

**NAME**

**getpeername** - get name of connected peer

**LIBRARY**

Standard C Library (libc, -lc)

**SYNOPSIS**

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

*int*

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

**DESCRIPTION**

The **getpeername()** system call returns the name of the peer connected to socket *s*. 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). The name is truncated if the buffer provided is too small.

**RETURN VALUES**

The **getpeername()** 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.
[ENOTCONN]	The socket is not connected.
[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**

accept(2), bind(2), getsockname(2), socket(2)

**HISTORY**

The **getpeername()** system call appeared in 4.2BSD.