

C++ Socket(Winsock) Example Using Client Server and Multi-Threading



Address	{value_address}
Contact Person	{value_contact_person}
Mobile Number	{value_mobile_number}
Email	{value_email}

The aim of this C++ tutorial is to demonstrate simple client/server socket communication and multi-threading. This demonstrates basics such as binding, listening and accepting sockets for Servers and connecting sockets for clients. Once the server accepts a socket, a thread is spawned to handle it. This is the simplest C++ socket (blocking) example you can find. Please leave any comments or questions at the end of this tutorial and I will endeavor to answer them.

For more details, please visit <http://scripts.goclix.com/c-socket-winsock-example-using-client-server-and-multi-threading-4269>