
Subject: Re: Socket Communication 101
Posted by [lectus](#) on Fri, 07 Dec 2012 18:29:53 GMT
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I'm no expert in U++ or Sockets or even C++.

But this is what I think (correct me if I'm wrong):

Fill the array:

```
Array<String> FruitList;
```

```
FruitList.Add("Apple");  
FruitList.Add("Banana");  
FruitList.Add("Orange");
```

Design your own protocol and send data:

```
TcpSocket sock;  
// Do some initialization of sock here  
  
sock.Put("-- BEGIN FRUIT LIST --\n");  
  
for(int i = 0; i < FruitList.GetCount(); i++)  
    sock.Put(FruitList[i] + '\n');  
  
sock.Put("-- END FRUIT LIST --\n");
```

On the other side you have to treat what's received like:

```
String line = sock.GetLine();  
  
if(line == "-- BEGIN FRUIT LIST --")  
{  
    while(line != "-- END FRUIT LIST --")  
    {  
        line = sock.GetLine();  
        FruitList.Add(line);  
    }  
}
```

I think to send a full array U++ would require some kind of serialization of objects. I don't know if it already has it.

Wait for someone more knowledgeable.
