

explain_accept_or_die(3)

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NAME

explain_accept_or_die – accept a connection on a socket and report errors

SYNOPSIS

#include <libexplain/accept.h>

int explain_accept_or_die(int fildes, struct sockaddr *sock_addr, socklen_t *sock_addr_size);

DESCRIPTION

The **explain_accept_or_die** function is used to call the *accept(2)* system call. On failure an explanation will be printed to *stderr*, obtained from *explain_accept(3)*, and then the process terminates by calling *exit(EXIT_FAILURE)*.

This function is intended to be used in a fashion similar to the following example:

```
int fd = explain_accept_or_die(fildes, sock_addr, sock_addr_size);
```

fildes The fildes, exactly as to be passed to the *accept(2)* system call.

sock_addr

 The sock_addr, exactly as to be passed to the *accept(2)* system call.

sock_addr_size

 The sock_addr_size, exactly as to be passed to the *accept(2)* system call.

Returns: This function only returns on success, see *accept(2)* for more information. On failure, prints an explanation and exits.

SEE ALSO

accept(2)

 accept a connection on a socket

explain_accept(3)

 explain *accept(2)* errors

exit(2)

 terminate the calling process

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