types.h**

- defines a collection of typedef symbols and structures.

#### **sys/socket.h**

- contains sockets definitions.
- define the type socklen\_t, which is an integer type of width of at least 32 bits; see APPLICATION USAGE.
- define the unsigned integer type sa\_family\_t.
- define the sockaddr structure.

**netinet/in.h**

-contains definitions for the internet protocol family.

**netdb.h**

-contains definitions for network database operations.

**time.h**

-defines four variable types, two macro and various functions for manipulating date and time.

**sys/stat.h**

-defines the structure of the data returned by the functions fstat(), lstat(), and stat().

**sys/ioctl.h**

-contains system I/O definitions and structures.

**pcap** (packet capture)

-is an application programming interface (API) for capturing network traffic.

**net/if\_arp.h**

-arp means Address Resolution Protocol

**errno.h**

-defines macros for reporting and retrieving error conditions using the symbol errno.

-acts like an integer variable.

-A value is stored in errno by certain library functions when they detect errors.

**arpa/inet.h**

-define the in\_port\_t and in\_addr\_t types as described in <netinet/in.h>.

-define the in\_addr structure as described in <netinet/in.h>

-define the uint32\_t and uint16\_t types as described in <inttypes.h>.