Socket Programming Cheatsheet

```
</head>0a0<sys/socket.h></head>0a0
```

socket

```
1    int socket(int domain, int type, int protocol);
```

Creates endpoint and returns file descriptor that refers to that endpoint.

- **domain**: selects the protocol family used for communication. Network Layer.
- **type**: specifies communication semantics. `</head>0a0SOCK_STREAM</head>0a0`(TCP) or `</head>0a0SOCK_DGRAM</head>0a0`(UDP). Transport Layer.
- **protocol**: particular protocol to be used with the socket. protocols(5).

connect

```
1    int connect(int socket, const struct sockaddr *address, socklen_t
2    address_len);
```