

```
struct
net_proto_family *
inet_families[family]
=
{
    family; (AF_INET)
    (*create)(struct socket sock, )
    ;
}
```

```
struct inet_protocol *
inet_protos[hash(protocol)] =
{
    *next;
    (*handler)();
    (*err_handler)();
    protocol;
    (IPPROTO_TCP)
}
```

```
struct inet_protosw *
inetsw[sock_type] =
{
    type (SOCK_STREAM)
    proto (IPPROTO_TCP)
    *prot;
    *ops;
    (*create)()
}
```

```
proto
{
    (*close)(struct sock *sk);
    (*connect)();
    (*bind)();
    (*accept)();
    (*ioctl)();
    (*sendmsg)();
    (*recvmsg)();
}
```

```
proto_ops
{
    int family;
    (*release)(struct socket sock);
    (*bind)();
    (*connect)();
    :
    (*sendmsg)();
    (*recvmsg)();
}
```

