SCS Tutorial

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# Introduction

## The Simple Client Server (SCS) library is a lightweight client/server framework designed to simplify the creation of simple TCP-IP based client-server applications in C++. While there are many frameworks designed for more comprehensive or complex networking scenarios, the SCS library instead focuses on the minimum amount of code required to create small, lightweight client/server libraries or applications.

## Why Yet Another C++ Networking Framework?

There are many existing C++ networking frameworks in the wild, but few of them focused on the core features that SCS covers. There are no external library dependencies – just a folder of source files to drop into your project and compile. By limiting support to just TCP/IP and keeping a narrow focus, SCS remains small and simple to drop into any existing C++ project with equally simple needs.

## SCS Features

* Written in modern C++.
* Easy-to-use API with few configuration options.
* Customizable memory allocator callbacks.
* Small code and CPU footprint

# Getting Started With SCS

Here we list everything you need to get the Jinx compiling and integrated in your own project.

## SCS Prerequisites

The SCS library is written in C++ 17, and as such, requires a compiler that conforms to this ANSI standard. The library compiles cleanly with Visual Studio 2017 on Windows, the latest version of Xcode on Mac using Clang 6.0, and with g++ 8.0 or later on Linux.

## Compiling SCS

While a few sample projects are offered for selected environments, it should also be straightforward to include the code in your own project. The entire library is contained in a single folder. Add all SCS source files to your project using your native IDE or make system, include Scs.h as appropriate in your source, and you should be ready to start using the library.

# Conclusion

I hope this tutorial has been helpful in giving you an overview of the Simple Client Server library. Feel free to e-mail me at [james.boer@gmail.com](mailto:james.boer@gmail.com) or contact me via the GitHub project at <https://github.com/JamesBoer/Scs>. I always like to hear how people are using my open source projects, and welcome any constructive criticism you might have.