

Forum:[Hack Forums](#)

Thread: [C++ Client Side Socket Channel](#)

nucleo_type09 - April 23, 2024, 2:37 pm

Socket Connection on the client side.

As always, full code description and documentation on github

https://github.com/nucleoType98/Unix_Client_Socket.git

Simple Connection

Code #include "client.cpp"

using namespace ClientSocket;

// command line arguments are used to sent data directly from the command line

int main(int argc, char **argv) {

 Socket *SocketConnection = new Socket();

 SocketConnection->set_end_point_ip("127.0.0.1");

 SocketConnection->set_end_point_port(3300);

 // connect with persistence, meaning if the connection fails, it will try to connect again using the value supplied

 // by SocketConnection->set_connection_exe_max(10000)

 SocketConnection->create_connection(ClientSocket::CONNECTION_MODE::PERSISTENT);

 delete SocketConnection;

 return 0;

}

More Configurations

Code #include "client.cpp"

using namespace ClientSocket;

// command line arguments are used to sent data directly from the command line

int main(int argc, char **argv) {

 Socket *SocketConnection = new Socket();

 SocketConnection->set_end_point_ip("127.0.0.1"); // set the end point ip address

 SocketConnection->set_end_point_port(3300); // set the end point port number

 SocketConnection->set_connection_exe_max(10000); // set maximum number of connection tries before aborting

 SocketConnection->set_connection_exe_speed(100000); // set connection execution speed

 // connect with persistence, meaning if the connection fails, it will try to connect again using the

```

value supplied by SocketConnection->set_connection_exe_max(10000)
    SocketConnection->create_connection(ClientSocket::CONNECTION_MODE::PERSISTENT);

    if (SocketConnection->is_connected()) {

        SocketConnection->send_message("Something to send to the server");

        SocketConnection->send_encrypted_message("Demo Encrypted Payload Data", 10); // send
encrypted data, using a key value = 10, decryption must be handled on server side

        SocketConnection->send_message_as_cli_arg(argc, argv); // send message supplied by
command line args

        SocketConnection->commander_mode(); // wait for data exchange from server, uses a
detached thread

        SocketConnection->disconnect(); // disconnect from server
    }

    delete SocketConnection;

    return 0;
}

```

Hackers - April 23, 2024, 3:41 pm

(Apr 23, 2024 02:37 PM)nucleo_type09 Wrote: [\[CITE\]](#) Socket Connection on the client side.

As always, full code description and documentation on github

https://github.com/nucleoType98/Unix_Client_Socket.git

Simple Connection

Code #include "client.cpp"

using namespace ClientSocket;

// command line arguments are used to sent data directly from the command line

```
int main(int argc, char **argv) {
```

```
    Socket *SocketConnection = new Socket();
```

```
    SocketConnection->set_end_point_ip("127.0.0.1");
```

```
    SocketConnection->set_end_point_port(3300);
```

// connect with persistence, meaning if the connection fails, it will try to connect again using the value supplied

```
// by SocketConnection->set_connection_exe_max(10000)
```

```
    SocketConnection->create_connection(ClientSocket::CONNECTION_MODE::PERSISTENT);
```

```
    delete SocketConnection;
```

```
    return 0;
```

```
}
```

More Configurations

Code #include "client.cpp"

using namespace ClientSocket;

// command line arguments are used to sent data directly from the command line

int main(int argc, char **argv) {

 Socket *SocketConnection = new Socket();

 SocketConnection->set_end_point_ip("127.0.0.1"); // set the end point ip address

 SocketConnection->set_end_point_port(3300); // set the end point port number

 SocketConnection->set_connection_exe_max(10000); // set maximum number of connection
tries before aborting

 SocketConnection->set_connection_exe_speed(100000); // set connection execution speed

 // connect with persistence, meaning if the connection fails, it will try to connect again using the
value supplied by SocketConnection->set_connection_exe_max(10000)

 SocketConnection->create_connection(ClientSocket::CONNECTION_MODE::PERSISTENT);

 if (SocketConnection->is_connected()) {

 SocketConnection->send_message("Something to send to the server");

 SocketConnection->send_encrypted_message("Demo Encrypted Payload Data", 10); // send
encrypted data, using a key value = 10, decryption must be handled on server side

 SocketConnection->send_message_as_cli_arg(argc, argv); // send message supplied by
command line args

 SocketConnection->commander_mode(); // wait for data exchange from server, uses a
detached thread

 SocketConnection->disconnect(); // disconnect from server

 }

 delete SocketConnection;

 return 0;

}

Nice share!! Looks good - haven't tested it, but well documented, commented, and structured when
looking through

What were the hardest parts?

quick heads up, your client.hpp file is blank, not sure if you know that:

Quote:https://raw.githubusercontent.com/nucleoType98/Unix_Client_Socket/main/include/client.hpp

nucleo_type09 - April 23, 2024, 3:44 pm

(Apr 23, 2024 03:41 PM)nodes Wrote: [CITE](#) Nice share!! Looks good - haven't tested it, but well
documented, commented, and structured when looking through

What were the hardest parts?

quick heads up, your client.hpp file is blank, not sure if you know that:
thanks man, i appreciate that :), really? is it? did not notice at all, damn git commands, they're bugged haha, let me have a look :), it is possible tho, i've been writing that all day long, so maybe something gone wrong haha, thanks for pointing that out , appreciate your help...

Hackers - April 23, 2024, 3:45 pm

(Apr 23, 2024 03:44 PM)nucleo_type09 Wrote: [\[CITE\]](#) thanks man, i appreciate that :), really? is it? did not notice at all, let me have a look :), it is possible tho, i've been writing that all day long, so maybe something gone wrong haha, thanks for pointing that out , appreciate your help...
heh yep it is! No problem, figured it was just a fluke

nucleo_type09 - April 23, 2024, 3:45 pm

(Apr 23, 2024 03:41 PM)nodes Wrote: [\[CITE\]](#) Nice share!! Looks good - haven't tested it, but well documented, commented, and structured when looking through
What were the hardest parts?

quick heads up, your client.hpp file is blank, not sure if you know that:
not really, there wasn't anything so hard at all , to be honest i find worse doing the documentation haha

Hackers - April 23, 2024, 3:50 pm

(Apr 23, 2024 03:45 PM)nucleo_type09 Wrote: [\[CITE\]](#) not really, there wasn't anything so hard at all , to be honest i find worse doing the documentation haha
lol I know what you mean

there are times where I'm spending more time on the github readme.md than the code and I have to ask myself, "should I be doing this???" - for the record my answer is Yes, because it's a record of what it is, and 99.99% of the time I write good comments/docs, I appreciate it later, so I always try to spend the time. Anytime I skip the commenting/documentation process, I regret it later usually.

nucleo_type09 - April 23, 2024, 3:57 pm

(Apr 23, 2024 03:45 PM)nodes Wrote: [\[CITE\]](#) heh yep it is! No problem, figured it was just a fluke thanks man, you were right, i dont know what went wrong, probably git command were bugged somehow haha, the files were ok in my local workspace, i added them to github as well as soon as you told me about it haha, bro without your intervention that files would be missing forever haha, thanks again ?, BTW, the hardest part on coding was not really on this client side library, but rather on the other one, the server side one, which is 3 times bigger and complex than this one, yeah that one took me 2 days to write

(Apr 23, 2024 03:50 PM)nodes Wrote: [\[CITE\]](#) lol I know what you mean
there are times where I'm spending more time on the github readme.md than the code and I have to ask myself, "should I be doing this???" - for the record my answer is Yes, because it's a record of what it is, and 99.99% of the time I write good comments/docs, I appreciate it later, so I always try to spend the time. Anytime I skip the commenting/documentation process, I regret it later usually.

?? Me too, that's why i spend lot of time documenting it, because i wont sleep at night knowing that the codebase is good, but the documentation sucks haha?

(Apr 23, 2024 03:45 PM)nodes Wrote: [\[CITE\]](#) heh yep it is! No problem, figured it was just a fluke it was indeed haha??, thanks for your intervention on that one, i would never have notice it