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1 Overview

Welcome to Libsocketpp, the C++ socket library based on the standard C++ I/O system. Because it is built on top of the standard C++ I/O system, sockets behave the same way as an istream or ostream would work. Lets go over what that means exactly.

By saying that libsocketpp is built on top of the C++ standard I/O system, I mean that it inherits standard classes included in the standard C++ library that are built for I/O functionality. Classes like cout and cin are built on the same systems. The specific classes that libsocketpp are built on are streambuf, which is a typedef of basic_streambuf, and iostream, which is a typedef of basic_iostream. Let's cover what these classes do, and then how they relate to libsocketpp.

Let's start with the class iostream. This class is whats known as a stream. A stream is a device that formats and transports data over a connection. This means that it physically reads and writes data between two places. The class iostream both reads and writes data via methods inherited from istream and ostream. As said earlier, a stream only moves data, which means that we are missing a part of the system: the buffer.

A buffer, embodied in the class streambuf, is the location in memory in which data is stored to retrieved for sending and recieving. When a stream writes data, it retrieves data from the the buffer and outputs it to the destination. Conversly, when a stream reads data, it places retrieved data into the buffer. Once this read data is placed in the buffer, said data can be returned to the user.

In order for a stream to use a buffer, a buffer is usually passed into it's constructor. In libsocketpp, both the buffer and stream are combined into one class for easy usage.

A question that you might have is "How does this I/O system relate to sockets;' Well, the type of socket primarily used in this library is a Transmission Control Protocol (TCP) socket. A TCP socket is itself a stream. This means that data is transferred over a connection through blocking read and write commands. Because TCP is a stream, it fits perfectly into the C++ I/O system.

2 Tutorial

Let's now talk about how to use this library.

2.1 Acquring and Installing

2.1.1 Acquiring

2.1.2 Installing

Because this package follows standard GNU build proceedures, install with the following steps:

```
1. $ cd libsocketpp-dir
```

- 2. \$./configure --prefix=install-prefix
- 3. \$ make
- 4. # make install

2.2 Compiling

This library installs both a static and dynamic library. If you want to keep dependencies down or want to have a very portable program/library, copy the static library (prefix/lib/libsocketpp.a) into your project directory and compile it it by doing

```
$ g++ file.cc libsocketpp.a -o executable.
```

If you want to compile with the dynamic library, then compile with the flag -lsocketpp. This is assuming that your prefix is part of the standard library serach path of ld.

2.3 Including

All libsocketpp headers are found in the directory socketpp/ in your prefix include directory. From there, classes are broken down by specific function or protocol. Both the Socket and Server classes are found int the tcp/ directory. Note that these subdirectories correspond with the classes namespace. This means the Socket is part of the namespace tcp.

For example:

```
#include <socketpp/tcp/socket.h>
#include <socketpp/tcp/server.h>
/* The rest of your project here */
```

2.4 Handling Errors

Errors in socketpp are fairly low level. Most functions return an integer value for testing if they do not already return some sort of other data type. Generally, a function will return a negative value (i.e -1). On success, most functions return 0 on success, so to test, you can write:

```
int ret = socket_function();
if (ret != 0){
```

```
// handle error
}
```

For more specific error handling, all standard C socket errno values are still set. There are no new errno values set by this library: they just recycle what would already be set by the standard system. Look at the errno documentation at the website 'http://www.virtsync.com/c-error-codes-include-errno'. This contains the number and a brief description about each errno error value.

The constructors for tcp::Socket and tcp::Server both throw the ctor_exe_t exception when calling their constructors. The constructor does not inherently throw the exception, but if an error in encountered, it will abort and dump the core. Because of this, it is recommended that all constructor calls are acompnaied with a try/catch block.

2.5 Constructors, Connecting, and Binding

Now, let's get into the actual classes and methods of libsocketpp.

- 2.6 Accepting Connections
- 2.7 Sending and Recieving Data
- 2.8 Setting Options
- 2.9 Closing Connections

3 Extending

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