

Forum: [Hack Forums](#)

Thread: [TCP server](#)

nullbyte - August 29, 2020, 11:55 am

```
Code #include <iostream>
#include <WS2tcpip.h>
#pragma comment(lib, "ws2_32.lib")

using namespace std;

int main()
{
    //initialize winsock
    WSADATA wsData;
    WORD ver = MAKEWORD(2, 2);

    int wsOk = WSASStartup(ver, &wsData);
    if (wsOk != 0)
    {
        cerr << "Can't Initialize Winsock, quitting" << endl;
        return;
    }

    //create socket
    SOCKET listening = socket(AF_INET, SOCK_STREAM, 0);
    if (listening == INVALID_SOCKET)
    {
        cerr << "can't create socket, bitch" << endl;
        return;
    }
    //bind socket to ipaddr and port
    sockaddr_in hint;
    hint.sin_family = AF_INET;
    hint.sin_port = htons(4448);
    hint.sin_addr.S_un.S_addr = INADDR_ANY;

    bind(listening, (sockaddr*)&hint, sizeof(hint));

    //tell winsock the socket is listening
    listen(listening, SOMAXCONN);

    //wait for connection
    sockaddr_in client;
    int clientSize = sizeof(client);

    SOCKET clientSocket = accept(listening, (sockaddr*)&client, &clientSize);

    char host[NI_MAXHOST];    //client remote name
    char service[NI_MAXHOST]; //service/port
```

```

ZeroMemory(host, NI_MAXHOST); //memset
ZeroMemory(service, NI_MAXHOST);

if (getnameinfo((sockaddr*)&client, sizeof(client), host, NI_MAXHOST, service, NI_MAXSERV, 0)
== 0)
{
    cout << host << " connected on port " << service << endl;
}
else
{
    inet_ntop(AF_INET, &client.sin_addr, host, NI_MAXHOST);
    cout << host << " connected on port " <<
        ntohs(client.sin_port) << endl;
}

//close listening socket
closesocket(listening);

//while loop; accept and echo to client
char buf[4096];

while (true)
{
    ZeroMemory(buf, 4096);

    //wait for client to send data
    int bytesReceived = recv(clientSocket, buf, 4096, 0);
    if (bytesReceived == SOCKET_ERROR)
    {
        cerr << "Error in recv(). quitting" << endl;
        break;
    }

    if (bytesReceived == 0)
    {
        cout << "client disconnected " << endl;
        break;
    }

    //echo message

    send(clientSocket, buf, bytesReceived + 1, 0);
}

//close socket
closesocket(clientSocket);

//shutdown winsock
WSACleanup();
};

```

For some reason all my endl; lines are causing my program to not compile. I'm not sure why it's an

undeclared identifier.

Any assistance would be greatly appreciated. It's probably a stupid mistake, but I'm not seeing it.

Poet - August 29, 2020, 11:57 am

Pretty sure you're using an integer 1 > endl

Try to use letter l > endl

as in end Line

nullbyte - August 29, 2020, 1:22 pm

(Aug 29, 2020 11:57 AM)0xBlack Wrote: [\[CITE\]](#) Pretty sure you're using an integer 1 > endl

Try to use letter l > endl

as in end Line

I'm facepalming so hard right now. Thank you.

Dexie - August 29, 2020, 5:52 pm

Thanks for the code, and also thank you for commenting it as well, I'm sure it will help some people.

nullbyte - August 29, 2020, 8:17 pm

(Aug 29, 2020 05:52 PM)Dexie Wrote: [\[CITE\]](#) Thanks for the code, and also thank you for commenting it as well, I'm sure it will help some people.

No problem! I'm in the middle of building a client that you can send certain commands to as well.

4Txe4y33C9zvNhMj - August 30, 2020, 2:43 am

(Aug 29, 2020 05:52 PM)Dexie Wrote: [\[CITE\]](#) Thanks for the code, and also thank you for commenting it as well, I'm sure it will help some people.

Pretty sure it's based on this:

https://bitbucket.org/sloankelly/youtube-source-repository/src/8a4847e8ca5f9f039a7246a1172aa87f64ef55c5/cpp/networking/BarebonesClient/Barebones_Client/main.cpp?at=master

The guy has some decent tutorials on networking in C++:

<https://www.youtube.com/user/sloankelly/videos>