
Subject: my TCP client/server don't work correctly
Posted by [Xemuth](#) on Mon, 17 May 2021 18:52:49 GMT
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Following SocketServer / SocketClient example :

Server :

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{  
    TcpSocket server;  
    if(!server.Listen(3214, 5)) {  
        Cout() << "Unable to initialize server socket!\n";  
        SetExitCode(1);  
        return;  
    }  
    Cout() << "Waiting for requests..\n";  
    TcpSocket s;  
    if(s.Accept(server)) {  
        while(!s.IsError()){  
            String w = s.GetLine();  
            Cout() << "Request: " << w << " from: " << s.GetPeerAddr() << '\n';  
            if(w == "time")  
                s.Put(AsString(GetSysTime()));  
            else  
                s.Put(AsString(3 * atoi(~w)));  
            s.Put("\n");  
        }  
    }  
    Cout() << "Stopping server..\n";  
}
```

Client :

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{  
    TcpSocket s;  
    if(!s.Connect(CommandLine().GetCount() ? CommandLine()[0] : "127.0.0.1", 3214)) {  
        Cout() << "Unable to connect to server!\n";  
        SetExitCode(1);  
    }  
    s.GlobalTimeout(1000);  
}
```

```
s.Put("time" + '\n');  
Cout() << s.GetLine() <<EOL;  
s.Put("hello" + '\n');  
Cout() << s.GetLine() <<EOL;  
}
```

Here is what I get in my console :

What I'm doing wrong ? the SocketServer / SocketClient work fine but it only use the socket once to send and receive data once before closing it