

Get the Connected Event and Closed Event of a Connection

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AppSession's virtual methods OnSessionStarted() and OnSessionClosed(CloseReason reason)

You can override the base virtual methods OnSessionStarted() and OnSessionClosed(CloseReason reason) to do some business operations when a new session connects or a session drops:

```
public class TelnetSession : AppSession<TelnetSession>
{
    protected override void OnSessionStarted()
    {
        this.Send("Welcome to SuperSocket Telnet Server");
        //add your business operations
    }

    protected override void OnSessionClosed(CloseReason reason)
    {
        //add your business operations
    }
}
```

AppServer's event NewSessionConnected and event SessionClosed

Subscribe event:

```
appServer.NewSessionConnected += new SessionHandler<AppSession>(appServer_NewSessionConnected);
appServer.SessionClosed += new SessionHandler<AppSession, CloseReason>(appServer_SessionClosed);
```

Define event handling method:

```
static void appServer_SessionClosed(AppSession session, CloseReason reason)
{
    Console.WriteLine("A session is closed for {0}.", reason);
}

static void appServer_NewSessionConnected(AppSession session)
{
    session.Send("Welcome to SuperSocket Telnet Server");
}
```

- Prev: Command and Command Loader (/v1-6/en-US/Command-and-Command-Loader)
- Next: Push Data to Clients from Server Initiative (/v1-6/en-US/Push-Data-to-Clients-from-Server-Initiatively)

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