

Re: how to wait for socket communications

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<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.networks/2007-05/msg00138>

- *From:* Ali <abdulrazaq@xxxxxxxx>
 - *Date:* 14 May 2007 23:34:09 -0700
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On May 14, 10:55 pm, Ananya <Ana...@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote:

I am thinking of using sockets, because this was suggested in the last post to my question "Connecting Java to C++" in the Java Programming Forum at forum.java.sun.com, the exact link being: <http://forum.java.sun.com/thread.jspa?threadID=5133663&tstart=0>.

I am not sure why Alexander thought that sockets are not the right tool. I think that the advantage using sockets might be that it is faster than writing a file, since you can communicate a whole array.

Thanks for all your communications!

"Ali" wrote:

On May 14, 9:02 am, Ananya <Ana...@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote:

I am trying to do socket communications between my C++ and my Java program.

I created a Java program for drawing curves and I connected it to Adobe's C++ program for making a Photoshop plugin.

I am calling ShellExecuteEx for calling my Java program from C++, and it brings up a separate window.

First I would like to communicate the Photoshop picture information into my Java window. Originally I tried to to that with the

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lpParameters string in
ShellExecuteInfo, but it is too slow to build this string.

So now I am trying to communicate this with socket
communication. I first
create a server in C++ before calling ShellExecuteEx, then I
create a client
in Java in the main method, but how can I wait in C++ for
this Java client to
be created before calling accept and sending the Photoshop
picture
information?

I know I could just wait for a few seconds to make sure that
my Java program
came up by calling:
if (ei.hProcess != NULL)
{
WaitForSingleObject(ei.hProcess, 10*1000);}

But I would rather not lose any time and just wait exactly
until the Java
client is created.

And how can I wait in Java before receiving the picture
information?

Finally, how can I wait in C++ for the Java program to close,
at which point
the information of curves that were drawn in Java is sent to
C++ (to be
received for the workpath in Photoshop)?

Thanks for your time looking at this.

Hmm, i though someone else will jump in to make this point clear. As
pointed by Alexander that using socket is not a good design approach.

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His suggestion for mapped file is indeed flexible and commercial grade solution BUT you can do that with simple file operation as i told in previous thread. Why simple file I/O cant be your solution? and what makes you think that sockets are good to use?

ali

Snip:

I am not sure why Alexander thought that sockets are not the right tool. I think that the advantage using sockets might be that it is faster than writing a file, since you can communicate a whole array.

You must be kidding;-) BTW sockets are also no more than files with over head of clumsy protocol (tcp/udp anyother) on the top . Yeah, sockets can work and if you familiar with that then go head and do it. I bet socket design can't be never faster then file I/O given the facts that you will doing all the stuff on single machine. If you are not familiar with files thats another story but usually writing or reading to file wont take more than 3 to 4 lines. Easy peasy Japanese ;-)

ali

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