The and subroutines each return a pointer to an object with the following structure containing the broken-out fields of a line in the database. struct netent { char *n_name; /* official name of net */ char **n_aliases; /* alias list */ int n_addrtype; /* net number type */ long n_net; /* net number */ }; The members of this structure are: The official name of the network. A zero-terminated list of alternate names for the network. The type of the network number returned: The network number. Network numbers are returned in machine byte order. If the flag on a subroutine is NULL, the database is opened. Otherwise, the has the effect of rewinding the database. The subroutine may be called to close the database when processing is complete. The subroutine simply reads the next line while and search until a matching or number is found (or until is encountered). The The subroutine keeps a pointer in the database, allowing successive calls to be used to search the entire file. Before a loop using a call to must be made in order to perform initialization; a call to must be used after the loop. Both and make calls to and Null pointer (0) returned on or error. RFC 1101. The and functions appeared in 4.2BSD. The data space used by these functions is static; if future use requires the data, it should be copied before any subsequent calls to these functions overwrite it. Only Internet network numbers are currently understood. Expecting network numbers to fit in no more than 32 bits is probably naive.