

# Linux Socket Programming By Example

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Alternative types of sockets . This example showed a stream socket in the Internet domain. This is the most common type of connection. A second type of connection is a datagram socket. You might want to use a datagram socket in cases where there is only one message being sent from the client to the server, and only one message being sent back.

### **Linux Howtos: C/C++ -> Sockets Tutorial**

Sockets can be used in many languages like Java, C++ etc but here in this article, we will understand the socket communication in its purest form (i.e in C programming language) Lets create a server that continuously runs and sends the date and time as soon as a client connects to it.

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A better way to handle multiple clients is by using select() linux command. Select command allows to monitor multiple file descriptors, waiting until one of the file descriptors become active. For example, if there is some data to be read on one of the sockets select will provide that information.

### **Socket Programming in C/C++: Handling multiple clients on ...**

Sockets allow one process to communicate with another whether it is local on the same computer system or remote over the network. Many other higher level protocols are built upon sockets technology. The sockets API provides many configuration options so we will try and cover the socket API components and then give examples of a few implementations.

### **Sockets - YoLinux.com: Linux Tutorials, Help ...**

This is the third and final article in a series about interprocess communication (IPC) in Linux. The first article focused on IPC through shared storage (files and memory segments), and the second article does the same for basic channels: pipes (named and unnamed) and message queues. This article moves from IPC at the high end (sockets) to IPC at the low end (signals).

### **Inter-process communication in Linux: Sockets and signals ...**

`int bind (int sockfd, const struct sockaddr *addr, socklen_t addrlen);` After creation of the socket, bind function binds the socket to the address and port number specified in addr (custom data structure). In the example code, we bind the server to the localhost, hence we use `INADDR_ANY` to specify the IP address.

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