

```
#include <Web/Web.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{  
    Socket server;  
    if(!ServerSocket(server, 3214)) {  
        Cout() << "Unable to initialize server socket!\n";  
        SetExitCode(1);  
        return;  
    }  
    Cout() << "Waiting for requests..\n";  
    for(;;) {  
        Socket s;  
        if(server.Accept(s)) {  
            String w = s.ReadUntil('\n');  
            Cout() << "Request: " << w << '\n';  
            if(w == "time")  
                s.Write(AsString(GetSysTime()));  
            else  
                s.Write(AsString(3 * atoi(~w)));  
            s.Write("\n");  
        }  
    }  
}
```

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using namespace Upp;
```

```
String Request(const String& r)
```

```
{  
    Socket s;  
    if(!ClientSocket(s, CommandLine().GetCount() ? CommandLine()[0] : "127.0.0.1", 3214)) {  
        Cout() << "Unable to connect to server!\n";  
        SetExitCode(1);  
        return Null;  
    }  
    s.Write(r + '\n');  
    return s.ReadUntil('\n');
```

```
}
```

```
CONSOLE_APP_MAIN
```

```
{  
  Cout() << Request("time") << '\n';  
  Cout() << Request("33") << '\n';  
}
```

(It is now in reference too).
