Client server with TCP

Winsock (make ASYNC connection):

<https://docs.microsoft.com/en-us/windows/desktop/winsock/complete-server-code>

<https://docs.microsoft.com/en-us/windows/desktop/winsock/complete-client-code>

Best network programming guide:

<https://beej.us/guide/bgnet/>

Valve client-side prediction:

<https://developer.valvesoftware.com/wiki/Source_Multiplayer_Networking>

<https://developer.valvesoftware.com/wiki/Latency_Compensating_Methods_in_Client/Server_In-game_Protocol_Design_and_Optimization>