Introduce Netcom Library.

+ To make TCP/IP and Client/Server programming so easy.

+ With its multi-threaded structure.

+ Provides methods and properties to send and receive data between server and client using TCP protocol.

+ Easily develop your own Client/Server program without needing deep knowledge about socket programming.

+ Handshaking between client and server has been made very easy, just call handshake and the library will do the rest. This library is written in C# and uses no external dependency.

*Note: Handshake la xac dinh cac dinh dang truyen du lieu, de trao doi mot so thong tin giua clien va server trong lan dau tien thiet lap ket noi.*

*+ This class is not developed to transfer large amount of data and it only works in TCP mode.*

Two parameters which are defined in NETCOM class:

MAX\_TRY\_COUNT

Number of times should re-try to send a packet or data to the other side before it returns failure.

DEFAULT\_CONNECT\_WAIT\_TIMEOUT

How long should wait for the connection to be completed with the other side before it returns failure.

* **NETCOM**: Is the underlaying layer to provide connection to the other side and handle send/receive data between two sides.
* **AgentRelay**: Is the main class that provides Packet based communication between two sides. Maximum packet's data length is 400 bytes.
* **RawAgentRelay**: Is the main class that provides communication between two sides in raw mode. You can send/receive data between two sides and the length of data can be different. Maximum data length is 2000 bytes.
* **ServerRelay**: which is responsible to provide server functionality to accept and handle connection from another AgentRelay objects.

**Note: Both AgentRelay and RawAgentRelay act as client modules and ServerRelay acts as a server module.**