

4.2 Port

[Return to DidoDLL](#)

Purpose

[Return to Top](#)

The **DEFINE PORT** Command is to define a named [Port Number](#) for use within a [DIDO Node](#) in the [Node Network](#). The Port can be used by [Distributed Application \(DApp or DApp\)](#) which run on the Node.

Syntax

[Return to Top](#)

```
DEFINE PORT  <PortName> AS  
    PROTOCOL    = <ProtocolName>  
    NUMBER      = <PortNumber>;
```

Where

- **PortName** ::= textual name associated with the port.
- **ProtocolName** ::= protocol associated with the port.
- **PortNumber** ::= [PortNumberType](#) is an integer value associated with the port. A port number uniquely identifies a network-based application on a computer. Each [application/program](#) is allocated a [16-Bit](#) integer port number. This number is assigned automatically by the [OS](#), manually by the user or is set as a default for some popular applications.

Examples

[Return to Top](#)

| [Examples of Defining Port Numbers in DidoLL](#)

```
DEFINE PORT http AS  
    protocol    = TCP  
    port        = 8080;  
  
DEFINE PORT Discovry AS  
    protocol    = UDP
```

port = 30301;

From:
<https://www.omgwiki.org/dido/> - DIDO Wiki

Permanent link:
https://www.omgwiki.org/dido/doku.php?id=dido:public:s_cli:05_contents:01_prt:04_dll:port&rev=1627318664

Last update: 2021/07/26 12:57

