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Subject: Cant connect but dont get an error  
Posted by [Brat](#) on Sat, 23 Mar 2013 15:03:03 GMT  
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Hello,  
sorry for my bad english, i'm from germany.

I want to check whether a port is open or not.

Here is my code:

```
main.cpp
#include "PortScan.h"
using namespace Upp;
PortScan::PortScan() {
    CtrlLayout(*this, "Simple Portscanner");
    InBtnScan <=<= THISBACK(Button);
}
```

```
void PortScan::Button(){
    int sPort = InStartPort;
    int ePort = InEndPort;
    String url = InStrUrl;
    TcpSocket socket;
```

```
    socket.Connect(url, sPort);
    socket.Timeout(200);
```

```
    if(!socket.IsError()){
        PromptOK("Port is open");
    }
```

```
    socket.Close();
}
```

```
GUI_APP_MAIN {
    PortScan().Run();
}
```

PortScan.h

```
#ifndef _PortScan_PortScan_h
#define _PortScan_PortScan_h
```

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

```
using namespace Upp;
```

```
#define LAYOUTFILE <PortScan/PortScan.lay>
```

```
#include <CtrlCore/lay.h>
```

```
class PortScan : public WithPortScanLayout<TopWindow> {
```

```
public:
```

```
    typedef PortScan CLASSNAME;
```

```
    PortScan();
```

```
    void Button();
```

```
};
```

```
#endif
```

```
PortScan.lay
```

```
LAYOUT(PortScanLayout, 524, 152)
```

```
ITEM(EditInt, InStartPort, HSizePosZ(68, 212).TopPosZ(80, 19))
```

```
ITEM(EditInt, InEndPort, LeftPosZ(68, 244).TopPosZ(104, 19))
```

```
ITEM(EditString, InStrUrl, LeftPosZ(68, 244).TopPosZ(56, 19))
```

```
ITEM(Label, dv___3, SetLabel(t_("URL")).LeftPosZ(4, 56).TopPosZ(56, 20))
```

```
ITEM(Label, dv___4, SetLabel(t_("Start Port")).LeftPosZ(4, 56).TopPosZ(80, 20))
```

```
ITEM(Label, dv___5, SetLabel(t_("End Port")).LeftPosZ(4, 56).TopPosZ(104, 20))
```

```
ITEM(Button, InBtnScan, SetLabel(t_("Scan")).LeftPosZ(4, 56).TopPosZ(132, 15))
```

```
END_LAYOUT
```

The URL Input field defines the host, Start Port defines the Port to check. End Port isnt used yet (Want to create a simple Portscanner).

I compiled and tested my program under OpenSuSE 12.1

```
uname -a:
```

```
Linux linux-m3d8.site 3.1.10-1.16-desktop #1 SMP PREEMPT Wed Jun 27 05:21:40 UTC 2012  
(d016078) x86_64 x86_64 x86_64 GNU/Linux
```

The program compiles without an error, but it says every port on every host is open. How can i change this? I allready tryed to use "if(socket.IsOpen())" - but this didnt change anything.

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Subject: Re: Cant connect but dont get an error

Posted by [mirek](#) on Sat, 30 Mar 2013 08:47:11 GMT

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This is a bit more tricky than it seems - socket API (I mean, Linux/Win32, not U++ encapsulation) is highly optimized and queued, for example Connect just starts connection to the port, without actually finishing it - and OS might detect that to connection is not available a couple of operations

later.

Anyway, I have tried and this seems to work:

```
TcpSocket socket;  
for(int i = 1; i < 120; i++)  
    LOG(i << ' ' << (socket.Timeout(2000).Connect(url, i) && socket.Wait(WAIT_WRITE) &&  
socket.Put("\n") == 1));
```

Please note that scanning ports is generally considered as form of attack...

Mirek

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Subject: Re: Cant connect but dont get an error  
Posted by [Brat](#) on Sat, 30 Mar 2013 10:40:55 GMT  
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Hello Mirek,  
thanks for your help.

Quote:Please note that scanning ports is generally considered as form of attack...  
I know. I'm a whitehat. I want to understand how different tools work. I only use them on my own servers.

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