

## A TYPICAL DAEMON (SERVER)

```
int main(int argc, char *argv[])
{
    int lfd, cfd;
    socklen_t addrlen, len;
    struct sockaddr saddr, caddr;
    char buff[MAXLINE];
    time_t ticks;

    /* Make this process a daemon by doing
       two forks and killing parent procs */

    lfd = socket(AF_INET, SOCK_STREAM, 0);

    /* Fill saddr structure with host info */
    bind (lfd, &saddr, addrlen);
    listen(lfd, 5);
```

## SERVER ...

```
for ( ; ; ) {  
    len = addrlen;  
    cfd = accept(lfd, &caddr, &len);  
    syslog(LOG_INFO|LOG_DAEMON,  
        "connection from %s", inet_ntop());  
    ticks = time(NULL);  
    sprintf(buff, "%.24s\r\n", ctime(&ticks));  
    write(cfd, buff, strlen(buff));  
  
    close(cfd);  
}
```

# INETD VERSION SERVER

```
int main(int argc, char *argv[])
{
    socklen_t len;
    struct sockaddr caddr;
    char buff[MAXLINE];
    time_t ticks;

    getpeername(0, cliaddr, &len);
    syslog(LOG_INFO|LOG_DAEMON,
           "connection from %s", inet_ntop());
    ticks = time(NULL);
    sprintf(buff, "%.24s\r\n", ctime(&ticks));
    write(0, buff, strlen(buff));

    close(0);
}
```