



Following are the generic functions for socket interface such as sending and receiving messages from a socket.

- **connect** -- Initiates a connection on a socket
- **getpeername** -- Gets name of connected peer socket
- **listen** -- Listens for connections on a socket
- **recv** -- Receives a message from a socket
- **send** -- Sends a message from a socket
- **recvfrom** -- Receives a message from a socket
- **sendto** -- Sends a message from a socket
- **shutdown** -- Brings the system down
- **socket** -- Creates an endpoint for communication
- **bind** -- Bash built-in commands
- **getsockname** -- Gets socket name
- **getsockopt** -- Gets options on sockets
- **setsockopt** -- Sets options on sockets

And following are some of the namespaces used in Open C Socket Interface:

- **if_freenameindex** -- Free memory allocated by if_nameindex
- **if_indextoname** -- Maps a network interface index to its corresponding name
- **if_nameindex** -- Returns all network interface names and indexes
- **if_nametoindex** -- Maps a network interface name to its corresponding index

A 3rd-party application needs the NetworkServices capabilities in order to use socket interface functions.

libc.lib should be linked while using the above functions and **sys/socket.h** should be included.