Quelle: UNIX - Network - Programming
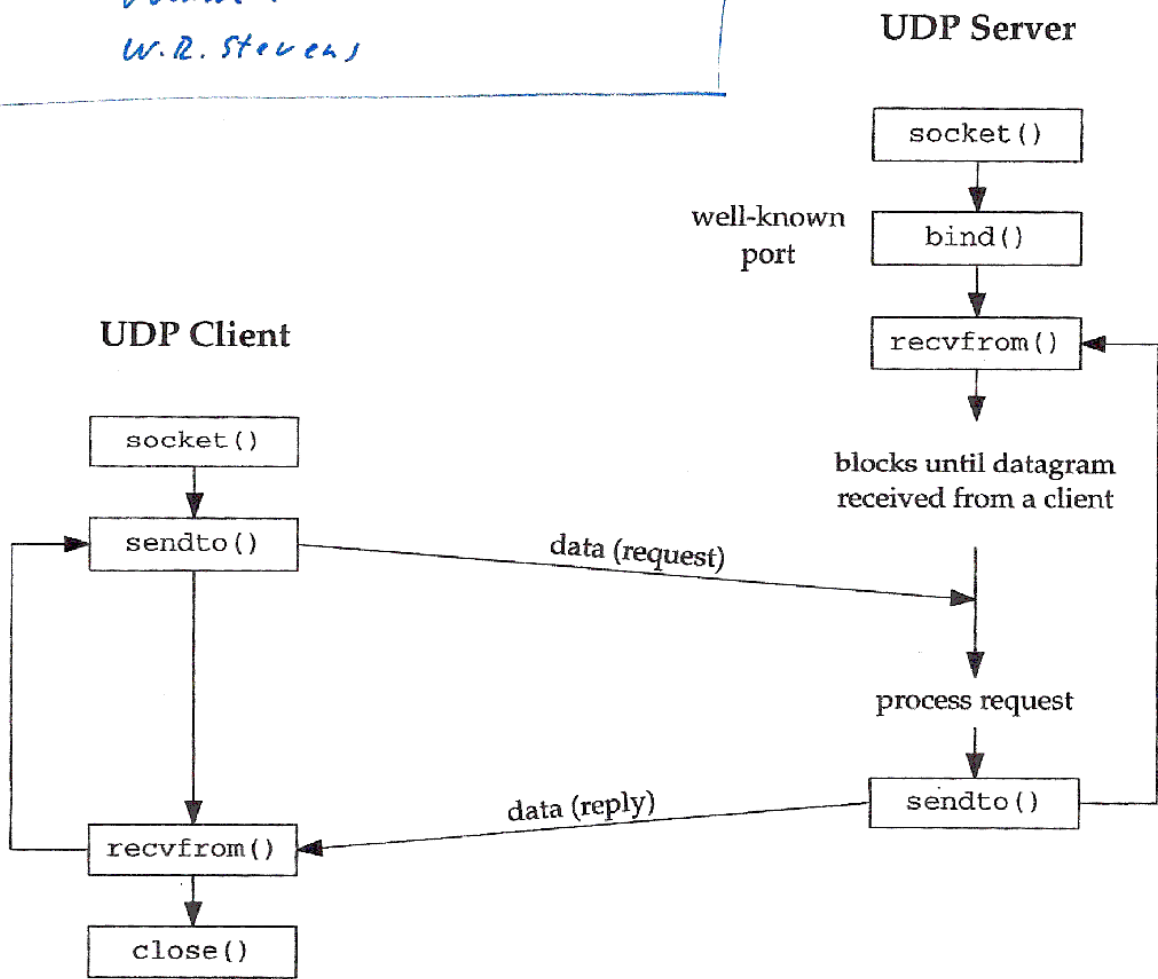*Volume 1*
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Figure 8.1 Socket functions for UDP client–server.

8.2   recvfrom and sendto Functions

These two functions are similar to the standard read and write functions, but three additional arguments are required.

```
#include <sys/socket.h>

ssize_t recvfrom(int sockfd, void *buff, size_t nbytes, int flags,
                 struct sockaddr *from, socklen_t *addrlen);

ssize_t sendto(int sockfd, const void *buff, size_t nbytes, int flags,
               const struct sockaddr *to, socklen_t addrlen);

                        Both return: number of bytes read or written if OK, −1 on error
```

The first three arguments, *sockfd*, *buff*, and *nbytes*, are identical to the first three arguments for read and write: descriptor, pointer to buffer to read into or write from, and number of bytes to read or write.