Subject: Re: Socket Communication 101
Posted by nlneilson on Fri, 07 Dec 2012 21:08:12 GMT

lectus wrote on Fri, 07 December 2012 11:571. It uses the same connection started by sock.Connect().

2. On the other side the sock.GetLine() reads everything until it finds \n and stores in a string without the \n.

3. Unless you're dealing with binary data I see no reason to not use strings ended with \n.

1. That makes sense.

2. And that must be under while data waiting or similar.

3. I use \n but it is with the \0 that ends the send and receive.

The data is passed to the client to send as a string with \0
The server receives as a string with the \0

Nothing is added or combined in the client and nothing is parsed in the server. That is done with error handling outside.

Less time in the socket and better error handling.