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## 4.11 Summary

All clients and servers begin with a call to `socket`, returning a socket descriptor. Clients then call `connect`, while servers call `bind`, `listen`, and `accept`. Sockets are normally closed with the standard `close` function, although we will see another way to do this with the `shutdown` function ([Section 6.6](#)), and we will also examine the effect of the `SO_LINGER` socket option ([Section 7.5](#)).

Most TCP servers are concurrent, with the server calling `fork` for every client connection that it handles. We will see that most UDP servers are iterative. While these two models have been used successfully for many years, in [Chapter 30](#) we will look at other server design options that use threads and processes.

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