
Subject: Re: Socket functions calling order
Posted by [captainc](#) on Tue, 22 Jan 2008 17:40:15 GMT
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dmcgeoch,

I really like your example. You implement a class that I have seen in the POCO C++ libraries (SocketServer). The SocketServer class is very intuitive and well done; I understand exactly what you are trying to do there. I compiled and tested the program(s) and found it to be a little buggy, but thats probably because it is a simple example and not a complete working program. It is a great idea nonetheless.
