

	<p>A string, which can be a host name, a dotted-quad address, or an IPV6 address in colon (and possibly dot) notation</p> <p>A string "<broadcast>", which specifies an INADDR_BROADCAST address.</p> <p>A zero-length string, which specifies INADDR_ANY, or</p> <p>An Integer, interpreted as a binary address in host byte order.</p>
port	Each server listens for clients calling on one or more ports. A port may be a Fixnum port number, a string containing a port number, or the name of a service.

The *socket* Module

To create a socket, you must use the *socket.socket()* function available in *socket* module, which has the general syntax:

```
s = socket.socket (socket_family, socket_type, protocol=0)
```

Here is the description of the parameters:

- **socket_family:** This is either AF_UNIX or AF_INET, as explained earlier.
- **socket_type:** This is either SOCK_STREAM or SOCK_DGRAM.
- **protocol:** This is usually left out, defaulting to 0.

Once you have *socket* object, then you can use required functions to create your client or server program. Following is the list of functions required:

Server Socket Methods

Method	Description
s.bind()	This method binds address (hostname, port number pair) to socket.
s.listen()	This method sets up and start TCP listener.
s.accept()	This passively accept TCP client connection, waiting until connection arrives (blocking).