

#### NAME

Socket, sockaddr\_in, sockaddr\_un, inet\_aton, inet\_ntoa, inet\_pton, inet\_ntop - load the C socket.h defines and structure manipulators

# **SYNOPSIS**

```
use Socket;
$proto = getprotobyname('udp');
socket(Socket_Handle, PF_INET, SOCK_DGRAM, $proto);
$iaddr = gethostbyname('hishost.com');
$port = getservbyname('time', 'udp');
$sin = sockaddr_in($port, $iaddr);
send(Socket_Handle, 0, 0, $sin);
$proto = getprotobyname('tcp');
socket(Socket_Handle, PF_INET, SOCK_STREAM, $proto);
$port = getservbyname('smtp', 'tcp');
$sin = sockaddr_in($port,inet_aton("127.1"));
$sin = sockaddr_in(7,inet_aton("localhost"));
$sin = sockaddr_in(7,INADDR_LOOPBACK);
connect(Socket Handle,$sin);
($port, $iaddr) = sockaddr_in(getpeername(Socket_Handle));
$peer_host = gethostbyaddr($iaddr, AF_INET);
$peer_addr = inet_ntoa($iaddr);
$proto = getprotobyname('tcp');
socket(Socket_Handle, PF_UNIX, SOCK_STREAM, $proto);
unlink('/var/run/usock');
$sun = sockaddr_un('/var/run/usock');
connect(Socket_Handle,$sun);
```

# **DESCRIPTION**

This module is just a translation of the C *socket.h* file. Unlike the old mechanism of requiring a translated *socket.ph* file, this uses the **h2xs** program (see the Perl source distribution) and your native C compiler. This means that it has a far more likely chance of getting the numbers right. This includes all of the commonly used pound-defines like AF INET, SOCK STREAM, etc.

Also, some common socket "newline" constants are provided: the constants CR, LF, and CRLF, as well as \$CR, \$LF, and \$CRLF, which map to \015, \012, and \015\012. If you do not want to use the literal characters in your programs, then use the constants provided here. They are not exported by default, but can be imported individually, and with the :crlf export tag:

```
use Socket qw(:DEFAULT :crlf);
```

In addition, some structure manipulation functions are available:

### inet\_aton HOSTNAME

Takes a string giving the name of a host, and translates that to an opaque string (if programming in C, struct in\_addr). Takes arguments of both the 'rtfm.mit.edu' type and '18.181.0.24'. If the host name cannot be resolved, returns undef. For multi-homed hosts (hosts with more than one address), the first address found is returned.

For portability do not assume that the result of inet\_aton() is 32 bits wide, in other words, that it would contain only the IPv4 address in network order.



#### inet ntoa IP ADDRESS

Takes a string (an opaque string as returned by inet\_aton(), or a v-string representing the four octets of the IPv4 address in network order) and translates it into a string of the form 'd.d.d.d' where the 'd's are numbers less than 256 (the normal human-readable four dotted number notation for Internet addresses).

#### **INADDR ANY**

Note: does not return a number, but a packed string.

Returns the 4-byte wildcard ip address which specifies any of the hosts ip addresses. (A particular machine can have more than one ip address, each address corresponding to a particular network interface. This wildcard address allows you to bind to all of them simultaneously.) Normally equivalent to inet\_aton('0.0.0.0').

### INADDR BROADCAST

Note: does not return a number, but a packed string.

Returns the 4-byte 'this-lan' ip broadcast address. This can be useful for some protocols to solicit information from all servers on the same LAN cable. Normally equivalent to inet\_aton('255.255.255.255').

#### INADDR LOOPBACK

Note - does not return a number.

Returns the 4-byte loopback address. Normally equivalent to inet aton('localhost').

#### INADDR NONE

Note - does not return a number.

Returns the 4-byte 'invalid' ip address. Normally equivalent to inet\_aton('255.255.255.255').

#### sockaddr family SOCKADDR

Takes a sockaddr structure (as returned by pack\_sockaddr\_in(), pack\_sockaddr\_un() or the perl builtin functions getsockname() and getpeername()) and returns the address family tag. It will match the constant AF\_INET for a sockaddr\_in and AF\_UNIX for a sockaddr\_un. It can be used to figure out what unpacker to use for a sockaddr of unknown type.

# sockaddr\_in PORT, ADDRESS

# sockaddr\_in SOCKADDR\_IN

In a list context, unpacks its SOCKADDR\_IN argument and returns an array consisting of (PORT, ADDRESS). In a scalar context, packs its (PORT, ADDRESS) arguments as a SOCKADDR\_IN and returns it. If this is confusing, use pack\_sockaddr\_in() and unpack\_sockaddr\_in() explicitly.

# pack\_sockaddr\_in PORT, IP\_ADDRESS

Takes two arguments, a port number and an opaque string, IP\_ADDRESS (as returned by inet\_aton(), or a v-string). Returns the sockaddr\_in structure with those arguments packed in with AF\_INET filled in. For Internet domain sockets, this structure is normally what you need for the arguments in bind(), connect(), and send(), and is also returned by getpeername(), getsockname() and recv().

### unpack\_sockaddr\_in SOCKADDR\_IN

Takes a sockaddr\_in structure (as returned by pack\_sockaddr\_in()) and returns an array of two elements: the port and an opaque string representing the IP address (you can use inet\_ntoa() to convert the address to the four-dotted numeric format). Will croak if the structure does not have AF\_INET in the right place.

# sockaddr\_un PATHNAME



#### sockaddr un SOCKADDR UN

In a list context, unpacks its SOCKADDR\_UN argument and returns an array consisting of (PATHNAME). In a scalar context, packs its PATHNAME arguments as a SOCKADDR\_UN and returns it. If this is confusing, use pack\_sockaddr\_un() and unpack\_sockaddr\_un() explicitly. These are only supported if your system has <sys/un.h>.

# pack\_sockaddr\_un PATH

Takes one argument, a pathname. Returns the sockaddr\_un structure with that path packed in with AF\_UNIX filled in. For unix domain sockets, this structure is normally what you need for the arguments in bind(), connect(), and send(), and is also returned by getpeername(), getsockname() and recv().

# unpack\_sockaddr\_un SOCKADDR\_UN

Takes a sockaddr\_un structure (as returned by pack\_sockaddr\_un()) and returns the pathname. Will croak if the structure does not have AF\_UNIX in the right place.

# inet\_pton ADDRESS\_FAMILY, HOSTNAME

Takes an address family, either AF\_INET or AF\_INET6, and a string giving the name of a host, and translates that to an opaque string (if programming in C, struct in\_addr or struct in6\_addr depending on the address family passed in). The host string may be a string hostname, such as 'www.perl.org', or an IP address. If using an IP address, the type of IP address must be consistant with the address family passed into the function.

This function is not exported by default.

# inet\_ntop ADDRESS\_FAMILY, IP\_ADDRESS

Takes an address family, either AF\_INET or AF\_INET6, and a string (an opaque string as returned by inet\_aton() or inet\_pton()) and translates it to an IPv4 or IPv6 address string. This function is not exported by default.