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API Collection

Streams, Sockets, and Ports

Use low-level Unix features to manage input and output among files, processes, and the network.

Topics

Streams

`class Stream`

An abstract class representing a stream.

`class InputStream`

A stream that provides read-only stream functionality.

`class OutputStream`

A stream that provides write-only stream functionality.

`protocol StreamDelegate`

An interface that delegates of a stream instance use to handle events on the stream.

Tasks and Pipes

`class Process`

An object that represents a subprocess of the current process.

`class Pipe`

A one-way communications channel between related processes.

Sockets

~~class Host~~

A representation of an individual host on the network.

Deprecated

class Port

An abstract class that represents a communication channel.

class SocketPort

A port that represents a BSD socket.

Byte Ordering

Byte Order Utilities

Examine and manage the byte order of numbers communicated through network channels.

See Also

Low-Level Utilities

XPC

Manage secure interprocess communication.

Object Runtime

Get low-level support for basic Objective-C features, Cocoa design patterns, and Swift integration.

Processes and Threads

Manage your app's interaction with the host operating system and other processes, and implement low-level concurrency features.