#### **NAME**

getnetent, getnetbyname, getnetbyaddr, setnetent, endnetent – get network entry

#### **LIBRARY**

```
Standard C library (libc, -lc)
```

#### **SYNOPSIS**

```
#include <netdb.h>
struct netent *getnetent(void);
struct netent *getnetbyname(const char *name);
struct netent *getnetbyaddr(uint32_t net, int type);
void setnetent(int stayopen);
void endnetent(void);
```

### DESCRIPTION

The **getnetent**() function reads the next entry from the networks database and returns a *netent* structure containing the broken-out fields from the entry. A connection is opened to the database if necessary.

The **getnetbyname**() function returns a *netent* structure for the entry from the database that matches the network *name*.

The **getnetbyaddr**() function returns a *netent* structure for the entry from the database that matches the network number *net* of type *type*. The *net* ar gument must be in host byte order.

The **setnetent**() function opens a connection to the database, and sets the next entry to the first entry. If *stayopen* is nonzero, then the connection to the database will not be closed between calls to one of the **getnet\***() functions.

The **endnetent()** function closes the connection to the database.

The *netent* structure is defined in <*netdb.h>* as follows:

The members of the *netent* structure are:

n\_name

The official name of the network.

n aliases

A NULL-terminated list of alternative names for the network.

*n\_addrtype* 

The type of the network number; always **AF\_INET**.

*n\_net* The network number in host byte order.

# **RETURN VALUE**

The **getnetent**(), **getnetbyname**(), and **getnetbyaddr**() functions return a pointer to a statically allocated *netent* structure, or a null pointer if an error occurs or the end of the file is reached.

### **FILES**

/etc/networks

networks database file

### **ATTRIBUTES**

For an explanation of the terms used in this section, see **attributes**(7).

Interface	Attribute	Value
getnetent()	Thread safety	MT-Unsafe race:netent race:netentbuf env locale
getnetbyname()	Thread safety	MT-Unsafe race:netbyname env locale
getnetbyaddr()	Thread safety	MT-Unsafe race:netbyaddr locale
setnetent(), endnetent()	Thread safety	MT-Unsafe race:netent env locale

In the above table, *netent* in *race:netent* signifies that if any of the functions **setnetent**(), **getnetent**(), or **endnetent**() are used in parallel in different threads of a program, then data races could occur.

# **STANDARDS**

POSIX.1-2001, POSIX.1-2008, 4.3BSD.

# **NOTES**

Before glibc 2.2, the *net* argument of **getnetbyaddr**() was of type *long*.

# **SEE ALSO**

 $\begin{array}{l} \textbf{getnetent\_r}(3),\, \textbf{getprotoent}(3),\, \textbf{getservent}(3) \\ RFC \ 1101 \end{array}$