**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. SocketSystem:  
   Load and unload Winsock libraries.
2. Socket:  
   Base class Sockets are used to send and receive buffers and strings.
3. SocketConnecter:  
   Adds the ability to connect to a SocketListener.
4. 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).

Jim Fawcett

CSE687 – Object Oriented Design

Spring 2016