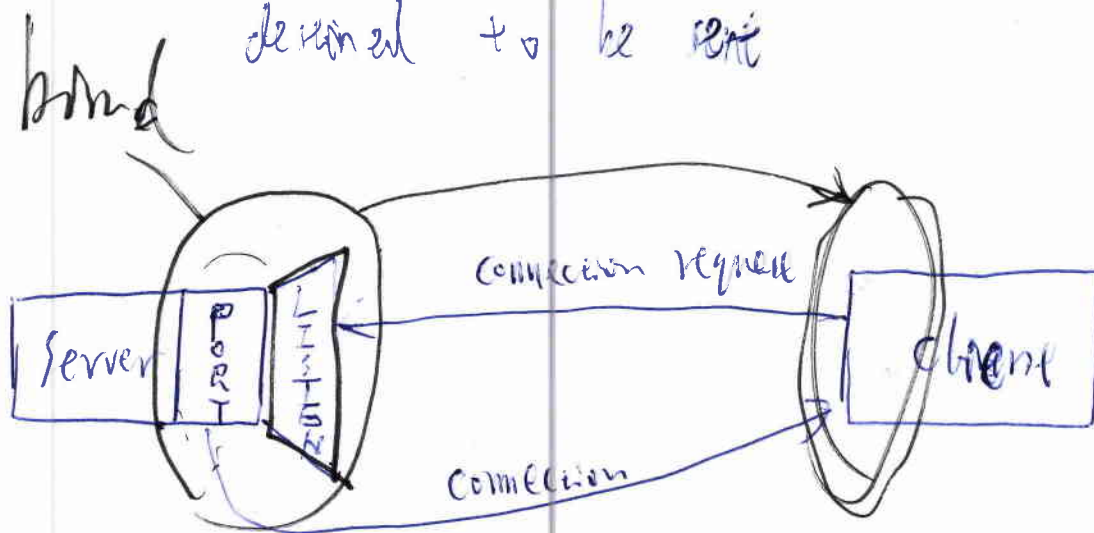Socket —— The interface connecting the transport layer and applications.

- A socket is one endpoint of two-way communication link between two programs running on the network.

- A socket is bound to a port number so that the TCP layer can identify the application that the data is destined to be sent

gcc -o yourfileoutput yourfile.c -lsocket -lnsl -lresolv
g++ -o yourfileoutput yourfile.cpp -lsocket -lnsl -lresolv

Server | Null →local | Client

get address info() | get address info()

[Prepare to launch] | { ---- }

↓ feed | ↓ feed

socket( ) | socket( )

[Get the file descriptor] | { ---- }

↓ | ↓

bind( )

[what port am I on]

↓

listen ( ) | connect ( )

[I will somebody call me] | ↓

↓

accept ( ) | send() receive)

↓

send ( ) recev ( )