
Subject: error / memory leak in HttpServer example
Posted by [BetoValle](#) on Mon, 12 Jun 2023 15:29:32 GMT
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Hi,

After i run the HttpServer example (reference Assembly) and when I close the window the application show 20 lines of memory leak!

If i put `Server.Close()` in line 30 (HttpServer) it displays error Assertion failed in (...Core\Socket.cpp, line 382)
`ls.IsOpen()`

I don't know if there was carelessness in the example when shutting down the server or if this should be corrected!

Thanks!

Subject: Re: error / memory leak in HttpServer example
Posted by [BetoValle](#) on Tue, 13 Jun 2023 14:11:51 GMT
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Hi,
I made some changes and it worked by terminating from Ctrl+c (or via uri)
(windows 10!)
Tks!

```
#include <Core/Core.h>
#include <signal.h>
using namespace Upp;
```

```
TcpSocket server;
StaticMutex ServerMutex;
```

```
void signal_callback_handler(int signum)
{
    Cout() << "Caught signal " << signum << EOL;
    // Terminate program
    exit(signum);
}
```

```
void Server()
{
    bool stop = false; // Of course it is not recommended to manipulate the server through
                       // the client! This condition is for experimental testing purposes!
```

```

for(;;) {

    TcpSocket socket;
    LOG("Waiting...");
    ServerMutex.Enter();

    bool b = socket.Accept(server);
    ServerMutex.Leave();

    if((b) && stop == false) {
        LOG("Connection accepted");
        HttpHeader http;
        http.Read(socket);
        String html;
        html << "<html>"
            << "<b>Method:</b> " << http.GetMethod() << "<br>"
            << "<b>URI:</b> " << http.GetURI() << "<br>";
        stop = (http.GetURI().Find("stop=ok") > -1);
        if(stop)
            html << "<p>atenção! vai encerrar o servidor!</p>"
                << "<br>";
        for(int i = 0; i < http.fields.GetCount(); i++)
            html << "<b>" << http.fields.GetKey(i) << ":</b> " << http.fields[i] << "<br>";
        int len = (int)http.GetContentLength();
        if(len > 0)
            socket.GetAll(len);
        html << "<b><i>Current time:</i></b> " << GetSysTime() << "</html>";
        HttpResponse(socket, http.scgi, 200, "OK", "text/html", html);
        if(stop) {
            socket.Close();
            server.Close();
            exit(0);
        }
        signal(SIGINT, signal_callback_handler);
    }
}
}
}

```

```

CONSOLE_APP_MAIN

```

```

{

```

```

    StdLogSetup(LOG_COUT | LOG_FILE);

```

```

    if(!server.Listen(4000, 10)) {
        LOG("Cannot open server port for listening\r\n");
        return;
    }

```

```

#ifdef _MULTITHREADED

```

```
const int NTHREADS = 10;
for(int i = 0; i < NTHREADS; i++)
    Thread::Start(callback(Server));
#endif
Server();
}
```
