

Re: client server programming

Source: <http://linux.derkeiler.com/Newsgroups/comp.os.linux.development.apps/2008-01/msg00133.html>

- *From:* David Schwartz <davids@xxxxxxxxxxxxx>
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On Jan 27, 1:21 am, shiv <vgst...@xxxxxxxxx> wrote:

I am writing chat application when new request comes to server it will fork and creates a child for that request and parent will wait for next request. Since there is only one accept call after first success it will return. How to do this for n number of requests. If possible plz explain with example

There are many chat applications whose source code is publically-available. Any of them would serve as excellent examples. If your question is just how to handle multiple clients, then **any** server whose source code is available will serve as a good example.

Your question makes it sounds like you're trying to run before you know how to crawl. Have you written any software that handles more than one connection at a time yet? If not, start with a simple echo server.

DS

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