Forum:Hack Forums

Thread: [Socket] How do you think of this C# socket class?

katetem - *August 24, 2014, 5:17 am*

http://pastebin.com/tCDmb3bi

Can anyone find some problems for me to fix?

Assault - *August 24, 2014, 7:13 am*

Code
```
public void Send(String data)
    {
        if (Started)
        {
        if (UseNewLine)
        data += "\r\n";
        // Convert the string data to byte data using ASCII encoding.
        byte[] byteData = Encoding.GetBytes(data);
        m_Socket.BeginSend(byteData, 0, byteData.Length, 0, CallBack_OnSend, null);
        }
    }
```
Eventually, this will lead to big problems.
What if you need to send over a string that has "\r\n" inside of it? Format the packet differently.

beta69 - *August 24, 2014, 2:00 pm*

That is the most horrific socket class I've ever seen in my entire life. If I had more time I'd bottleneck it, but it's over 600 lines and over half of them has to be at least deleted or reconstructured. This could have been done much more simpler, but good to see you learning.

Only3 - *August 24, 2014, 2:02 pm*

(Aug 24, 2014 02:00 PM)beta69 Wrote: *[CITE]* That is the most horrific socket class I've ever seen in my entire life.
nha u havent seen much then ?

katetem - *August 24, 2014, 7:19 pm*

(Aug 24, 2014 02:00 PM)beta69 Wrote: *[CITE]* That is the most horrific socket class I've ever seen in my entire life. If I had more time I'd bottleneck it, but it's over 600 lines and over half of them has to be at least deleted or reconstructured. This could have been done much more simpler, but good to see you learning.
Could you point out wheres the problem instead of telling bulls?