**Sockets**

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.

The Sockets test stub illustrates usage of all three classes.

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CSE687 – Object Oriented Design

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