Socket Programming Syntax

➤ int socket (int domain, int type, int protocol);
- domain = AF_INET, AF_INET6
- type = SOCK_STREAM, SOCK_DGRAM
- protocol = 0(preferred), IPPROTO_TCP, IPPROTO_UDP, IPPROTO_ICMP

➤ int bind (int socket, struct sockaddr *name, int namelen)

➤ struct sockaddr_in {
```
short          sin_family;   // e.g. AF_INET, AF_INET6
unsigned short   sin_port;     // e.g. htons(3490)
struct in_addr   sin_addr;     // see struct in_addr, below
char           sin_zero[8];  // zero this
};
```

➤ struct in_addr {
```
 unsigned long s_addr;          // load with inet_addr()
};
```

➤ int listen(int socket, int backlog)

➤ int accept(int socket, struct sockaddr *addr, int *addrlen)

➤ int send(int socket, const void *buf, int buflen, int flags);

➤ int recv(int socket, void *buf, int buflen, int flags);

➤ int connect(int socket, struct sockaddr *addr, int addrlen)

➤ int close(int socket)