**Sockets programming**

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1. What Are Sockets?what is it used for ?

2. How Do Sockets Work?

3. UDP vs TCP ?

4. How would I put my socket in non-blocking mode?In what situations would you so that ?

5. What is the difference between connected and unconnected sockets?

6. How Can I Be Sure That A Udp Message Is Received?

7. Does Doing A Connect() Call Affect The Receive Behavior?

8. When Should I Use Udp Instead Of Tcp?

9. What Are Raw Sockets?

10.How Do I Get My Server To Find Out The Clients Address / Host- Name?

11. How Can I Make My Server A Daemon?

12. How Come I Get Address Already In Use From Bind()?

13. Why Do I Get Connection Refused When The Server Is Not Running?

14. How Can I Set The Timeout For The Connect() System Call?

15. Why Does Connect() Succeed Even Before My Server Did An Accept()?

16. How Do I Convert A String Into An Internet Address?

17. What Is The Difference Between Read() And Recv()?

18. How Do I Get The Port Number For A Given Service?

19. How Do I Properly Close A Socket?

20. What Is With The Second Parameter In Bind()? If Bind() Fails, What Should I Do With The Socket Descriptor?

21. What list of calls are used to establish a TCP and/or UDP socket connection? What information is needed?

22. When Should I Use Shutdown() vs close ?

23. How Can I Tell When A Socket Is Closed On The Other End?

24. How come only the first part of my datagram is getting through?

25. How can I be sure that UDP messages are received in order?

26. How do you test whether a socket is ready to be read or written?

27. How can I read ICMP errors from connected UDP sockets?

28. How can I bind() to a port number < 1024?

29. If a socket closes unexpectedly, how would you know and how would you handle it?

30. How should I choose a port number for my server?

31. at what condition sockets does not close?

32. When will my application receive SIGPIPE?

33. Difference between socket and port ?

34. how to get client port number at sever side in sockets programming ?

35. why bind systemcall is required in sockets programming ?

36. How are IP addresses resolved? What is the difference between an IP4 and IP6 address? How does that affect the socket calls?

37. What happens when you visit a website? What exactly goes on after you type a URL into a browser?