Hello guys!

Lets put an example:

- In one side there is a client that just does socket "send()" sending strings ended with '\n'.

- In the other side, there is a server based on SocketServer demo.

This is similar to SocketServer, and just shows the first line :

```
for(;;) {
 TcpSocket s;
 if(s.Accept(server)) {
  Cout() << "Request from: " << s.GetPeerAddr() << '\n';
  Cout() << "Received: " << s.GetLine() << "\n";
 }
}
```

This shows all the lines (although it does not stop the loop   );

```
for(;;) {
 TcpSocket s;
 if(s.Accept(server)) {
  Cout() << "Request from: " << s.GetPeerAddr() << '\n';
  while(true)
   Cout() << "Received: " << s.GetLine() << "\n";
 }
}
```