#if defined WIN32

#include <winsock.h>

#else

#include <string.h>

#include <unistd.h>

#include <sys/types.h>

#include <sys/socket.h>

#include <arpa/inet.h>

#include <netinet/in.h>

#include <netdb.h>

#define closesocket close

#endif

#include <stdio.h>

//...

int main(int argc, char \*argv[]) {

//...

#if defined WIN32

// Initialize Winsock

WSADATA wsa\_data;

int result =

WSAStartup(MAKEWORD(2,2), &wsa\_data);

if (result != 0) {

printf("Error at WSAStartup()\n");

return 0;

}

#endif

int my\_socket;

//...

closesocket(my\_socket);

#if defined WIN32

WSACleanup();

#endif

return 0;

} // main end