

Build your own manyHandles tester

As part of our testing, we test your server with hundreds of clients (so hundreds of handles).

Here is the pseudo code for a client program you can write to test your %L functionality:

// manyHandles – pseudo code (this is a client that connects to your server 100s of times)

for i = 0 to 300

 Connect to the server (this gets you a new socket)

 sprintf(handleName, "test%d", i) // creates a new handle name

 call your function to register a new handleName with the server using the new socket

 Go back to top of *for* loop...

Now - Have your program block (it cannot end now!!) For instance, you could add your server socket to a poll set and call my pollCall() with a time of -1.

Note if your test program ends, all of the sockets will be closed so don't let that happen.

In a separate window... run your chat client and do a %L and see what you get.