# Client / Server Comm Library for C/C++



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

Client/server component C++ library for TCP/IP and UDP/IP sockets communication across a network such as the internet or intranet (LAN). Allows multiple servers and clients to run simultaneously. Servers can handle multiple connections concurrently. Create client / server file transfer. Create proxy, chat, file transfer, HTTP, SMTP, POP3, FTP and DNS client programs. Create SMTP proxy programs extracting a copy of all recipient addresses.Create POP3 proxy programs that filter incoming email for Spam. Secure and private messaging. Supports "one time" passwords for improved security. Data and files can be encrypted and decrypted. Specify the maximum number of connections that the server will accept when listening on any one port. Multiple examples and 43 functions to create 32-bit and 64-bit client server applications. Works with C++, C#.NET, Visual Studio, MFC and C++ Builder. License covers all programming languages. Royalty free. Works with Windows 95/98/Me/NT/2000/2003/XP/Vista/Win7

For more details, please visit http://scripts.goclixy.com/client-server-comm-library-for-c-c-18378