State: _CLOSE
Event: send()/recv()
There is no change in state. -ENOTCONN error is sent back to the caller of the api. The call will be delivered to the COP layer.

State: _SYN_SENT
Event: bind() (System call)
There is no change in state. -EADDRINUSE error is sent back to caller of the api. The call will be delivered to the COP layer.

State: _ESTABLISHED
Event: connect
The new state is N/A. -EISCONN error is sent back to the caller of the api and socket is released, freeing all skb from receive queue. The call will be handled by the AF_INET layer

Connect system call triggers inet_stream_connect (defined in the inet_stream_ops structure). The structure exists in the AF_INET layer. First the state of the socket is checked, if it is connected -EISCONN error is returned to the user and the socket is freed.

State: _LISTEN
Event: syn1 (packet arrival)
The state is changed to TCP_ESTABLISHED. The listening process wakes up and sends SYN2 back. The control returns back to userspace. Handled by the AF_INET layer.

State: _SYN_SENT
Event: syn2.
The state is changed to TCP_ESTABLISHED. The connect process which sent the SYN1 wakes up on receiving SYN2, changes the socket state to TCP_ESTABLISHED. The control returns back to userspace. Handled by the COP layer.

State: _ESTABLISHED
Event: data
The state remains the same (TCP_ESTABLISHED). Handled by the COP layer.