
Subject: Trouble with Socket

Posted by [jonarmani](#) on Mon, 28 May 2012 20:15:08 GMT

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I just started throwing some programs together with U++ (just downloaded the latest stable release today), and am running into the following compiler errors from TheIDE:

```
C:\MyApps\TestServer\main.cpp:13:2: error: 'Socket' does not name a type
C:\MyApps\TestServer\main.cpp:14:13: error: ISO C++ forbids initialization of member 'port'
[-fpermissive]
C:\MyApps\TestServer\main.cpp:14:13: error: making 'port' static [-fpermissive]
C:\MyApps\TestServer\main.cpp:14:13: error: ISO C++ forbids in-class initialization of non-const
static member 'port'
C:\MyApps\TestServer\main.cpp:16:2: error: expected unqualified-id before 'if'
C:\MyApps\TestServer\main.cpp:20:2: error: expected unqualified-id before 'if'
C:\MyApps\TestServer\main.cpp:72:1: error: expected '}' at end of input
C:\MyApps\TestServer\main.cpp:72:1: error: expected unqualified-id at end of input
TestServer: 1 file(s) built in (0:01.32), 1326 msec / file, duration = 1326 msec, parallelization 0%
```

There were errors. (0:01.38)

This is even after just a copy/paste of the server code from the Connection-Oriented Socket Tutorial.

Here is my code. Should I put the Socket code somewhere else beside the Top Window? Am I missing a #include?

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

using namespace Upp;

#define IMAGECLASS TestImg
#define IMAGEFILE <Test/images.iml>
#include <Draw/iml.h>

struct TheWindow : TopWindow
{
    MenuBar menu;
    Socket accept_socket, data_socket;
    int port = 2000;
    // Listen for connections using _accept_socket;
    if( !ServerSocket(accept_socket, port) ){
        throw Exc("Couldn't bind socket on the local port.");
    }
}
```

```

// You can do this in a loop to accept many connections:
if( accept_socket.IsOpen() ){
    dword ip_addr;
    // Hand off successful connection to _data_socket
    if( !accept_socket.IsError() && accept_socket.Accept(data_socket, &ip_addr) )
    {
        Cout() << "Connection from " << FormatIP(m_ipaddr) << "\n";
        // Read from the socket until it is closed, has an error, or you see an end-of-file marker
        // (EOF optional and application-specific)
        while(data_socket.IsOpen() && !data_socket.IsEof() && !data_socket.IsError())
        {
            Cout() << data_socket.Read();
        }
    }
    Cout() << "\n";
}

void Exit()
{
    if(PromptOKCancel("You really wish to exit?")) Break();
}

void SubMenu(Bar& bar)
{
    bar.Add("Exit", TestImg::exit, THISBACK(Exit));
}

void MainMenu(Bar& bar)
{
    bar.Add("Menu", THISBACK(SubMenu));
}

virtual void Paint(Draw& w)
{
    w.DrawRect(GetSize(), Black);
    w.DrawText(20,20,"Server is running", Arial(30), Green);
}

typedef TheWindow CLASSNAME;

TheWindow()
{
    Title("Test Server");
    AddFrame(menu);
    menu.Set(THISBACK(MainMenu));
}
};

```

```
GUI_APP_MAIN
{
    TheWindow app;
    app.SetRect(0,0,400,100);
    app.Run();
}
```
