

socket\_t

# state

- + read()
- + read()
- + write()
- + is\_ok()
- + get\_error\_text()
- + accept()
- + cancel\_accept()
- + shutdown()
- + close()
- + get\_peer\_name()
- + get\_handle()
- + ~socket\_t()
- + socket\_t()
- + connect()
- + create\_local()
- + create\_global()