Socket Programming

Muhammad Adnan Shah

Contents – Program FLOW – Server

- Initialize Socket socket()
- 2. Address/Port Reuse SetSockOpt
- 3. Binding the socket bind()
- 4. Listening through socket listen()
- Accept request accept()
- 6. Receive data/message read()
- 7. Send data/message send()

Client

- Initialize socket
- Convert IP into Binary
- Connect connection request to server
- Send() send the message/data
- Read() read/receive message/data from server