
Subject: Re: SCGI Class

Posted by [nneilson](#) on Sun, 27 Mar 2011 04:54:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Mindtraveller wrote on Sat, 26 March 2011 23:00What if in the main cycle the the newly created client socket is processed in another thread while server socket is free to accept more connections?

```
while (run)
{ if (serverSocket.Accept(&clientSocket)
  {
    GetThreadFromPoolAndProcess(clientSocket);
  }
}
```

That seems like the logical way.

My Upp apps as clients interact with Java apps/server.

New thread/socket for each client.

```
// The body of the server thread. Loop forever, listening for and
// accepting connections from clients. For each connection,
// create a Connection object to handle communication through the
// new Socket.
public void run() {
  try {
    while (true) {
      Socket client_socket = listen_socket.accept();
      Connection c = new Connection(client_socket);
    }
  } catch (IOException e) {
    fail(e, "Exception while listening for connections");
  }
}
```

I did not write the server code but just followed an example.

Neil
