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Subject: Re: Socket Communication 101  
Posted by [nneilson](#) on Sat, 08 Dec 2012 15:48:26 GMT  
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Thanks for the information.

I remember a Radio Shack from many years back. Very slow and the amount of memory was so small it hooked up to a cassette player to save bigger files.

I just got used to using \0 for end of transmission.

To be able to see as a string what is passed to be sent and what is output from the server was an advantage as nothing was done in the client or server except send and receive. With the C++ client in a header file and the Java server in it's own file it was easier to understand in different applications.

I looked at assembly language years ago but it was more than I wanted to get into.

I also got hung up on memory and saving space. External hdd are cheap now and recently picked up a 32GB micro SD card for \$10 so spending too much time concerning memory is irrelevant also.

Times change and I am a bit slow keeping up and also hard headed to change my ways if an old way works.

Using U++ has been great to see what can be done and easier.

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