

Adare__net Manual

version 0.0.128

Preparing a party

- Create a network address and port
 - many
 - just one
- Create a presence in network (socket)

The server part of the party

- I'm at port (bind)
- I'm listening you! Please connect!
- I accepted you! I waited you forever! thanks for connecting!
- I Want accepted you! But I'm so Busy! Thanks for connecting or Bye!

The client part of the party

- I'm connecting to you at address and port server!

Party Start!

- receive
- send
- receive_from
- sendto
- plain raw data, vulgo stream_element_array
- buffered data, vulgo socket_buffer
- plain raw data or buffered data ?

Apendixes

- Full Client and Server TCP/IP example
- Full Client and Server UDP/IP example
- Hints for developers and users of others Network Ada Libraries
 - Anet
 - Gnat-sockets
 - A minimum gnat project to work with.
 - Use a task pool
 - Use Ada Class Wide types (Tagged Types) and Stream Socket_Buffer to see the real power of Adare__Net.

Preparing a party

Create a network address and port

- Many (actually until 10 addresses by each addresses_list)

```
declare
    many_addresses : addresses_list_access := null;
begin
    init_addresses
    (ip_or_host => "duckduckgo.com",
     port      => "25000", -- ignored without bind() or connect().
                        -- Use "0" to choose automatically.
     ai_socktype => tcp, -- or udp
     ai_family  => any, -- or v4 or v6
     addr       => many_addresses
    );

    if many_addresses.all'Length < 1 then
        TEXT_IO.Put_Line (" none address discovered ");
        return;
    end if

    utils.show_address_and_port (many_addresses);
end;
```

- Just one

```
declare
    mi_address : addresses_access := null;
begin
    procedure init_addresses
    (ip_or_host => "duckduckgo.com",
     port      => "25000", -- ignored without bind() or connect().
                        -- Use "0" to choose automatically.
     ai_socktype => tcp, -- or udp
     ai_family  => any, -- or v4 or else v6
     addr       => mi_address
    );

    if mi_address.all'Length < 1 then
        TEXT_IO.Put_Line (" none address discovered ");
        return;
    end if

    utils.show_address_and_port (mi_address);
end;
```

Create a presence in network (socket)

```
declare
    mi_presence : socket_access := null;
begin
    if init_socket (mi_presence, many_addresses) then
        TEXT_IO.Put_Line (" Worked! ");
        return;
    end if
end;
```

- or

```
declare
    mi_presence : socket_access := null;
begin
    if init_socket (mi_presence, mi_address) then
        TEXT_IO.Put_Line (" Worked! ");
        return;
    end if
end;
```

The server part of the party

I'm at port (bind)

```
begin
    if bind (mi_presence) then -- port already choosed in init_addresses().
        TEXT_IO.Put_Line (" Worked! ");
        return;
    end if
end;
```

I'm listening you! Please connect!

```
declare
    Backlog : constant := 70; -- is up to you the quantitie.
begin
    if listen (mi_presence, Backlog) then -- can be IPV6 too.
        TEXT_IO.Put_Line (" Worked! ");
        return;
    end if
end;
```

I accepted you! I waited you forever! thanks for connecting!

```
declare
    remote_presence : socket_access := null;
begin
    if accept_socket (mi_presence, remote_presence) then

        -- make something util with the remote_presence.
    end if
end;
```

I Want accepted you! But I'm so Busy! Thanks for connecting or Bye!

```
declare
    remote_presence : socket_access := null;
    mi_poll         : aliased polls.poll_type (2);
begin
    polls.add_events (mi_poll'Access, mi_presence, polls.accept_ev);

    if polls.start_events_listen (mi_poll'Access, 15000) < 1 then -- block, 15 seconds timeout

        close (mi_presence); -- to disable 'listen' too.

        Text_IO.Put_Line (" I'm so busy! Have a good day and night, Bye!");

        return;
    end if;

    if accept_socket (mi_presence, remote_presence) then

        -- make something util with the remote_presence.
    end if
end;
```

The client part of the party

I'm connecting to you at address and port server!

```
declare
    server_address : addresses_list_access := null;
    host_sock      : socket_access := null;
begin
    init_addresses
    (ip_or_host => "127.0.0.1",
     port      => "25000",
     ai_socktype => tcp, -- or udp
     ai_family  => v4, -- or any
     addr       => server_address
    );

    if server_address.all'Length < 1 then
        TEXT_IO.Put_Line (" none address discovered ");
        return;
    end if

    if not init_socket (host_sock, server_address) then
        TEXT_IO.Put_Line (" cannot init point of presence ");
        TEXT_IO.Put_Line (" error => " & string_error);
        return;
    end if;

    if not connect (host_sock) then
        Text_IO.Put_Line (" Error while trying connect to remote host:");
        Text_IO.Put_Line (" " & string_error);

        return;
    end if;

    -- make something util with the host_sock e.g.: send, receive, poll etc
```

```

end;

• or

declare
    server_address : addresses_list_access := null;
    host_sock      : socket_access := null;
begin
    init_addresses
    (ip_or_host => "::1",
     port      => "25000",
     ai_socktype => tcp, -- or udp
     ai_family  => v6, -- or any
     addr       => server_address
    );

    if server_address.all'Length < 1 then
        TEXT_IO.Put_Line (" none address discovered ");
        return;
    end if;

    if not init_socket (host_sock, server_address) then
        TEXT_IO.Put_Line (" cannot init point of presence ");
        TEXT_IO.Put_Line (" error => " & string_error);
        return;
    end if;

    if not connect (host_sock) then
        Text_IO.Put_Line (" Error while trying connect to remote host:");
        Text_IO.Put_Line (" " & string_error);

        return;
    end if;

    -- make something util with the host_sock e.g.: send, receive, poll etc

end;

```

Party Start!

receive

```

function receive
(sock      : not null socket_access;
 buffer    : out stream_element_array_access;
 max_len   : Stream_Element_Count := 1500) return ssize_t
with pre => initialized (sock);

sock      => an initialized socket.
buffer    => a stream_element_array_access variable. the length is equal to
             returned value or 0. buffer allways return a new buffer in this function,
             but don't touch the old value. buffer can be a null
             stream_element_array_access variable.
max_len    => the _maximum_ length to receive in one go.

return value =>
'socket_error' when error
'0' when remote node closed the remote socket
if ok return size received, 1 or more.

```

eg.:

```
declare
  mi_buff : stream_element_array_access := null;
  count_receive : ssize_t;
begin
  count_receive := receive (host_sock, mi_buff);
  -- verify count_receive => equal 0? or else equal socket_error?
  -- yes ? show string_error function
  -- no? just use buffer.
end;
```

• or

```
function receive
(sock      : not null socket_access;
buffer     : not null socket_buffer_access;
max_len   : Stream_Element_Count := 1500) return ssize_t
with pre => initialized (sock);

sock      => an initialized socket.
buffer    => an initialized socket_buffer. the received data will be
            automatically appended to It.
max_len   => the _maximum_ length to receive in one go.

return value =>
  'socket_error' when error
  '0' when remote node closed the remote socket
  if ok return size received, 1 or more.
```

eg.:

```
declare
  mi_buff : socket_buffer_access := new socket_buffer;
  count_receive : ssize_t;
begin
  clean (mi_buff); -- optional. will wipe all data.
  count_receive := receive (host_sock, mi_buff);
  -- verify count_receive => equal 0? or else equal socket_error?
  -- yes ? show string_error function
  -- no? just use buffer.
end;
```

send

```
function send
(sock      : not null socket_access;
buffer     : not null stream_element_array_access) return ssize_t
with pre => initialized (sock);

sock      => an initialized socket.
buffer    => an not null stream_stream_element_array_access.
            send(), by Itself, will try send _all_ data in buffer.
            buffer data remain untouched.

return value =>
  'socket_error' when error
  '0' when remote node closed the remote socket
  if ok return size send => buffer.all'length
```

eg.:

```
declare
  mi_buff : stream_element_array_access := new stream_element_array'(1 .. 4 => 0);
  count_sended : ssize_t;
begin
  count_sended := send (host_sock, mi_buff);
  -- verify count_sended => equal 0? or else equal socket_error?
  -- yes ? show string_error function
  -- no? just do more work.
end;
```

• or

```
function send
(sock      : not null socket_access;
buffer     : not null socket_buffer_access) return ssize_t
with pre => initialized (sock);

sock      => an initialized socket.
buffer    => an initialized socket_buffer.
  send(), by Itself, will try send _all_ data in buffer.
  if all data was sended, buffer becomes empty,
  otherwise buffer data remain untouched.

return value =>
  'socket_error' when error
  '0' when remote node closed the remote socket
  if ok return size sended, old actual_data_size (buffer).
```

eg.:

```
declare
  mi_buff : socket_buffer_access := new socket_buffer;
  count_receive : ssize_t;
begin
  clean (mi_buff); -- optional. will wipe all data.
  String'Output (mi_buff, "Dani & Cia"); -- automatic conversion
  Integer'Output (mi_buff, 738); -- automatic conversion

  count_sended := send (host_sock, mi_buff);
  -- verify count_sended => equal 0? or else equal socket_error?
  -- yes ? show string_error function
  -- no? just do more work.
end;
```

receive_from

```
function receive_from
(sock      : not null socket_access;
buffer     : out stream_element_array_access;
from       : out addresses_access;
max_len    : Stream_Element_Count := 1500) return ssize_t
with pre => initialized (sock);

sock      => an initialized socket.
buffer    => a stream_element_array_access variable. the length is equal to
  returned value or 0. buffer allways return a new buffer in this function,
```

but don't touch the old value. buffer can be a null
stream_element_array_access variable.
from => return a new socket_access value. It don't touch the old value.
max_len => the _maximum_ length to receive in one go.

```
return value =>
  'socket_error' when error
  '0' when remote node closed the remote socket
  if ok return size received, 1 or more.
```

eg.:

```
declare
  mi_buff    : stream_element_array_access := null;
  from_sock  : socket_access := null; -- or from someone else.
  count_receive : ssize_t;
begin
  count_receive := receive_from (host_sock, mi_buff, from_sock);
  -- verify count_receive => equal 0? or else equal socket_error?
  -- yes ? show string_error function
  -- no? just use buffer.
end;
```

• or

```
function receive_from
(sock      : not null socket_access;
buffer    : not null socket_buffer_access;
from      : out addresses_access;
max_len   : Stream_Element_Count := 1500) return ssize_t
with pre => initialized (sock);

sock      => an initialized socket.
buffer    => an initialized socket_buffer. the received data will be
            automatically appended to It.
from      => return a new socket_access value. receive_from() don't touch the old value.
max_len   => the _maximum_ length to receive in one go.
```

```
return value =>
  'socket_error' when error
  '0' when remote node closed the remote socket
  if ok return size received, 1 or more.
```

eg.:

```
declare
  mi_buff    : socket_buffer_access := new socket_buffer; -- or from someone else
  from_sock  : socket_access := null; -- or from someone else.
  count_receive : ssize_t;
begin
  count_receive := receive_from (host_sock, mi_buff, from_sock);
  -- verify count_receive => equal 0? or else equal socket_error?
  -- yes ? show string_error function
  -- no? just use buffer.
end;
```


sendto

```
function sendto
(sock      : not null socket_access;
 send_to   : not null addresses_access;
 buffer    : not null stream_element_array_access) return ssize_t
with pre => initialized (sock) and then initialized (send_to);

sock      => an initialized socket.
send_to   => an initialized addresses.
buffer    => an not null stream_stream_element_array_access.
          sendto(), by Itself, will try send _all_ data in buffer.
          buffer data remain untouched.

return value =>
'socket_error' when error
'0' when remote node closed the remote socket
if ok return size sendes => buffer.all'length
```

eg.:

```
declare
mi_buff : stream_element_array_access := new stream_element_array'(1 .. 4 => 0);
to_addr : addresses_access := null;
count_sendes : ssize_t;
begin
  init_addresses
    (ip_or_host => "127.0.0.1",
     port       => "25000",
     ai_socktype => tcp, -- or udp
     ai_family  => v4, -- or any
     addr       => to_addr
    );
  count_sendes := sendto (host_sock, to_addr, mi_buff);
  -- verify count_sendes => equal 0? or else equal socket_error?
  -- yes ? show string_error function
  -- no? just do more work.
end;
```

- or

```
function sendto
(sock      : not null socket_access;
 send_to   : not null addresses_access;
 buffer    : not null stream_element_array_access) return ssize_t
with pre => initialized (sock) and then initialized (send_to);

sock      => an initialized socket.
send_to   => an initialized addresses.
buffer    => an not null stream_stream_element_array_access.
          sendto(), by Itself, will try send _all_ data in buffer.
          buffer data remain untouched.

return value =>
'socket_error' when error
'0' when remote node closed the remote socket
if ok return size sendes => buffer.all'length
```

eg.:

```
declare
  mi_buff : stream_element_array_access := new stream_element_array'(1 .. 4 => 0);
  to_addr : addresses_access := null;
  count_sended : ssize_t;
begin
  init_addresses
    (ip_or_host => "::1",
     port      => "25000",
     ai_socktype => tcp, -- or udp
     ai_family  => v6, -- or any
     addr       => to_addr
    );
  count_sended := sendto (host_sock, to_addr, mi_buff);
  -- verify count_sended => equal 0? or else equal socket_error?
  -- yes ? show string_error function
  -- no? just do more work.
end;
```

• or

```
function sendto
  (sock      : not null socket_access;
   send_to   : not null addresses_access;
   buffer     : not null socket_buffer_access) return ssize_t
  with pre => initialized (sock) and then initialized (send_to);

  sock      => an initialized socket.
  send_to   => an initialized addresses.
  buffer     => an initialized socket_buffer.
  buffer     => sendto(), by Itself, will try send _all_ data in buffer.
               if all data was sended, buffer becomes empty,
               otherwise buffer data remain untouched.

  return value =>
    'socket_error' when error
    '0' when remote node closed the remote socket
    if ok return size sended => buffer.all'length
```

eg.:

```
declare
  mi_buff : socket_buffer_access := new socket_buffer;
  to_addr : addresses_access := null;
  count_sended : ssize_t;
begin
  init_addresses
    (ip_or_host => "127.0.0.1",
     port      => "25000",
     ai_socktype => tcp, -- or udp
     ai_family  => v4, -- or any
     addr       => to_addr
    );
  clean (mi_buff); -- optional. will wipe all data.
  String'Output (mi_buff, "Dani & Cia"); -- automatic conversion
  Integer'Output (mi_buff, 738); -- automatic conversion

  count_sended := sendto (host_sock, to_addr, mi_buff);
  -- verify count_sended => equal 0? or else equal socket_error?
```

```

-- yes ? show  string_error function
-- no? just do more work.
end;

• or

function sendto
(sock      : not null socket_access;
 send_to   : not null addresses_access;
 buffer    : not null socket_buffer_access) return ssize_t
with pre => initialized (sock) and then initialized (send_to);

sock      => an initialized socket.
send_to   => an initialized addresses.
buffer    => an initialized socket_buffer.
buffer    => sendto(), by Itself, will try send _all_ data in buffer.
           if all data was sented, buffer becomes empty,
           otherwise buffer data remain untouched.

return value =>
  'socket_error' when error
  '0' when remote node closed the remote socket
  if ok return size sendet => buffer.all'length

```

eg.:

```

declare
  mi_buff : socket_buffer_access := new socket_buffer;
  to_addr : addresses_access := null;
  count_sended : ssize_t;
begin
  init_addresses
    (ip_or_host  => "::1",
     port        => "25000",
     ai_socktype => tcp, -- or udp
     ai_family   => v6, -- or any
     addr        => to_addr
    );
  clean(mi_buff); -- optional. will wipe all data.
  String'Output (mi_buff, "Dani & Cia"); -- automatic conversion
  Integer'Output (mi_buff, 738); -- automatic conversion

  count_sended := sendto (host_sock, to_addr, mi_buff);
  -- verify count_sended => equal 0? or else equal socket_error?
  -- yes ? show  string_error function
  -- no? just do more work.
end;

```

Hints about plain raw data, vulgo stream_element_array and about buffered data, vulgo socket_buffer

You can read more length chunks, eg.: a file and send it 'as is' to a node,
without need to read (and write) stream by stream from filesystem storage.

The data received or sendet can be used as buffer, and if are missing data, you can

‘rewind’ last read, before get/write more data in buffer. the raw data can be setted in buffer with add_raw() and getted with get_raw() from buffer.

To Fill buffer with data, use Ada Streams 'write and 'output. To get data from buffer, use Ada Streams 'read and 'input.

plain raw data ou buffered data ?

Both are OK. It depends more on your project and your needs. Other than that it's more a matter of which way you like it best.

Appendix

Full Client and Server TCP/IP example

```
-- This is an over simplified example of tcp client with Adare_net, :-)
-- but is yet up to you create a real world champion software with Adare_net and you can do it!! ^^

-- Info about this software:
-- Tcp client with Adare_net example. It work in pair with tcp server

with Ada.Command_Line;
with Ada.Text_IO;
use Ada, Ada.Command_Line;

with adare_net.sockets.polls;
with adare_net.sockets.utils;
use adare_net.sockets;

with adare_net_exceptions;
use adare_net_exceptions;

with adare_net_init;
use adare_net_init;

with socket_types;
use socket_types;

with Interfaces.C;
use Interfaces.C;

procedure client
is
begin

    start_adare_net;

    if Argument_Count < 4 then

        Text_IO.New_Line;

        Text_IO.Put_Line (" Usage: " & Command_Name & " host port " & "message1" & " " & "message2" & " " & "message_$n" & " ");
        Text_IO.New_Line;
        Text_IO.Put_Line (" Minimum of 2 messages ");
        Text_IO.New_Line (2);
        Text_IO.Put_Line (" It will also show that 'buffer' can be readed and written offline ");

        Text_IO.New_Line;

        Set_Exit_Status (Failure);

        stop_adare_net;

        return;
    end if;
```

```

Text_IO.New_Line;

b0 :
declare
    buffer : socket_buffer_access := new socket_buffer;
begin
    clean (buffer);

    for qtd in 3 .. Argument_Count loop
        String'Output (buffer, Argument (qtd)); -- automatic conversion
    end loop;

b1 :
declare
    remote_addr : addresses_list_access;

    ok : Boolean := False;

    host_sock : socket_access := null;
    choosed_remote_addr : addresses_access := null;

    bytes_tmp : ssize_t := 0;

    host_poll : aliased polls.poll_type (2);

    result_from_poll : int := 0;
begin
    init_addresses
        (ip_or_host => Argument (1),
         port      => Argument (2),
         ai_socktype => tcp,
         ai_family  => any,
         addr       => remote_addr);

    if remote_addr.all'Length < 1 then

        Text_IO.New_Line;
        Text_IO.Put_Line (" Failed to discover remote host addresses.");
        Text_IO.Put_Line (" Quitting.");
        Text_IO.New_Line;

        goto end_app_label1;
    end if;

    Text_IO.Put_Line (" Remote host addresses discovered:");

    utils.show_address_and_port (remote_addr);

    if not init_socket (host_sock, remote_addr) then

        Text_IO.New_Line;
        Text_IO.Put_Line (" Error while trying initialize socket:");
        Text_IO.Put_Line (" " & string_error);
        Text_IO.Put_Line (" Quitting.");

        goto end_app_label1;
    end if;

    if not connect (host_sock) then

        Text_IO.New_Line;

```

```

Text_IO.Put_Line (" Error while trying connect to remote host:");
Text_IO.Put_Line (" " & string_error);
Text_IO.Put_Line (" Quitting.");

goto end_app_label1;
end if;

choosed_remote_addr := get_addresses (host_sock);

Text_IO.New_Line;

Text_IO.Put_Line (" Connected at address := " & get_addresses (choosed_remote_addr) &
" and at port := " & get_port (choosed_remote_addr));

Text_IO.New_Line;

Text_IO.Put_Line (" Waiting to send messages. ");

polls.add_events (host_poll'Access, host_sock, polls.send_ev);

result_from_poll := polls.start_events_listen (host_poll'Access, 2500); -- block, 2.5 seconds timeout.

if result_from_poll > 0 then

    bytes_tmp := send (host_sock, buffer);

    if bytes_tmp = socket_error then

        Text_IO.Put_Line (" An error occurred during sending data.");
        Text_IO.Put_Line (" Finishing task.");

        goto end_app_label1;
    end if;

    if bytes_tmp > 0 then

        Text_IO.Put_Line (" Successfull sended " & bytes_tmp'Image & " bytes.");

    else

        Text_IO.Put_Line (" Failed in send messages to " & get_address_and_port (choosed_remote_addr));

        if bytes_tmp = 0 then

            Text_IO.Put_Line ("remote closed the socket");

        else

            Text_IO.Put_Line ("With Error => " & string_error);

        end if;
    end if;
end if;

else

    Text_IO.Put_Line (" Failed to send to remote host " & get_address_and_port (choosed_remote_addr));

    if result_from_poll = 0 then

        Text_IO.Put_Line (" But it is just only a normal 2.5 seconds time_out");
    end if;
end if;

```

```

else

    if polls.hang_up_error (host_poll'Access, host_sock) then

        Text_IO.Put_Line (" Remote Host " & get_address_and_port (choosed_remote_addr) &
            " closed the connection. ");

        Text_IO.Put_Line (" Nothing more to do. Quitting.");

        goto end_app_label1;

    end if;
end if;
end if;

Text_IO.New_Line;

Text_IO.Put_Line (" Waiting to receive message(s). ");

polls.update (host_poll'Access, host_sock, polls.receive_ev);

result_from_poll := polls.start_events_listen (host_poll'Access, 2500); -- block, 2.5 seconds timeout

if result_from_poll > 0 then

    bytes_tmp := receive (host_sock, buffer); -- block

    if bytes_tmp = socket_error then

        Text_IO.Put_Line (" An error occurred during receiving data.");
        Text_IO.Put_Line (" Finishing task.");

        goto end_app_label1;
    end if;

    if bytes_tmp > 0 then

        Text_IO.Put_Line (" Received message(s) from " & get_address_and_port (choosed_remote_addr));

        Text_IO.Put_Line (" Messages length " & bytes_tmp'Image & " bytes.");

        Text_IO.New_Line;

        Text_IO.Put_Line (" Messages:");

        b2 :
        begin

            loop3 :
            loop

                Text_IO.Put_Line (" |" & String'Input (buffer) & "|");

            end loop loop3;

        exception
        when buffer_insufficient_space_error =>

            Text_IO.New_Line;
            Text_IO.Put_Line (" All messages received from " &
                get_address_and_port (choosed_remote_addr) & " showed.");

```

```

    end b2;

    ok := True;

else

    Text_IO.Put_Line (" Failed in receive messages from " &
        get_address_and_port (choosed_remote_addr));

    if bytes_tmp = 0 then

        Text_IO.Put_Line ("remote host closed the socket");

    else

        Text_IO.Put_Line ("With Error => " & string_error);

    end if;

end if;

else

    Text_IO.Put_Line (" Failed in receive messages from " & get_address_and_port (choosed_remote_addr));

    if result_from_poll = 0 then

        Text_IO.Put_Line (" But it is just only a normal 2.5 seconds " & " time_out");

        ok := True;

    else

        if polls.hang_up_error (host_poll'Access, host_sock) then

            Text_IO.Put_Line (" Remote Host " & get_address_and_port (choosed_remote_addr) &
                " closed the connection. ");

            Text_IO.Put_Line (" Besides reconnect, nothing to do in this case. quitting.");

        end if;

    end if;

end if;

<<end_app_label1>>

if initialized (host_sock) then
    close (host_sock);
end if;

Text_IO.New_Line;

Text_IO.Put (" " & Command_Line.Command_Name);

if ok then
    Text_IO.Put (" successfull ");
else
    Text_IO.Put (" unsuccess ");
end if;

```



```

        Text_IO.Put_Line ("finalized.");
        Text_IO.New_Line;
    end b1;
end b0;

stop_adare_net;

end client;

-- Besides this is a multitask and reasonable complete example with Adare_net, you can do more, as:
--
-- (1) More que one listen socket and polls,
-- (2) More length polls,
-- (3) Simultaneous listen event_types,
-- (4) Use of others types beyond String:
-- (4.1) From built-in types and records to
-- (4.2) Wide class(es) and tagged types
-- (4.3) And with a more fine treatment, all records, tagged types included, can be endian proof.
-- (5) Etc. ^^
-- But is yet up to you create a yet better real world champion software with Adare_net and you can do it!! ^^

-- Info about this software:
-- Tcp1 server with Adare_net example. It work in pair with tcp1 client
-- Automatically, the working address can be ipv6 or ipv4. The first working one will be picked.

with Ada.Text_IO;
use Ada;

with Ada.Task_Identification;

with Ada.Command_Line;
with Ada.Strings.Unbounded;

with adare_net.sockets.utils;
with adare_net.sockets.polls;
use adare_net.sockets;

with adare_net_exceptions;
use adare_net_exceptions;

with socket_types;
use socket_types;

with adare_net_init;
use adare_net_init;

with Interfaces.C;
use Interfaces, Interfaces.C;

procedure server
is
begin

    start_adare_net;

    b0 :
    declare
        host_addr          : addresses_list_access := null;
        choosed_remote_addr : addresses_access := null;

```

```

host_sock          : socket_access := null;
ok                 : Boolean := False;
begin
  init_addresses (ip_or_host => "", -- host addresses
                  port       => "25000",
                  ai_socktype => tcp,
                  ai_family  => any, -- choose ipv4 and ipv6
                  addr       => host_addr);

  if host_addr.all'Length < 1 then

    Text_IO.Put_Line (" Failed to discover addresses in this host. Quitting.");

    goto end_app_label1;
  end if;

  Text_IO.Put_Line (" Addresses Discovered in this host:");

  utils.show_address_and_port (host_addr);

  if not init_socket (host_sock, host_addr) then

    Text_IO.New_Line;
    Text_IO.Put_Line (" Failed to initialize socket: " & string_error);

    goto end_app_label1;
  end if;

  reuse_address (host_sock);

  if not bind (host_sock) then

    Text_IO.New_Line;
    Text_IO.Put_Line (" Bind error: " & string_error);

    goto end_app_label1;
  end if;

  if not listen (host_sock, 9) then

    Text_IO.New_Line;
    Text_IO.Put_Line (" Listen error: " & string_error);

    goto end_app_label1;
  end if;

  choosed_remote_addr := get_addresses (host_sock);

  Text_IO.New_Line;

  Text_IO.Put_Line (" Binded and Listening at address " &
    get_addresses (choosed_remote_addr) &
    " and at port " & get_port (choosed_remote_addr));

b1 :
declare

  incomming_socket : socket_access;
  mi_poll          : aliased polls.poll_type (1);

  task type recv_send_task (connected_sock : socket_access);

```

```

task body recv_send_task
is
  remote_address : addresses_access := get_addresses (connected_sock);
begin

  if not (initialized (connected_sock) or else connected (connected_sock)) then
    Text_IO.Put_Line (" Incoming socket not initialized or connected.");
    Text_IO.Put_Line (" Quitting this working task.");

    goto finish2_task_label;
  end if;

  bt0 :
  declare

    use Task_Identification;

    this_task_id_str : constant String := Image (Current_Task);

    task_poll          : aliased polls.poll_type (1);

    recv_send_buffer   : socket_buffer_access := new socket_buffer;
    recv_send_buffer2  : socket_buffer_access := new socket_buffer;

    size_tmp           : ssize_t := 1;
    result_from_poll   : int := 0;

    use Ada.Strings.Unbounded;

    message : Unbounded_String := To_Unbounded_String ("");
  begin
    clean (recv_send_buffer);
    clean (recv_send_buffer2);

    Text_IO.Put_Line (" " & this_task_id_str & " remote host " &
      get_address_and_port (remote_address));

    polls.add_events (task_poll'Access, connected_sock, polls.receive_ev);
    -- all *_ev events can be or'ed.

    Text_IO.Put_Line (" " & this_task_id_str & " waiting to receive data.");

    result_from_poll := polls.start_events_listen (task_poll'Access, 3000);
    -- block, 3 seconds time_out

    if result_from_poll > 0 then

      size_tmp := receive (connected_sock, recv_send_buffer);
      -- block and initialize recv_send_buffer

      if size_tmp = socket_error then

        Text_IO.Put_Line (" " & this_task_id_str & " An error occurred during reception.");
        Text_IO.Put_Line (" " & this_task_id_str & " finishing task.");

        goto finish1_task_label;
      end if;

      Text_IO.Put_Line (" " & this_task_id_str & " received message:");
      Text_IO.Put_Line (" " & this_task_id_str & " message len " & size_tmp'Image & " bytes.");

```

```

if size_tmp > 0 then

    bt1 :
    begin
        String'Output (recv_send_buffer2, "Thank you for send ");

        loop1 :
        loop
            message := To_Unbounded_String (String'Input (recv_send_buffer));

            String'Output (recv_send_buffer2, To_String (message));

            Text_IO.Put_Line (" " & this_task_id_str & " message |" & To_String (message) & "|");
        end loop loop1;

    exception

        when buffer_insufficient_space_error =>

            Text_IO.Put_Line (" " & this_task_id_str & " all messages showed.");

        end bt1;

    end if;
else

    Text_IO.Put_Line (" " & this_task_id_str & " failed in receive data.");

    if result_from_poll = 0 then

        Text_IO.Put_Line (" " & this_task_id_str & " but it is a normal time_out.");

    else
        if polls.hang_up_error (task_poll'Access, connected_sock) then

            Text_IO.Put_Line (" " & this_task_id_str & " remote host closed the connection. Quitting.");

            goto finish1_task_label;
        end if;
    end if;
end if;

polls.clear_all_event_responses (task_poll'Access);

polls.update (task_poll'Access, connected_sock, polls.send_ev);

Text_IO.Put_Line (" " & this_task_id_str & " waiting to send data to remote host");

result_from_poll := polls.start_events_listen (task_poll'Access, 3000);
-- block, 3 seconds timeout.

if result_from_poll > 0 then

    size_tmp := send (connected_sock, recv_send_buffer2); -- block

    Text_IO.Put_Line (" " & this_task_id_str & " send messages !");

else

    Text_IO.Put_Line (" " & this_task_id_str & " failed in send data.");

```

```

    if result_from_poll = 0 then

        Text_IO.Put_Line (" " & this_task_id_str & " but it is a normal time_out");

    else

        if polls.hang_up_error (task_poll'Access, connected_sock) then

            Text_IO.Put_Line (" " & this_task_id_str & " remote host closed the connection. Quitting");

            end if;
        end if;
    end if;

    <<finish1_task_label>>

    if initialized (connected_sock) then

        close (connected_sock);

        end if;
    end bt0;

    <<finish2_task_label>>
end recv_send_task;

type recv_send_access is access all recv_send_task;

working_task  : recv_send_access
    with Unreferenced;

begin

    Text_IO.New_Line;

    polls.add_events (mi_poll'Access, host_sock, polls.accept_ev);

    ok := True;

    loop2 :
    loop

        if polls.start_events_listen (mi_poll'Access, 15000) < 1 then -- block, 15 seconds timeout

            close (host_sock); -- to disable 'listen' too.

            Text_IO.Put_Line (" Main event 15 seconds Time_out.");
            Text_IO.Put_Line (" Waiting 5 seconds to allow enough time for working tasks finish.");

            Text_IO.New_Line;

            delay 5.0;

            Text_IO.Put_Line (" Have a nice day and night. Bye!");
            Text_IO.New_Line;

            exit loop2;
        end if;

        if accept_socket (host_sock, incomming_socket) then

```

```

        -- block. accepted socket incomming_socket is allways a new one.
        -- For the curious: We believe the task(s) will not leak.
        -- Reason: ARM-2012 7.6 (9.2/2) :-)
        working_task := new recv_send_task (incomming_socket);
    end if;

    polls.clear_all_event_responses (mi_poll'Access);

    end loop loop2;
end b1;

<<end_app_label1>>

if initialized (host_sock) then

    close (host_sock);

end if;

Text_IO.Put (" " & Command_Line.Command_Name);

if ok then
    Text_IO.Put_Line (" successfully finalized.");
else
    Text_IO.Put_Line (" failed.");
end if;

Text_IO.New_Line;

end b0;

stop_adare_net;

end server;

```

Full Client and Server UDP/IP example

```

-- This is an over simplified example of udp client with Adare_net, :-)
-- but is yet up to you create a real world champion software with Adare_net and you can do it!! ^^

-- Info about this software:
-- Udp client with Adare_net example. It work in pair with udp server

with Ada.Command_Line;
with Ada.Text_IO;
use Ada, Ada.Command_Line;

with adare_net.sockets.polls;
with adare_net.sockets.utils;
use adare_net.sockets;

with adare_net_exceptions;
use adare_net_exceptions;

with adare_net_init;
use adare_net_init;

```

```

with socket_types;
use socket_types;

with Interfaces.C;
use Interfaces.C;

procedure client
is
begin

    start_adare_net;

    if Argument_Count < 4 then

        Text_IO.New_Line;

        Text_IO.Put_Line (" Usage: " & Command_Name & " host port " & "message1" & "message2" & "message_$n" );
        Text_IO.New_Line;
        Text_IO.Put_Line (" Minimum of 2 messages ");
        Text_IO.New_Line (2);
        Text_IO.Put_Line (" It will also show that 'buffer' can be readed and writed offline ");

        Text_IO.New_Line;

        Set_Exit_Status (Failure);

        stop_adare_net;

        return;
    end if;

    Text_IO.New_Line;

    b0 :
    declare

        buffer : socket_buffer_access := new socket_buffer;

    begin

        clean (buffer);

        for qtd in 3 .. Argument_Count loop
            String'Output (buffer, Argument (qtd)); -- automatic conversion
        end loop;

        b1 :
        declare
            local_addr    : addresses_list_access := null;
            local_addr2    : addresses_access := null;
            remote_addr    : addresses_access := null;
            remote_addr2    : addresses_access := null;
            local_sock      : socket_access := null;

            bytes_tmp      : ssize_t := 0;

            local_poll      : aliased polls.poll_type (2);

            poll_result     : int := 0;

            ok : Boolean := False;

```

```

begin

  init_addresses
    (ip_or_host  => Argument (1),
     port        => Argument (2),
     ai_socktype => udp,
     ai_family   => any,
     addr        => remote_addr);

  init_addresses
    (ip_or_host  => "",
     port        => "0", -- ignored without 'bind'
     ai_socktype => udp,
     ai_family   => get_address_family (remote_addr),
     addr        => local_addr);

  if is_null (remote_addr) then

    Text_IO.New_Line;

    Text_IO.Put_Line (" Failed to discover remote host addresses. Quitting.");

    Text_IO.New_Line;

    goto end_app_label1;
  end if;

  if local_addr.all'Length < 1 then

    Text_IO.New_Line;

    Text_IO.Put_Line (" Failed to discover local host addresses. Quitting.");

    Text_IO.New_Line;

    goto end_app_label1;
  end if;

  Text_IO.Put_Line (" Remote host addresses discovered:");

  utils.show_address_and_port (remote_addr);

  Text_IO.New_Line;

  Text_IO.Put_Line (" Host addresses discovered:");

  utils.show_address_and_port (local_addr);

  Text_IO.New_Line;

  if not init_socket (local_sock, local_addr) then

    Text_IO.New_Line;

    Text_IO.Put_Line (" Error while trying initialize socket because: " & string_error & ".");
    Text_IO.Put_Line (" Quitting.");

    goto end_app_label1;
  end if;

  local_addr2 := get_addresses (local_sock);

```



```

Text_IO.New_Line;

Text_IO.Put_Line (" Host address choosed := " & get_addresses (local_addr2) &
  " and at port := " & get_port (local_addr2));

Text_IO.New_Line;

Text_IO.Put_Line (" Waiting to send messages. ");

polls.reset_all (local_poll'Access);

polls.add_events (local_poll'Access, local_sock, polls.send_ev);

poll_result := polls.start_events_listen (local_poll'Access, 2500); -- block, 2.5 seconds timeout.

if poll_result > 0 then

  bytes_tmp := sendto (local_sock, remote_addr, buffer);

  if bytes_tmp = socket_error then

    Text_IO.Put_Line (" An error occurred during sending data.");
    Text_IO.Put_Line (" Finishing task.");

    goto end_app_label1;
  end if;

  Text_IO.Put_Line (" Successfull sended " & bytes_tmp'Image & " bytes.");

else

  Text_IO.Put_Line (" Failed to send to remote host " & get_address_and_port (remote_addr));

  if poll_result = 0 then

    Text_IO.Put_Line (" But it is just only a normal 2.5 seconds time_out");

  else

    if polls.hang_up_error (local_poll'Access, local_sock) then

      Text_IO.Put_Line (" Remote Host " & get_address_and_port (remote_addr) &
        " closed the connection. ");

      Text_IO.Put_Line (" Nothing more to do. Quitting.");

      goto end_app_label1;
    end if;
  end if;
end if;

Text_IO.New_Line;
Text_IO.Put_Line (" Waiting to receive message(s). ");

polls.clear_all_event_responses (local_poll'Access);

polls.update (local_poll'Access, local_sock, polls.receive_ev);

poll_result := polls.start_events_listen (local_poll'Access, 2500); -- block, 2.5 seconds timeout.

```

```

if poll_result > 0 then

    clean (buffer);

    bytes_tmp := receive_from (local_sock, buffer, remote_addr2); -- block

    if bytes_tmp = socket_error then

        Text_IO.Put_Line (" An error occurred during receiving data.");
        Text_IO.Put_Line (" Finishing task.");

        goto end_app_label1;
    end if;

    if bytes_tmp > 0 then

        Text_IO.Put_Line (" Received message(s) from " & get_address_and_port (remote_addr2));

        Text_IO.Put_Line (" Messages length " & bytes_tmp'Image & " bytes.");

        Text_IO.New_Line;

        Text_IO.Put_Line (" Messages:");

        b2 :
        begin
            loop1 :
            loop

                Text_IO.Put_Line (" |" & String'Input (buffer) & "|");

            end loop loop1;

        exception
            when buffer_insufficient_space_error =>

                Text_IO.New_Line;

                Text_IO.Put_Line (" All messages received from " & get_address_and_port (remote_addr2) &
                    " showed.");

        end b2;

        ok := True;
    else

        Text_IO.Put_Line (" Failed in receive messages from " & get_address_and_port (remote_addr));

        if bytes_tmp = 0 then

            Text_IO.Put_Line ("remote closed the socket");

        elsif bytes_tmp < 0 then

            Text_IO.Put_Line ("With Error => " & string_error);

        end if;
    end if;

    Text_IO.New_Line;

```

```

else

    Text_IO.Put_Line (" Failed in receive messages from " & get_address_and_port (remote_addr));

    if poll_result = 0 then

        Text_IO.Put_Line (" But it is just only a normal 2.5 seconds " & " time_out");

        ok := True;

    else

        if polls.hang_up_error (local_poll'Access, local_sock) then

            Text_IO.Put_Line (" Remote Host " & get_address_and_port (remote_addr) &
                " closed the connection. ");

            Text_IO.Put_Line (" Besides reconnect, nothing to do in this case." & " quitting.");

            end if;
        end if;
    end if;

<<end_app_label1>>

    if initialized (local_sock) then

        close (local_sock);

    end if;

    Text_IO.New_Line;

    Text_IO.Put (" " & Command_Line.Command_Name);

    if ok then
        Text_IO.Put (" successfull ");
    else
        Text_IO.Put (" unsuccess ");
    end if;

    Text_IO.Put_Line ("finalized.");

    Text_IO.New_Line;
end b1;
end b0;

stop_adare_net;

end client;

```

```

-- Besides this is a multitask and reasonable complete example with Adare_net, you can do more, as:
--
-- (1) More que one listen socket and polls,
-- (2) More length polls,
-- (3) Simultaneous listen event_types,
-- (4) Use of others types beyond String:
-- (4.1) From built-in types and records to

```

```

-- (4.2) Wide class and tagged types
-- (4.3) And with a more fine treatment, all records, tagged types included, can be endian proof.
-- (5) Etc. ^^
-- But is yet up to you create a yet better real world champion software with Adare_net and you can do it!! ^^

-- Info about this software:
-- Udp server with Adare_net example. It work in pair with udp client
-- The working address can be ipv6 or ipv4, automatically. The first working one will be picked.

with Ada.Text_IO;
use Ada;

with Ada.Task_Identification;

with Ada.Command_Line;
with Ada.Strings.Unbounded;

with adare_net.sockets.utils;
with adare_net.sockets.polls;
use adare_net.sockets;

with adare_net_exceptions;
use adare_net_exceptions;

with socket_types;
use socket_types;

with adare_net_init;
use adare_net_init;

with Interfaces.C;
use Interfaces, Interfaces.C;

procedure server
is
begin
  start_adare_net;

  b0 :
  declare
    host_address : addresses_list_access := null;
    host_socket  : socket_access := null;
    ok           : Boolean := False;

  begin

    init_addresses
      (ip_or_host => "", -- host addresses
       port      => "25000",
       ai_socktype => udp,
       ai_family  => any, -- choose ipv4 and ipv6
       addr       => host_address);

    if host_address.all'Length < 1 then

      Text_IO.Put_Line (" Failed to discover addresses in this host");
      Text_IO.Put_Line (" Quitting.");

      goto end_app_label1;
    end if;

```

```

Text_IO.Put_Line (" Addresses Discovered in this host:");

utils.show_address_and_port (host_address);

if not init_socket (host_socket, host_address) then

  Text_IO.New_Line;

  Text_IO.Put_Line (" Failed to initialize socket: " & string_error);

  goto end_app_label1;
end if;

reuse_address (host_socket);

if not bind (host_socket) then

  Text_IO.New_Line;

  Text_IO.Put_Line (" Bind error: " & string_error);

  goto end_app_label1;
end if;

Text_IO.New_Line;

Text_IO.Put_Line (" Binded at address " &
  get_addresses (get_addresses (host_socket)) &
  " and at port " & get_port (get_addresses (host_socket)));

b2 :
declare

  task type recv_send_task (
    host_address_family : Address_family;
    remote_actual_addr  : not null addresses_access;
    host_old_buff       : not null socket_buffer_access
  );

  task body recv_send_task -- See ARM-2012 7.6 (9.2/2)
  is
    use Task_Identification;

    this_task_id_str    : constant String    := Image (Current_Task);

    use Ada.Strings.Unbounded;

    message : Unbounded_String := To_Unbounded_String ("");

  begin

    if is_null (remote_actual_addr) then

      Text_IO.Put_Line (this_task_id_str & " remote address not configured. quitting.");

      goto finish2_task_label;
    end if;

    if is_empty (host_old_buff) or else actual_data_size (host_old_buff) < 1 then

      Text_IO.Put_Line (this_task_id_str & " buffer is empty. quitting.");

```

```

    goto finish2_task_label;
end if;

Text_IO.Put_Line (" " & this_task_id_str & " remote host " &
    get_address_and_port (remote_actual_addr));

Text_IO.Put_Line (" " & this_task_id_str & " received messages:");

bt0 :
declare
    remote_buff : socket_buffer_access := new socket_buffer;

begin

    clean (remote_buff);

    bt1 :
    begin

        String'Output (remote_buff, "Thank you for send ");

        loop1 :
        loop

            message := To_Unbounded_String (String'Input (host_old_buff));

            String'Output (remote_buff, To_String (message));

            Text_IO.Put_Line (" " & this_task_id_str & " message |" & To_String (message) & "|");

        end loop loop1;

    exception

        when buffer_insufficient_space_error =>
            Text_IO.Put_Line (" " & this_task_id_str & " all messages showed.");

    end bt1;

    bt2 :
    declare

        host_local_address : addresses_list_access;

        socket_send : socket_access;
        poll_send : aliased polls.poll_type (1);

        poll_result : int := 0;
        bytes_send : ssize_t := 0;

    begin
        init_addresses
        (ip_or_host => "", -- host addresses.
         port => "0", -- ignored without 'bind'
         ai_socktype => udp,
         ai_family => host_address_family,
         addr => host_local_address);

        if host_local_address.all'Length < 1 then

```

```

    Text_IO.Put_Line (" " & this_task_id_str & " Failed to get server host address.");

    Text_IO.Put_Line (" " & this_task_id_str & " Quitting this working task.");

    goto finish2_task_label;
end if;

if not init_socket (socket_send, host_local_address) then

    Text_IO.Put_Line (" " & this_task_id_str & " Failed to create temporary socket.");

    Text_IO.Put_Line (" " & this_task_id_str & " Quitting this working task.");

    goto finish2_task_label;
end if;

polls.add_events (poll_send'Access, socket_send, polls.send_ev);

Text_IO.Put_Line (" " & this_task_id_str & " waiting to send data to remote host");

poll_result := polls.start_events_listen (poll_send'Access, 2500);
-- block, 2.5 seconds timeout.

if poll_result > 0 then

    bytes_send := sendto (socket_send, remote_actual_addr, remote_buff); -- block

    Text_IO.Put_Line (" " & this_task_id_str & " send messages !");

else

    Text_IO.Put_Line (" " & this_task_id_str & " failed in send data");

    Text_IO.Put_Line (" " & this_task_id_str & " to " &
        get_address_and_port (remote_actual_addr) & " host.");

    if poll_result = 0 then

        Text_IO.Put_Line (" " & this_task_id_str & " but it is a normal time_out");

    end if;

end if;

if initialized (socket_send) then

    close (socket_send);

end if;
end bt2;
end bt0;

<<finish2_task_label>>
end recv_send_task;

working_task : access recv_send_task
with Unreferenced;

host_socket_family : constant Address_family := get_address_family (get_addresses (host_socket));
remote_address      : addresses_access      := null;
host_buffer         : socket_buffer_access  := new socket_buffer;

```

```

host_poll          : aliased polls.poll_type (1);

begin

  clean (host_buffer);

  Text_IO.New_Line;

  polls.add_events (host_poll'Access, host_socket, polls.receive_ev);

  ok := True;

  loop2 :
  loop

    if polls.start_events_listen (host_poll'Access, 15000) < 1 then -- block, 15 seconds timeout.

      if initialized (host_socket) then

        close (host_socket);

      end if;

      Text_IO.Put_Line (" Main event 15 seconds Time_out.");
      Text_IO.Put_Line (" Waiting 5 seconds to allow enough time for working tasks finish.");

      Text_IO.New_Line;

      delay 5.0;

      Text_IO.Put_Line (" Have a nice day and night. Bye!");
      Text_IO.New_Line;

      exit loop2;
    end if;

    if receive_from (host_socket, host_buffer, remote_address) > 0 then -- block

      -- For the curious: We believe the task(s) will not leak.
      -- Reason: ARM-2012 7.6 (9.2/2) :-)

      working_task := new recv_send_task (host_socket_family, remote_address,
        get_buffer_init (host_buffer));

    end if;

    polls.clear_all_event_responses (host_poll'Access);

    clean (host_buffer);

  end loop loop2;
end b2;

<<end_app_label1>>

if initialized (host_socket) then

  close (host_socket);

end if;

```



```

Text_IO.Put (" " & Command_Line.Command_Name);

if ok then
  Text_IO.Put_Line (" successfully finalized.");
else
  Text_IO.Put_Line (" failed.");
end if;

Text_IO.New_Line;

end b0;

stop_adare_net;

end server;

```

Hints for developers and users of others Network Ada Libraries

Anet

1. There are just one universal addresses and universal addresses_list type(s).
 1. Configure with:
 1. ip or host domain in string form.
 2. net port in string form, can be a service too. eg.: "ftp" etc
 3. udp or tcp
 4. any or v6 or v4
2. There are just one universal socket type.
 1. initialize it with the addresses above.
3. bind has just one parameter
4. use raw data in fuctions send/sendto receive/receive_from
7. obs.: you can listen() in IPv6 too.
5. That's It.

Gnat-sockets

"equal Anet"

A minimum gnat project to work with.

Just include: 'with adare_net' in your gnat project.

Use a task pool

The examples showed a new task per connection but you can use a 'task pool'.
 You can implement It yourself, but before that,
 see a really good implementation in <https://github.com/jrcarter/PragmARC>
 Thanks Jr.Carter !

Obs.: Use Ada Class Wide types (Tagged Types) and Stream Socket_Buffer,

with dispatching calls and automatic discover about data to see the real power of Adare_Net.

Thanks All!! and Enjoy!! ^^