```
#include <netinet/in.h>
                                                            #include <netinet/in.h>
     #include <sys/param.h>
                                                            #include <sys/param.h>
     #include <sys/socket.h>
                                                            #include <sys/socket.h>
     #include <sys/types.h>
                                                            #include <sys/types.h>
     #include <unistd.h>
                                                            #include <unistd.h>
                                                        6 vint main() {
     int main() {
                                                              int local 8;
       int local 8 = socket(1, 6, 0);
                                                              local 8 = socket(1, 6, 0);
       close(local 8);
                                                              close(local 8)
10
       return 0:
                                                              return 0:
                                                       10
```