

Re: socket communication: send & receive doesn't work right

Source:

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The problem with this approach is that Java stores the binary data as big endians only (no matter what CPU architecture is), if your C++ client is little endian then unpredictable results may be obtained. Check this issue.

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--Vladimir, Windows SDK MVP

"Ananya" <Ananya@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
news:2951DED5-4DDF-40BF-A581-1A13A95EA631@xxxxxxxxxxxxxxxx

I am trying to establish socket communication between my Java and C++ program.

I called my Java program from my C++ program with ShellExecuteEx.
I created a C++ Server and a Java Client, which is accepted by the Server.

I did a test of sending two doubles:

1.23 & 4.5

from my Java program to my C++ program, however I always received the following 2 different doubles:

1.1648250968930678e-302 & -6.4627233651951511e-086.

Here is my Java sending method:

```
public void send_doubles(double vals[], int len) throws IOException
{
    // convert our array of doubles into an array of bytes
    ByteArrayOutputStream bytestream;
    bytestream = new ByteArrayOutputStream(len*8);

    DataOutputStream out;
    out = new DataOutputStream(bytestream);

    for (int i=0; i<len; i++)
    {
        out.writeDouble(vals[i]);
    }

    output.write(bytestream.toByteArray(), 0, bytestream.size());
    output.flush();
}
```

Re: socket communication: send & receive doesn't work right

```
recv_ack();  
send_ack();  
}
```

and my Java acknowledgement methods:

```
// send a short acknowledgement to the server  
private void send_ack() throws IOException  
{  
    int ack;  
  
    ack = 0;  
  
    output.write(ack);  
    output.flush();  
}
```

```
// recv a short acknowledgment from the server  
private void recv_ack() throws IOException  
{  
    int ack;  
  
    ack = (int)input.read();  
}
```

And here is my C++ receiving method:

```
int Server::recv_doubles(double *val, int maxlen) throw (string)  
{  
    int i, j;  
    int numbytes = 0;  
    int end = 0;  
    int total_bytes = 0;  
    char *temp;  
    char *result;  
  
    temp = (char *)buffer;  
    result = (char *)buffer2;  
  
    j = 0;  
  
    // we are receiving the incoming doubles one byte at a time  
    while (!end)  
    {  
        if ((numbytes=recv(new_fd, temp, BUFSIZE, 0))==-1)  
        {  
            throw string("help!");  
        }  
  
        for (i=0; i<numbytes; i++)  
        {  
            result[j] = temp[i];
```

Re: socket communication: send & receive doesn't work right

```
j++;
}

total_bytes = total_bytes + numbytes;
if (total_bytes==maxlen*sizeof(double) + 1)
{
end = 1;
}
}

// now we need to put the array of bytes into the array of doubles
char *ptr;
int num = (j - 1)/sizeof(double);

ptr = (char *)val;

// going from Java to C++, we need to reverse the order of each set of bytes
for (i = 0; i < num; i++)
{
for (j=0; j<sizeof(double); j++)
{
ptr[i*sizeof(double)+j] = (char)result[(i+1)*sizeof(double)-j-1];
}
}

send_ack();
recv_ack();

return num;
}
```

and my C++ acknowledgement methods:

```
// receive a short acknowledgement from the client
void Server::recv_ack()
{
char temp[1];
int total = 0;

while (total<1)
{
total += recv(new_fd, temp, 1, 0);
}
}

// send a short acknowledgement to the client
void Server::send_ack()
{
char temp[1];
temp[0] = 42;

send(new_fd, temp, 1, 0);
}
```

Re: socket communication: send & receive doesn't work right

}

Why does my C++ program receive incorrect doubles?

Thanks for looking at my code!