Win32 Socket Client

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

Socket programming in MFC is usually a bit messy. It's always clean and convenient to write the socket programs using Win32. A big advantage writing these programs in Win32 is, we can follow the same model as in any Unix C++ socket program. Also, with each and every new version of Winsock, we don't know how many bugs are going to get added to the development frameworks.

For more details, please visit http://scripts.goclixy.com/win32-socket-client-4271