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