**Socket字节序**



MSB: Most Significant Bit

LSB: Least Significant Bit

The Internet protocols use big-endian byte ordering for these multibyte integers…In theory, we do not having to worry about the byte order details.But both history and Posix.1g specify that certain fields in the socket address structures be maintained in network byte order. Our concern is therefore converting between the host byte order and the network byte order.

从主机字节序到网络字节序的转换函数

#include <netinet/in.h>

uint16\_t htons(uint16\_t host16bitvalue);

uint32\_t htonl(uint32\_t host32bitvalue);

这两个返回网络字节序的值

uint16\_t ntohs(uint16\_t net16bitvalue);

uint32\_t ntohl(uint32\_t net32bitvalue);

这两个返回主机字节序的值