Subject: Adding a socket to a GUI application
Posted by Giorgio on Mon, 22 May 2017 08:15:56 GMT
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Hi there,
I have my application with its GUI that connects to a db and makes stuff. It goes ok. Now I need the ability for the application to listen to a port and, when it receives a specific command, the application needs to modify its behaviour.

My main.cpp is like this

```
#include <CtrlLib/CtrlLib.h>
#include <Sql/sch_schema.h>
#include <Sql/sch_source.h>
//Other includes

using namespace Upp;

GUI_APP_MAIN
{
 String User, Pass, Schema, IP;
 int port;

 User = "fooo";
 Pass = "bar";
 Schema = "test";
 IP = "192.168.1.2";
 port = 3306;

 //Connection to the DB
  MySqlSession session;
 if(err_conn = session.Connect(User, Pass, Schema, IP, port)) {
  SQL = session;
  SqlSchema sch(MY_SQL);
  All_Tables(sch);
 }
 else {
  SetExitCode(1);
 }

 //Main window of the GUI
 HomeScreen hs;
 hs.Run();

}
```

I have no experience in sockets, but my guts tell me that I have to fork somewhere before the

.Run() command.
Any suggestion (including links to relevant documentation and RTFM) is appreciated.
Regards,
Gio

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Subject: Re: Adding a socket to a GUI application
Posted by nlneilson on Tue, 23 May 2017 05:06:47 GMT
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Hi
read the threads in the forum:
U++ MT-multithreading and servers.
and try a search in the upp forums for sockets.
Also do a google search on the internet for sockets.
Whether you have a gui app or not the operation of sockets is basically the same.
I use a socket to communicate from a upp c++ app with a Java app. If you stay within C++ it is a bit easier but the concept is the same. I think there is an example that comes with upp for the socket server and a client.

It will be interesting to see what you come up with for your db.

Neil
edit:
"I have to fork somewhere before the .Run() "
You may need to run the server code in a separate thread.

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Subject: Re: Adding a socket to a GUI application
Posted by Giorgio on Wed, 26 Sep 2018 16:51:35 GMT
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Hi there,
I put this question aside for a while, few days ago I resumed it.

I had a look to threads and tcpsocket as suggested. For a starter I decided to focus on thread. So, I forked before the .Run() and put in the thread the code to manage the socket. I ended up with this:

```
void tagidSocket()
{
 //Socket
 RLOG("Socket's thread started");
```

```
 for(;;) {
  if(Thread::IsShutdownThreads())
   return;
  RLOG("I'm still alive");
  Sleep(1000);
 }
}

GUI_APP_MAIN{
 //Reading a .ini file, connection to a db
 [...]

 Thread t;
 t.Run(callback(tagidSocket));
 app.Run();

 RLOG("Exiting, terminating socket");
 Thread::ShutdownThreads();
}
```

This works as expected: I can use my application normally, I can see in the log the sentence "I'm still alive" several times, and when I close the applications it exits nicely / does not hung up.

After that I put the socket management in the equation and here came the problems. I began using the very same code used in the example "SocketServer". I copied everything in my tagidSocket() function. This is the result (GUI_APP_MAIN does not change):

```
void tagidSocket()
{
 TcpSocket server;
 if(!server.Listen(23456, 5)) {
  RLOG("Unable to initialize server socket");
  return;
 }
 RLOG("Socket started, waiting for requests...");
 for(;;) {
  if(Thread::IsShutdownThreads())
   return;
  TcpSocket s;
  if(s.Accept(server)) {
   String w = s.GetLine();
   //Cout() << "Request: " << w << " from: " << s.GetPeerAddr() << '\n';
   RLOG("Request: " + w + " from: " + s.GetPeerAddr() + '\n');
   if(w == "time")
    s.Put(AsString(GetSysTime()));
   else
```

```
    s.Put(AsString(3 * atoi(~w)));
   s.Put("\n");

  }
 }
}
```

With this change, when I launch my application everything is ok, I can connect to the socket and exchange data, but when I close my application it hangs and I have to kill it manually.

I try to debug the problem and I found out that the code responsible for the problem is the following: if(s.Accept(server)) { [...] }.

If I comment out everything in the if above (and also the if itself), the application can be closed normally (but of course a socket without the "listening" part makes no sense).

Why is this happening?

Regards,
gio

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Subject: Re: Adding a socket to a GUI application
Posted by Oblivion on Wed, 26 Sep 2018 20:03:59 GMT
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Hello Giorgio,

I'm afraid (as it'll make things somewhat complicated) what you seem to need is a socket in non-blocking mode.
Yet, there might be a simple solution for the test code you've provided:

```
void tagidSocket()
{
 TcpSocket server;
 if(!server.Listen(23456, 5)) {
  RLOG("Unable to initialize server socket");
  return;
 }
 RLOG("Socket started, waiting for requests...");
 try {
  while(!Thread::IsShutdownThreads()) {
   TcpSocket s;
   s.WhenWait = [=]
   {
```

```
    if(Thread::IsShutdownThreads())
     throw Exc("Thread is shut down.");
    };
    if(s.Accept(server)) {
     String w = s.GetLine();
     RLOG("Request: " + w + " from: " + s.GetPeerAddr() + '\n');
     if(w == "time")
      s.Put(AsString(GetSysTime()));
     else
      s.Put(AsString(3 * atoi(~w)));
     s.Put("\n");

    }
   }
  }
  catch(const Exc& e) {
   RLOG(e);
  }
}
```

Now, the above code should work. But I can't guarantee it will continue to work in a complex code. That's why you need to get yourself familiar with non-blocking operations.

Best regards,
Oblivion

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Subject: Re: Adding a socket to a GUI application
Posted by Giorgio on Thu, 27 Sep 2018 07:23:41 GMT
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Hi Oblivion,
thank you for your support, I will read some documentation on blocking and non-blocking operations.
Regards,
gio

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