**Socket programming** is a way of connecting two nodes on a network to communicate with each other. [One socket (node) listens on a particular port at an IP, while the other socket reaches out to the other to form a connection1](https://www.geeksforgeeks.org/socket-programming-cc/).

Here are **five free reference links** where you can learn more about socket programming:

1. **GeeksforGeeks**: Their [C Socket Programming tutorial](https://www.geeksforgeeks.org/socket-programming-cc/) provides detailed explanations and examples in C.
2. **Real Python**: Their [Python Socket Programming guide](https://realpython.com/python-sockets/) covers building socket servers and clients using Python.
3. **DataCamp**: Explore their [Complete Guide to Socket Programming in Python](https://www.datacamp.com/tutorial/a-complete-guide-to-socket-programming-in-python) [for a comprehensive understanding of Python socket programming](https://www.geeksforgeeks.org/socket-programming-cc/)[2](https://www.datacamp.com/tutorial/a-complete-guide-to-socket-programming-in-python).
4. **Oracle Java Tutorials**: Learn about sockets in Java with the [What Is a Socket?](https://docs.oracle.com/javase/tutorial/networking/sockets/definition.html) tutorial.
5. **GeeksforGeeks (C++)**: If you’re interested in C++, check out their [Socket Programming in C++](https://www.geeksforgeeks.org/socket-programming-in-cpp/) [guide](https://www.geeksforgeeks.org/socket-programming-cc/)[3](https://www.geeksforgeeks.org/socket-programming-in-cpp/).

Happy learning! 🚀🔌