

## Re: Reading blocks of data from socket

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<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.networks/2006-07/msg00153>

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- *From:* "Dilip" <[rdilipk@xxxxxxxxxx](mailto:rdilipk@xxxxxxxxxx)>
  - *Date:* 10 Jul 2006 13:57:15 -0700
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Phil Frisbie, Jr. wrote:

Dilip wrote:

Hi

I have an application that connects to server via TCP. Right now, the way the protocol is designed, I read a few bytes initially from the socket, say 'n'. One of the fields in the n bytes tells me how much more to read to absorb the entire packet of data. I read that much, loop back and repeat the process by once again reading n bytes. I do this kind of looping close to 100,000 times over a span of 3-4 mins. The application is designed to do this kind of thign all day.

I was just wondering, wouldn't it be a good idea to read a huge block of data (say like 10,000 bytes) from the socket, store it in memory and let the program logic interpret the packets in-memory rather than from the socket thus reducing the amount of I/O?

That is how I do it.

Just took a look at your website. Wish I had seen it earlier.. your network library would've come in handy. Thanks for validating my approach though...