

```
#include<stdio.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<sys/types.h>
#include<arpa/inet.h>
#include<netdb.h>

struct servent *s;
struct protoent *p;
struct hostent *lh

void main()
{
    s = getservbyname("http","tcp");
    printf("%d",htons(s->s_port));
    //s_port come form server and it use littel endian format so we convert into big endian
    format so use htons() function which is in stdio.h

    p = getprotobyname("tcp");
    printf("\n%d",p->p_proto);

    lh = gethostbyname("localhost");
    printf("\n%d",lh->h_name);
}
```