

NAME

netdb.h - definitions for network database operations

SYNOPSIS

```
#include <netdb.h>
```

DESCRIPTION

The `<netdb.h>` header may define the `in_port_t` type and the `in_addr_t` type as described in [<netinet/in.h>](#).

The `<netdb.h>` header shall define the `hostent` structure, which shall include at least the following members:

char	*h_name	Official name of the host.
char	**h_aliases	A pointer to an array of pointers to alternative host names, terminated by a null pointer.
int	h_addrtype	Address type.
int	h_length	The length, in bytes, of the address.
char	**h_addr_list	A pointer to an array of pointers to network addresses (in network byte order) for the host, terminated by a null pointer.

The `<netdb.h>` header shall define the `netent` structure, which shall include at least the following members:

char	*n_name	Official, fully-qualified (including the domain) name of the host.
char	**n_aliases	A pointer to an array of pointers to alternative network names, terminated by a null pointer.
int	n_addrtype	The address type of the network.
uint32_t	n_net	The network number, in host byte order.

The `<netdb.h>` header shall define the `uint32_t` type as described in [<inttypes.h>](#).

The `<netdb.h>` header shall define the `protoent` structure, which shall include at least the following members:

char	*p_name	Official name of the protocol.
char	**p_aliases	A pointer to an array of pointers to alternative protocol names, terminated by a null pointer.
int	p_proto	The protocol number.

The *<netdb.h>* header shall define the **servent** structure, which shall include at least the following members:

```
char  *s_name      Official name of the service.
char  **s_aliases  A pointer to an array of pointers to
                   alternative service names, terminated by
                   a null pointer.
int    s_port      A value which, when converted to uint16_t,
                   yields the port number in network byte order
                   at which the service resides.
char  *s_proto     The name of the protocol to use when
                   contacting the service.
```

The *<netdb.h>* header shall define the IPPORT_RESERVED symbolic constant with the value of the highest reserved Internet port number.

Address Information Structure

The *<netdb.h>* header shall define the **addrinfo** structure, which shall include at least the following members:

```
int          ai_flags      Input flags.
int          ai_family     Address family of socket.
int          ai_socktype   Socket type.
int          ai_protocol   Protocol of socket.
socklen_t    ai_addrlen    Length of socket address.
struct sockaddr *ai_addr   Socket address of socket.
char        *ai_canonname  Canonical name of service location.
struct addrinfo *ai_next   Pointer to next in list.
```

The *<netdb.h>* header shall define the following symbolic constants that evaluate to bitwise-distinct integer constants for use in the *flags* field of the **addrinfo** structure:

```
AI_PASSIVE      Socket address is intended for bind\(\).
AI_CANONNAME    Request for canonical name.
AI_NUMERICHOST  Return numeric host address as name.
AI_NUMERICSERV  Inhibit service name resolution.
AI_V4MAPPED     If no IPv6 addresses are found, query for IPv4 addresses and return them to the caller
                 as IPv4-mapped IPv6 addresses.
AI_ALL          Query for both IPv4 and IPv6 addresses.
AI_ADDRCONFIG   Query for IPv4 addresses only when an IPv4 address is configured; query for IPv6
                 addresses only when an IPv6 address is configured.
```

The *<netdb.h>* header shall define the following symbolic constants that evaluate to bitwise-distinct integer constants for use in the *flags* argument to [getnameinfo\(\)](#):

```
NI_NOFQDN      Only the nodename portion of the FQDN is returned for local hosts.
NI_NUMERICHOST The numeric form of the node's address is returned instead of its name.
NI_NAMEREQD    Return an error if the node's name cannot be located in the database.
```

NI_NUMERICSERV

The numeric form of the service address is returned instead of its name.

NI_NUMERICSERVICE

For IPv6 addresses, the numeric form of the scope identifier is returned instead of its name.

NI_DGRAM

Indicates that the service is a datagram service (SOCK_DGRAM).

Address Information Errors

The <netdb.h> header shall define the following symbolic constants for use as error values for [getaddrinfo\(\)](#) and [getnameinfo\(\)](#). The values shall be suitable for use in **#if** preprocessing directives.

EAI_AGAIN

The name could not be resolved at this time. Future attempts may succeed.

EAI_BADFLAGS

The flags had an invalid value.

EAI_FAIL

A non-recoverable error occurred.

EAI_FAMILY

The address family was not recognized or the address length was invalid for the specified family.

EAI_MEMORY

There was a memory allocation failure.

EAI_NONAME

The name does not resolve for the supplied parameters.

NI_NAMEREQD is set and the host's name cannot be located, or both *nodename* and *servname* were null.

EAI_SERVICE

The service passed was not recognized for the specified socket type.

EAI_SOCKTYPE

The intended socket type was not recognized.

EAI_SYSTEM

A system error occurred. The error code can be found in *errno*.

EAI_OVERFLOW

An argument buffer overflowed.

The following shall be declared as functions and may also be defined as macros. Function prototypes shall be provided.

```
void          endhostent(void);
void          endnetent(void);
void          endprotoent(void);
void          endservent(void);
void          freeaddrinfo(struct addrinfo *);
const char   *gai_strerror(int);
int           getaddrinfo(const char *restrict, const char *restrict,
                          const struct addrinfo *restrict,
                          struct addrinfo **restrict);
struct hostent *gethostent(void);
int           getnameinfo(const struct sockaddr *restrict, socklen_t,
                          char *restrict, socklen_t, char *restrict,
                          socklen_t, int);
struct netent *getnetbyaddr(uint32_t, int);
struct netent *getnetbyname(const char *);
struct netent *getnetent(void);
struct protoent *getprotobyname(const char *);
struct protoent *getprotobynumber(int);
```

```

struct protoent *getprotoent(void);
struct servent *getservbyname(const char *, const char *);
struct servent *getservbyport(int, const char *);
struct servent *getservent(void);
void sethostent(int);
void setnetent(int);
void setprotoent(int);
void setservent(int);

```

The <netdb.h> header shall define the **socklen_t** type through **typedef**, as described in [<sys/socket.h>](#).

Inclusion of the <netdb.h> header may also make visible all symbols from [<netinet/in.h>](#), [<sys/socket.h>](#), and [<inttypes.h>](#).

The following sections are informative.

APPLICATION USAGE

None.

RATIONALE

None.

FUTURE DIRECTIONS

None.

SEE ALSO

[<inttypes.h>](#), [<netinet/in.h>](#), [<sys/socket.h>](#)

XSH [bind](#), [endhostent](#), [endnetent](#), [endprotoent](#), [endservent](#), [freeaddrinfo](#), [gai_strerror](#), [getnameinfo](#)

CHANGE HISTORY

First released in Issue 6. Derived from the XNS, Issue 5.2 specification.

The Open Group Base Resolution bwg2001-009 is applied, which changes the return type for [gai_strerror\(\)](#) from **char *** to **const char ***. This is for coordination with the IPv6 Working Group.

IEEE Std 1003.1-2001/Cor 1-2002, item XBD/TC1/D6/11 is applied, adding a description of the NI_NUMERICSCOPE macro and correcting the [getnameinfo\(\)](#) function prototype. These changes are for alignment with IPv6.

Issue 7

SD5-XBD-ERN-14 is applied, changing the description of the *s_port* member of the **servent** structure.

The obsolescent *h_errno* external integer, and the obsolescent *gethostbyaddr()* and *gethostbyname()* functions are removed, along with the **HOST_NOT_FOUND**, **NO_DATA**, **NO_RECOVERY**, and **TRY_AGAIN** macros.

This reference page is clarified with respect to macros and symbolic constants.

End of informative text.

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