

Forum:[Hack Forums](#)

Thread: [Event based socket object](#)

Ninja - October 12, 2017, 6:36 pm

Just a little wrapper I made for the Socket object to add easier to use asynchronous methods to it along with events. You can find the gist here:

<https://gist.github.com/GekkeVent/d9ed6a8e2ef03fe785357a4973271f34>

Usage:

```
Code AsyncSocket socket = new AsyncSocket();
socket.SocketConnected += (s, e) => Console.WriteLine("Connected!");
socket.DataSent += (s, e) => Console.WriteLine("Data sent!");
socket.DataReceived += (s, e) =>
```

```
{
    byte[] buffer = e.Buffers[0].Array;
    object state = e.State;
    Console.WriteLine(Encoding.ASCII.GetString(buffer));
}
```

```
socket.SocketDisconnected += (s, e) => Console.WriteLine("Disconnected!");
```

The ConnectAsync, SendAsync, ReceiveAsync, and DisconnectAsync methods all have the same parameters as their non-async equivalent and thus can be used the same way. I did not add awaitable support, since people can do that themselves using the Begin<method> methods and get the AsyncWaitHandle from the IAsyncResult themselves. It does support a state object. The events only work for the Async methods, I did not overload the standard methods.

Xogg - October 12, 2017, 6:41 pm

Have to say, If I were to every use socket in .NET I would use this wrapper :D

Just because the events honestly LOL

Ninja - October 12, 2017, 6:50 pm

(Oct 12, 2017 06:41 PM)Dexuh Wrote: [\[CITE\]](#) Have to say, If I were to every use socket in .NET I would use this wrapper :D

Just because the events honestly LOL

Thanks. I remember your post about Delphi sockets in the C# section. Sockets can actually be really easy in .NET, you just have to add a few features yourself. Here is an older project that shows what you can accomplish with sockets in .NET:

<https://hackforums.net/showthread.php?tid=5618361>

+Haze - October 13, 2017, 10:45 am

I like the abstraction and how simple it looks.

Ninja - October 13, 2017, 11:04 am

(Oct 13, 2017 10:45 AM)+Haze Wrote: [\[CITE\]](#) I like the abstraction and how simple it looks. Simple, yet effective.

Added state object support.

gigajew - October 13, 2017, 9:41 pm

Add GetStream() easily by returning new NetworkStream(Socket socket); nice job on this Ninja. You may be Jew material after all

Ninja - October 14, 2017, 8:58 am

(Oct 13, 2017 09:41 PM)gigajew Wrote: [\[CITE\]](#) Add GetStream() easily by returning new NetworkStream(Socket socket); nice job on this Ninja. You may be Jew material after all

This was just an abstraction to add events. If you want to more easily use sockets then use this:

<https://hackforums.net/showthread.php?tid=5618361>

It features timeouts, easier to use send/receive methods, and more.