The **servent** structure is used to store or return the name and service number for a given service name.

typedef struct servent {

char FAR      \*s\_name;

char FAR FAR \*\*s\_aliases;

short         s\_port;

char FAR      \*s\_proto;

} SERVENT, \*PSERVENT, FAR \*LPSERVENT;

**Members**

**s\_name**

The official name of the service.

**s\_aliases**

A **NULL**-terminated array of alternate names.

**s\_port**

The port number at which the service can be contacted. Port numbers are returned in network byte order.

**s\_proto**

The name of the protocol to use when contacting the service.

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The **getservbyname** function retrieves service information corresponding to a service name and protocol.

**Syntax**

C++

struct servent\* FAR getservbyname(

\_\_in  const char \*name,

\_\_in  const char \*proto

);

**Parameters**

*name* [in]

A pointer to a **null**-terminated service name.

*proto* [in]

A pointer to a **null**-terminated protocol name. If this pointer is **NULL**, the **getservbyname** function returns the first service entry where *name* matches the **s\_name** member of the [**servent**](http://msdn.microsoft.com/en-us/library/windows/desktop/ms740150%28v=vs.85%29.aspx) structure or the **s\_aliases** member of the **servent** structure. Otherwise, **getservbyname** matches both the *name* and the *proto*.

---------------------------------------------

The **getservbyport** function retrieves service information corresponding to a port and protocol.

**Syntax**

C++

struct servent\* FAR getservbyport(

\_\_in  int port,

\_\_in  const char \*proto

);

**Parameters**

*port* [in]

Port for a service, in network byte order.

*proto* [in]

Optional pointer to a protocol name. If this is null, **getservbyport** returns the first service entry for which the *port* matches the **s\_port** of the [**servent**](http://msdn.microsoft.com/en-us/library/windows/desktop/ms740150%28v=vs.85%29.aspx) structure. Otherwise, **getservbyport** matches both the *port* and the *proto* parameters.

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The **ntohs** function converts a **u\_short** from TCP/IP network byte order to host byte order (which is little-endian on Intel processors).

**Syntax**

C++

u\_short WSAAPI ntohs(

\_\_in  u\_short netshort

);

**Parameters**

*netshort* [in]

A 16-bit number in TCP/IP network byte order.

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