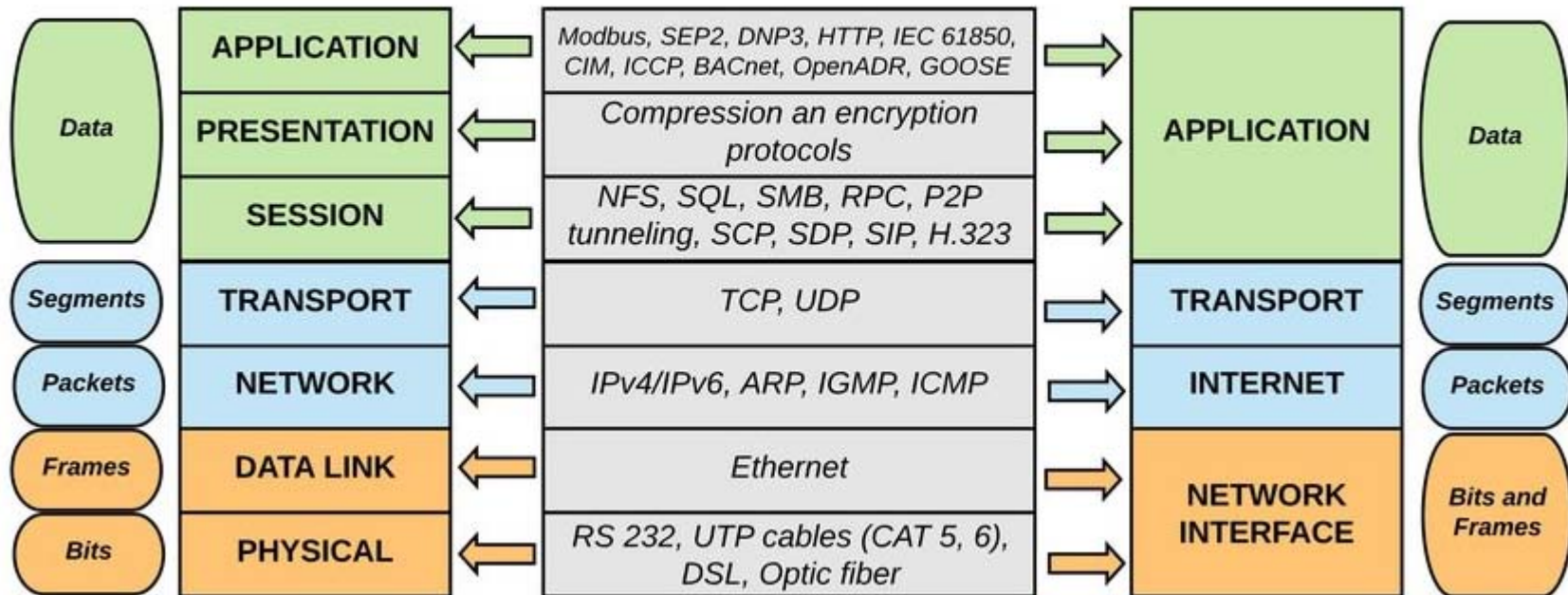


OSI Basic Reference Model

Protocols in Each Layer

TCP/IP Model



Server

Socket

setsockopt

Bind

Listen

Accept

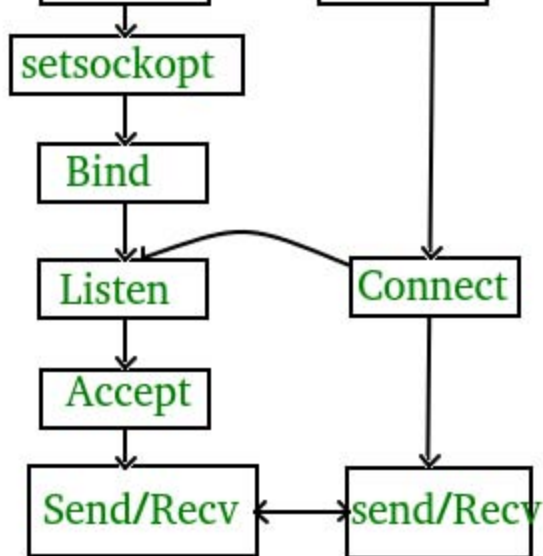
Send/Recv

Client

Socket

Connect

send/Recv



```

struct in_addr {
    in_addr_t    s_addr;        /* 32-bit IPv4 address */
                                /* network byte ordered */

};

struct sockaddr_in {
    uint8_t      sin_len;        /* length of structure (16) */
    sa_family_t  sin_family;     /* AF_INET */
    in_port_t    sin_port;       /* 16-bit TCP or UDP port number */
                                /* network byte ordered */

    struct in_addr sin_addr;      /* 32-bit IPv4 address */
                                /* network byte ordered */

    char         sin_zero[8];    /* unused */
};

```