

Effective Tcp/ip Programming 阅读

——笔记

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1 Socket API

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

7  int main( void )
   {
9      struct sockaddr_in peer;
      int s;
11     int rc;
      char buf[ 1 ];

13
      peer.sin_family = AF_INET;
15     peer.sin_port = htons( 7500 );
      peer.sin_addr.s_addr = inet_addr( "127.0.0.1" );

17
      s = socket( AF_INET, SOCK_STREAM, 0 );
19     if ( s < 0 )
      {
21         perror( "socket call failed" );
         exit( 1 );
23     }
/*@.bp*/
25     rc = connect( s, ( struct sockaddr * )&peer, sizeof( peer ) );
      if ( rc )
27     {
         perror( "connect call failed" );
    }
```

```

29             exit( 1 );
30     }
31     rc = send( s, "1", 1, 0 );
32     if ( rc <= 0 )
33     {
34         perror( "send call failed" );
35         exit( 1 );
36     }
37     rc = recv( s, buf, 1, 0 );
38     if ( rc <= 0 )
39         perror( "recv call failed" );
40     else
41         printf( "%c\n", buf[ 0 ] );
42     exit( 0 );
43 }

```

Listing 1: main.cpp