

Client Library

ConnectButton

```
theServer =  
ConnectToServer(FirstContact, ip)
```

FirstContact(state)

```
state.callMe = ReceiveStartup  
Send(state.socket, name)
```

ReceiveStartup(state)

```
(extract data from state)  
state.callMe = ReceiveWorld  
GetData(state)
```

ReceiveWorld(state)

...

Network Library

ConnectToServer(action, ip)

```
socket = new Socket(...)  
state.socket = socket  
state.callMe = action  
socket.BeginConnect(ConnectedToServer, state)  
return socket;
```

ConnectedToServer(ar)

```
state = (SocketState)ar.AsyncState  
state.socket.EndConnect(ar)  
state.callMe(state)  
state.socket.BeginReceive(ReceiveCallback, state)
```

ReceiveCallback(ar)

```
state = (SocketState)ar.AsyncState  
state.socket.EndReceive(ar)  
(append message to state)  
state.callMe(state)
```

GetData(state)

```
state.socket.BeginReceive(ReceiveCallback, state)
```

...

(server responds)
