dhorn sockets

# Introduction

This section of the library attempts to “C++-ify” network sockets. There were multiple design goals when writing the interface, the more important of which are outlined below:

* It was considered a failure if the user sockets class(es) did not derive from std::basic\_iostream (but NOT for server sockets).
* Functionality/functions were modeled after Berkley/Windows sockets, but with the goal to avoid naming conflicts in the event of “using” statements.
* Sacrifice outdated/rarely used features of Berkley/Windows sockets in favor of simplicity