

NAME

Net::netent - by-name interface to Perl's built-in getnet*() functions

SYNOPSIS

```
use Net::netent qw(:FIELDS);
getnetbyname("loopback") or die "bad net";
printf "%s is %08X\n", $n_name, $n_net;

use Net::netent;

$n = getnetbyname("loopback") or die "bad net";
{ # there's gotta be a better way, eh?
    @bytes = unpack("C4", pack("N", $n->net));
    shift @bytes while @bytes && $bytes[0] == 0;
}
printf "%s is %08X [%d.%d.%d.%d]\n", $n->name, $n->net, @bytes;
```

DESCRIPTION

This module's default exports override the core `getnetbyname()` and `getnetbyaddr()` functions, replacing them with versions that return "Net::netent" objects. This object has methods that return the similarly named structure field name from the C's netent structure from *netdb.h*; namely `name`, `aliases`, `addrtype`, and `net`. The `aliases` method returns an array reference, the rest scalars.

You may also import all the structure fields directly into your namespace as regular variables using the `:FIELDS` import tag. (Note that this still overrides your core functions.) Access these fields as variables named with a preceding `n_`. Thus, `$net_obj->name()` corresponds to `$n_name` if you import the fields. Array references are available as regular array variables, so for example `@{ $net_obj->aliases() }` would be simply `@n_aliases`.

The `getnet()` function is a simple front-end that forwards a numeric argument to `getnetbyaddr()`, and the rest to `getnetbyname()`.

To access this functionality without the core overrides, pass the use an empty import list, and then access function functions with their full qualified names. On the other hand, the built-ins are still available via the `CORE::pseudo-package`.

EXAMPLES

The `getnet()` functions do this in the Perl core:

```
sv_setiv(sv, (I32)nent->n_net);
```

The `gethost()` functions do this in the Perl core:

```
sv_setpv(sv, hent->h_addr, len);
```

That means that the address comes back in binary for the host functions, and as a regular perl integer for the net ones. This seems a bug, but here's how to deal with it:

```
use strict;
use Socket;
use Net::netent;

@ARGV = ('loopback') unless @ARGV;

my($n, $net);
```

```
for $net ( @ARGV ) {

    unless ($n = getnetbyname($net)) {
        warn "$0: no such net: $net\n";
        next;
    }

    printf "\n%s is %s\n",
        $net,
        lc($n->name) eq lc($net) ? "" : "*really* ",
        $n->name;

    print "\taliases are ", join(", ", @{$n->aliases}), "\n"
    if @{$n->aliases};

    # this is stupid; first, why is this not in binary?
    # second, why am i going through these convolutions
    # to make it looks right
    {
        my @a = unpack("C4", pack("N", $n->net));
        shift @a while @a && $a[0] == 0;
        printf "\taddr is %s [%d.%d.%d.%d]\n", $n->net, @a;
    }

    if ($n = getnetbyaddr($n->net)) {
        if (lc($n->name) ne lc($net)) {
            printf "\tThat addr reverses to net %s!\n", $n->name;
            $net = $n->name;
            redo;
        }
    }
}
```

NOTE

While this class is currently implemented using the Class::Struct module to build a struct-like class, you shouldn't rely upon this.

AUTHOR

Tom Christiansen