

socket — Network Communication

Purpose: Provides access to network communication

The `socket` module exposes the low-level C API for communicating over a network using the BSD socket interface. It includes the `socket` class, for handling the actual data channel, and also includes functions for network-related tasks such as converting a server's name to an address and formatting data to be sent across the network.

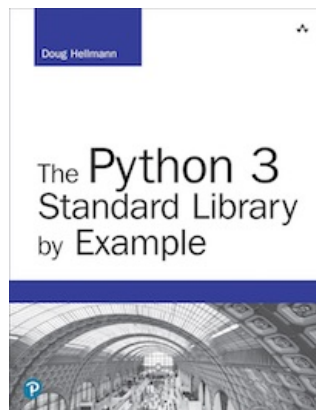
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See also

- [Standard library documentation for socket](#)
- [Python 2 to 3 porting notes for socket](#)
- [select](#) – Testing a socket to see if it is ready for reading or writing for non-blocking I/O.
- `SocketServer` – Framework for creating network servers.
- [asyncio](#) – Asynchronous I/O and concurrency tools.
- `urllib` and `urllib2` – Most network clients should use the more convenient libraries for accessing remote resources through a URL.
- [Socket Programming HOWTO](#) – An instructional guide by Gordon McMillan, included in the standard library documentation.
- *Foundations of Python Network Programming, 3/E* – By Brandon Rhodes and John Goerzen. Published by Apress, 2014. ISBN-10: 1430258543.
- *Unix Network Programming, Volume 1: The Sockets Networking API, 3/E* – By W. Richard Stevens, Bill Fenner, and Andrew M. Rudoff. Published by Addison-Wesley Professional, 2004. ISBN-10: 0131411551

Navigation

- [ipaddress — Internet Addresses](#)
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The output from all the example programs from PyMOTW-3 has been generated with Python 3.7.1, unless otherwise noted. Some of the features described here may not be available in earlier versions of Python.

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