TCP

sys/socket.h
netinet/in.h
netinet/ip.h
sys/types.h

Server   Client

s = socket()   c = socket()

sockaddr_in sockProps;   sockaddr_in server;
sockProps.sin_port = 1234;   server.sin_port = 1234;
sockProps.sin_family = AF_INET;   server.sin_family = AF_INET;
sockProps.sin_addr.s_addr = INADDR_ANY;   server.sin_addr.s_addr = "127.0.0.1";

bind(s, sockProps)

listen(s, 5)

c = accept(s);   ←————————————   connect(c, server)
fork()
        recv(c, msg)   ←————————————   send(c, msg)
while(1)
        send(c, resp)   ————————————→   recv(c, resp)

        close(c)   close(c)

close(s)