MapReduce Socket Communication using Socket Library.

Socket
Class

▲ Fields
- ● hints
- ● ipver_
- ● iResult
- ● ptr
- ● result
- ● socket_
- ● wsaData

▲ Methods
- ◎ ~Socket
- ◎ bytesWaiting
- ◎ close
- ◎ ipVer
- ◎ operator= (+ 1...
- ◎ recv
- ◎ recvStream
- ◎ recvString
- ◎ removeTermina...
- ◎ send
- ◎ sendStream
- ◎ sendString
- ◎ shutDown
- ◎ shutDownRecv
- ◎ shutDownSend
- ◎ Socket (+ 3 ove...
- ◎ SOCKET
- ◎ validState
- ◎ waitForData

▶ Nested Types

SocketSystem
Class

SocketListener
Class
�→ Socket

▲ Fields
- ● acceptFailed_
- ● port_
- ● stop_

▲ Methods
- ◎ ~SocketListener
- ◎ accept
- ◎ bind
- ◎ listen
- ◎ operator= (+ 1...
- ◎ SocketListener...
- ◎ start<CallObj>
- ◎ stop

public

SocketConnecter
Class
�→ Socket

▲ Methods
- ◎ ~SocketConnec...
- ◎ connect
- ◎ operator= (+ 1...
- ◎ SocketConnect...

public