**SocketClient, SocketServer**

Purpose

Provide help for CSE687-OOD and CSE775-DO projects. Now supports IP6 as well as IP4. This is a complete redesign with classes:

1. ClientTest:  
   Implements client side of string and buffer transfer.
2. ServerTest:  
   Implements server side of string and buffer transfer.
3. SocketSystem:  
   Load and unload Winsock libraries.
4. Socket:  
   Base class Sockets are used to send and receive buffers and strings.
5. SocketConnecter:  
   Adds the ability to connect to a SocketListener.
6. SocketListener  
   Listens for incoming connection requests.

A Socket Client and Socket Server illustrate how to use the Sockets package to communicate between processes (works between machines too).

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