

```
//-----  
#ifndef UnitUtilsH  
#define UnitUtilsH  
//-----  
#include <System.Classes.hpp>  
#include <System.Win.ScktComp.hpp>  
//-----  
String __fastcall GetTSLVersion(void);  
  
void __fastcall AddToLog(String str);  
void __fastcall AddToLog(TCustomWinSocket* sock, String str);  
//-----  
#endif
```