#define \_WINSOCK\_DEPRECATED\_NO\_WARNINGS

#include <iostream>

#include <string>

#include <WS2tcpip.h>

#include <winsock2.h>

#pragma comment(lib, "Ws2\_32.lib")

using namespace std;

int main()

{

SOCKET sock;

int error;

char ws[1024];

char buff[32];

int MinPort;

int MaxPort;

int port;

if (FAILED(WSAStartup(0x202, (WSADATA\*)&ws[0])))

{

error = WSAGetLastError();

cout << "WSAStartup error" << endl;

return -1;

}

//устанавливаем socket

if (INVALID\_SOCKET == (sock = socket(AF\_INET, SOCK\_STREAM, 0)))

{

error = WSAGetLastError();

cout << "Socket error" << endl;

return -1;

}

sockaddr\_in sock\_addr;

ZeroMemory(&sock\_addr, sizeof(sock\_addr));

sock\_addr.sin\_family = AF\_INET;

sock\_addr.sin\_addr.S\_un.S\_addr = inet\_addr("127.0.0.1");

// Вводим Port

cout << "Enter the MinPort :" << endl;

cin >> MinPort;

cout << "Enter the MaxPort :" << endl;

cin >> MaxPort;

for (MinPort; MinPort <= MaxPort; MinPort++)

{

port = MinPort;

sock\_addr.sin\_port = htons(port);

if (SOCKET\_ERROR == (connect(sock, (sockaddr\*)&sock\_addr, sizeof(sock\_addr))))

{

error = WSAGetLastError();

cout << "Port " << port << " closed" << endl;

}

else

{

cout << "Port " << port << "Open" << endl;

}

}

system("PAUSE");

}