

1. We must include below like library <unistd.h>"sockets/unix_socket.h"

"lib/error_functions.h" <errno.h><sys/types.h><sys/socket.h><stdio.h><netinet/in.h>
<string.h>

2. We build int main function.(all program is started main function).
3. And then we can check socket connection and time limit and server connection..so on

```
if (sd == -1) {  
    errExit("socket is erro");  
}  
    if (sd == -1) {  
        errExit("socket is erro");  
    }
```

```
if (strlen(SV_SOCK_PATH) >= sizeof(address.sun_path) - 1) {  
    fatal("time error: %s", SV_SOCK_PATH);  
}
```

4. And then we must create client and check connect.
5. All connection is right, we can finish program.