

Re: SetSockOpt with SO_REUSEADDR parameter

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- *From:* Joseph M. Newcomer <newcomer@xxxxxxxxxxxxx>
 - *Date:* Fri, 23 Mar 2007 12:03:32 -0500
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See below...

On Fri, 23 Mar 2007 05:16:36 -0700, mmlab_js <mmlabjs@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote:

When a server accepts a TCP connection, a new socket is created with a "unused" port on server. So, every sockets will use different ports. Right???

Well, I think I was wrong on that one. Sorry for confusing you. The accept call creates a new socket with the same local port number. The difference is, that this socket is not in an unconnected (listening) state.

Listening socket accepts a connection and creates a new socket with "the same" local port number. So, the port number of listening socket is the same as this new socket created by accept call. If yes, why do these two sockets use the same port?

TCP is not UDP. TCP is not UDP. TCP is not UDP. Do not confuse the two. They are completely different in this regard.

There can only be one listening socket on any local port number.

The problem with UDP is that UDP does not have connections. So all sockets you create and bind to a port are always listening sockets. That's why you can only have one UDP socket per port number.

What you say is UDP is a connectionless style. It will always listen on a port.

And because there can only be one listening socket on a port, I can't create multiple UDP sockets with the same port.

Re: SetSockOpt with SO_REUSEADDR parameter

The concept of "listening socket" applies only to TCP. UDP sockets do not support