

NAME

getsockname - get socket name

LIBRARY

Standard C Library (libc, -lc)

SYNOPSIS

```
#include <sys/types.h>
#include <sys/socket.h>
```

int

```
getsockname(int s, struct sockaddr * restrict name, socklen_t * restrict namelen);
```

DESCRIPTION

The **getsockname()** system call returns the current *name* for the specified socket. The *namelen* argument should be initialized to indicate the amount of space pointed to by *name*. On return it contains the actual size of the name returned (in bytes).

RETURN VALUES

The **getsockname()** function returns the value 0 if successful; otherwise the value -1 is returned and the global variable *errno* is set to indicate the error.

ERRORS

The call succeeds unless:

- | | |
|--------------|---|
| [EBADF] | The argument <i>s</i> is not a valid descriptor. |
| [ECONNRESET] | The connection has been reset by the peer. |
| [EINVAL] | The value of the <i>namelen</i> argument is not valid. |
| [ENOTSOCK] | The argument <i>s</i> is a file, not a socket. |
| [ENOBUFS] | Insufficient resources were available in the system to perform the operation. |
| [EFAULT] | The <i>name</i> argument points to memory not in a valid part of the process address space. |

SEE ALSO

bind(2), getpeername(2), socket(2)

HISTORY

The `getsockname()` system call appeared in 4.2BSD.

BUGS

Names bound to sockets in the UNIX domain are inaccessible; `getsockname()` returns a zero length name.