UNIX Domain Sockets

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Unix Domain Socket Address Structure

```
1  struct sockaddr_un {
2    sa_family_t      sun_family;      // AF_LOCAL
3    char             sun_path[108];   // path name
4  }
```

- path name must be null terminated

UNIX Domain Server

```
1   struct sockaddr_un server_addr;
2   char *filename = "/tmp/unix-socket";
3
4   // setup socket address structure
5   bzero(&server_addr, sizeof(server_addr));
6   server_addr.sun_family = AF_UNIX;
7   strncpy(server_addr.sun_path, filename, sizeof(server_addr.sun_path) - 1);
8
9   // create socket
10  server_ = socket(PF_UNIX, SOCK_STREAM, 0);
11  if (!server_) {
12      perror("socket");
13      exit(-1);
14  }
```

- no changes to bind() and listen()
- call `unlink(filename)` when finished with socket

UNIX Domain Client

- initialize socket address the same as the server
- create socket the same as the server
- use connect() like an Internet socket client

Example

- *See UNIX echo server and client on github.*

▸ GitHub