C++ API Documentation

Date	Version	Author	Description of changes
01/18/09	1.0	Jonathan Drosdeck	Initial Draft

API Functions:

int startFeed(*int portnumber*)

   Description: Lets the 2sprout service know that you are ready to start receiving feed data. The portnumber referes to which port you started the 2sprout client application on. This function should be started first, once you are prepared to start receiving feed data.

int stopFeed(*int portnumber*)

   Description: Lets the 2sprout service know that you wish to stop receiving feed data. The portnumber refers to the port that the 2sprout client application was started on.

int getFeed()

   Description: This function must be included as a threaded method. It actively receives data from the 2sprout service and passes it to the application which you are developing.

char* getNextItem()

   Description: The getNextItem function will continuously returns item being held in the queue that have been transferred from the 2sprout client. This function must also be used as a threaded function within your application since it is constantly receiving data.

C++ 2sprout API Example Application

```cpp
#include "2sprout.h"
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <errno.h>
#include <string.h>
#include <iostream>
#include <ctype.h>
#include <sys/stat.h>
#include <fcntl.h>
#include <fstream>
#include <pthread.h>

using namespace std;


void* get2sproutFeed(void *thread_arg)
{
    printf("Calling getFeed\n");
    getFeed();


}


void* get2sproutItem(void *thread_arg)
{
    printf("waiting for the queue");
    while(1)
    {
    char* s = getNextItem();
    printf("%s", s);
    }

}


int main()
{

int rc, i , status;
pthread_t threads[2];
printf("Starting Threads...\n");
pthread_create(&threads[0], NULL, get2sproutFeed, NULL);

    for(i =0; i < 1; i++)
    {
        rc = pthread_join(threads[i], (void **) &status);
    }


}
```