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#pragma comment(lib, "ws2_32.lib")
#include <winsock2.h>
#include <stdio.h>
int main()
{
    SOCKET mysock,tsock;           // 定义套接字
    struct sockaddr_in my_addr;     // 本地地址信息
    struct sockaddr_in their_addr;  // 连接者地址信息
    int sin_size;
    WSADATA wsa;
    WSAStartup(MAKEWORD(2,2),&wsa); //初始化 Windows Socket
    //建立 socket
    mysock = socket(AF_INET, SOCK_STREAM, 0);
    //bind 本机的端口
    my_addr.sin_family = AF_INET;   // 协议类型是 INET
    my_addr.sin_port = htons(1234); // 绑定端口 1234
    my_addr.sin_addr.s_addr = INADDR_ANY; // 本机 IP
    bind(mysock, (struct sockaddr *)&my_addr, sizeof(struct sockaddr));
    //listen, 监听端口
    listen(mysock, 10); // 等待连接数目
    printf("listen.....");
    //等待客户端连接
    sin_size = sizeof(struct sockaddr_in);
    tsock = accept(mysock, (struct sockaddr *)&their_addr, &sin_size);
    //有连接就发送 Hello!字符串过去
    send(tsock, "Hello!\n", sizeof("Hello!\n"), 0);
    printf("send ok!\n");
    //成功, 关闭套接字
    closesocket(mysock);
    closesocket(tsock);
    return 0;
}

```