```
#include <iostream>
#include <cstring>
#include <unistd.h>         // for close()
#include <arpa/inet.h>      // for inet_pton()
#include <sys/socket.h>     // for socket functions
#include <netinet/in.h>     // for sockaddr_in
int main() {
   // 1. Create a socket
   int sockfd = socket(AF_INET, SOCK_STREAM, 0);
   if (sockfd < 0) {
      perror("Socket creation failed");
      return 1;
   }
// 2. Define the server address
   sockaddr_in server_addr;
   std::memset(&server_addr, 0, sizeof(server_addr));
   server_addr.sin_family = AF_INET;
   server_addr.sin_port = htons(80); // HTTP port
// Convert IPv4 address from text to binary
   const char* server_ip = "93.184.216.34"; // example.com
   if (inet_pton(AF_INET, server_ip, &server_addr.sin_addr) <= 0) {
      perror("Invalid address");
      return 1;
   }
```

```
  // 3. Connect to the server
    if (connect(sockfd, (sockaddr*)&server_addr, sizeof(server_addr)) < 0) {
        perror("Connection failed");
        return 1;
    }

    std::cout << "Connected to the server!" << std::endl;

    // (Optional) send or receive data here

    // 4. Close the socket
    close(sockfd);
    return 0;
}
```