

socket(): Creates an communication pipe and returns a file descriptor that refers to that endpoint. Parameters: domain, type, protocol

bind(): Binds a name/local address to socket. Parameters: int sockfd, struct sockaddr \*addr, socklen\_t addrlen

connect(): Initiates a connection on a socket. Parameters: int sockfd, const struct sockaddr \*addr, socklen\_t addrlen

listen(): Sets a socket to passive mode, ready to accept incoming connections. Parameters: int sockfd, int backlog

accept(): Accepts a connection on a socket. Parameters: int sockfd, struct sockaddr *addr*, *socklen\_t* addrlen

send(): Sends data on a connected socket. Parameters: int sockfd, const void \*buf, size\_t len, int flags

recv(): Receives data on a connected socket. Parameters: int sockfd, void \*buf, size\_t len, int flags

sendto(): Sends data to a specific destination. Parameters: int sockfd, const void *buf*, *size\_t* len, *int* flags, *const struct sockaddr* dest\_addr, socklen\_t addrlen

recvfrom(): Receives data from a specific source. Parameters: int sockfd, void *buf*, *size\_t* len, *int* flags, *struct sockaddr* src\_addr, socklen\_t \*addrlen

close(): Closes a socket. Parameters: int sockfd

shutdown(): Disables sends or receives on a socket. Parameters: int sockfd, int how

fork(): Creates a new process by duplicating the calling process. Parameters: None