
Subject: Re: Lost socket error (and how to get it)
Posted by [nneilson](#) on Tue, 02 Jul 2013 17:43:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is my client code:

```
#ifndef _ConnSock_ConnSock_h_
#define _ConnSock_ConnSock_h_

#include <Core/Core.h>

using namespace Upp;

String snd(String r, int a){
    TcpSocket s;
    if(!s.Connect("127.0.0.1", 11811)) {
        return "x";
    }

    s.Put(r + "\n\0");
    if(a==1){
        String st = s.GetLine();
        return st;
    }
    return "y";
}
#endif
```

As far as any error in connecting:

```
if(!s.Connect("127.0.0.1", 11811)) {
    return "x";
}
```