**win32 socket 随机获取一个可用的端口号**

2018年05月21日 18:51:57 [CoderAldrich](https://me.csdn.net/CoderAldrich) 阅读数：413更多

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**将一个socket 绑定到本机，使用getsockname获取此socket关联的端口号**

*// GetPort.cpp : 定义控制台应用程序的入口点。*

*//*

#include "stdafx.h"

#include <stdio.h>

#include <Winsock2.h>

#pragma comment (lib, "Ws2\_32.lib")

bool getAvaliablePort(unsigned short &port)

{

bool result = true;

WORD wVersionRequested;

WSADATA wsaData;

*// 初始化socket*

wVersionRequested = MAKEWORD(2, 2);

if (0 != WSAStartup(wVersionRequested, &wsaData))

{

return false;

}

*// 1. 创建一个socket*

SOCKET sock = socket(AF\_INET, SOCK\_STREAM, 0);

*// 2. 创建一个sockaddr，并将它的端口号设为0*

struct sockaddr\_in addr;

addr.sin\_family = AF\_INET;

addr.sin\_addr.s\_addr = htonl(ADDR\_ANY);

addr.sin\_port = 0; *// 若port指定为0,则调用bind时，系统会为其指定一个可用的端口号*

*// 3. 绑定*

int ret = bind(sock, (SOCKADDR\*)&addr, sizeof addr);

if (0 != ret) {

result = false;

goto END;

}

*// 4. 利用getsockname获取*

struct sockaddr\_in connAddr;

int len = sizeof connAddr;

ret = getsockname(sock, (SOCKADDR\*)&connAddr, &len);

if (0 != ret) {

result = false;

goto END;

}

port = ntohs(connAddr.sin\_port); *// 获取端口号*

END:

if (0 != closesocket(sock))

result = false;

return result;

}

int main()

{

unsigned short i\_random\_port;

while (true)

{

getAvaliablePort(i\_random\_port);

printf("port=%d\n", i\_random\_port);

Sleep(200);

}

getchar();

return 0;

}