```cpp
/*
 * To change this license header, choose License Headers in Project Properties.
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 * and open the template in the editor.
 */

/*
 * File:   Socket.h
 * Author: Reza Naeemi
 *
 * Created on May 30, 2016, 11:29 PM
 */

#ifndef SOCKET_H
#define SOCKET_H


#include <netinet/in.h> // <netinet/in.h> is needed for sockaddr_in
#include <arpa/inet.h>  // <arpa/inet.h> is needed for inet_ntoa() and inet_addr())
#include <netdb.h>      // <netdb.h> is needed for gethostbyname()

#include <string.h>     // <string.h> is needed for bzero()
#include <unistd.h>     // <unistd.h> is needed for close()

#include <sys/poll.h>   //


using namespace std;

class Socket {

    const static int INVALID_SD;
    const static string INVALID_HOST_NAME;
    const static int INVALID_PORT_NUMBER;

    public:
        Socket();
        Socket(const Socket& orig);
        virtual ~Socket();
```

```cpp
        bool getIsConnected() const;


        string getHostName() const;
        void setHostName(const string& hostName);

        int getHostPortNumber() const;
        void setHostPortNumber(int hostPortNumber);


        int getClientSD() const;

        int getPassiveSD() const;


        int Write(char* buffer, int length);
        int Read(char* buffer, int length);


        void ConfigurePolling();
        int Poll(int a, int b);

        void BZero(char* buffer);


    private:
        bool isConnected;

        string hostName;
        int hostPortNumber;

        int clientSD;
        int passiveSD;

        struct sockaddr_in destinationAddress;

        struct pollfd ufds;
```

```
        int create(const char serverHostName[], int destinationPortNumber);



};

#endif /* SOCKET_H */
```