

FORMATOS DE LLAMADAS

Manejo de sockets

int socket (int familia, int tipo, int protocolo) ;

int bind (int idsocket, struct sockaddr_in * Midir, int longMidir) ;

int connect (int idsocket, struct sockaddr_in * Sudir, int longSudir) ;

int listen (int idsocket, int longcola) ;

int accept (int idsocket, struct sockaddr_in * Sudir, int *longSudir) ;

udp - int sendto (int idsocket, char* Buffer, int NumBytes, int flags,
struct sockaddr_in * Sudir, int longSudir) ;

udp - int recvfrom (int idsocket, char* Buffer, int NumBytes, int flags,
struct sockaddr_in * Sudir, int * longSudir) ;

int read (int idsocket, char* Buffer, int NumBytes) ;

int write (int idsocket, char* Buffer, int NumBytes) ;

int close (int idsocket) ;

Manejo de memoria

bzero (char *Buffer, int NumBytes) ;

void bcopy(char *origen, char *destino, int num_bytes);

Manejo de procesos

int fork ();

exit (intCodigoSalida) ;

Miscelaneas

```
int select ( int NumMaxIdsock,  
            fd_set *Idsocks_Lectura,  
            fd_set *Idsocks_Escritura,  
            fd_set *Idsocks_Excepciones,  
            struct timeval *timeout) ;
```

Ejemplo de uso

```
select (FD_SETSIZE,  
        &Descriptores , (fd_set*) NULL, (fd_set*) NULL, (struct timeval *) NULL) ;
```

```
FD_ZERO (fd_set *Idsockets) ;
```

```
FD_SET (int idsocket, fd_set *Idsockets) ;
```

```
FD_CLR (int idsocket, fd_set *Idsockets) ;
```

```
int FD_ISSET (int idsocket, fd_set *Idsockets) ;
```

```
struct timeval {  
    long tv_sec ;  
    long tv_usecs ;  
} ;
```

```
int wait3( int *status, int options, struct rusage *recursos ) ;
```

```
signal ( SIGCHLD, FuncionCaptura) ;
```

Manejo de ficheros

```
int open(char *camino, int flags);
```

flags es uno de los siguientes **O_RDONLY**, **O_WRONLY**, **O_RDWR**

```
int read (int fd, char *buf , int nbytes);
```

```
int write (int fd, char *buf , int nbytes);
```

Constantes

```
AF_INET, SOCK_DGRAM, SOCK_STREAM, INADDR_ANY
```