

Re: how to wait for socket communications

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.networks/2007-05/msg00171>

- *From:* Ananya <Ananya@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Thu, 17 May 2007 23:32:01 -0700
-

No, that's exactly what I want to change in my programs. I no longer want to use JNI, since there are some disadvantages such as not being able to destroy the JVM when the Java program gets closed, and ending up with memory leaks.

So I was trying to call the Java native executable from my C++ program and to use socket communication between my C++ program and my Java program.

Unfortunately, in connection with getting advised not to use sockets, my original question about how to wait for socket communications both in my C++ program and in my Java program was never answered.

May I still receive an answer for my original question at the beginning of this topic?

Thanks!

"Alexander Nickolov" wrote:

Well, naturally I assumed the Java program would use JNI for retrieving the file data via a C/C++ DLL...

--

=====

Alexander Nickolov
Microsoft MVP [VC], MCSD
email: agnickolov@xxxxxxx
MVP VC FAQ: <http://vcfaq.mvps.org>

=====

"Ali" <abdulrazaq@xxxxxxx> wrote in message
<news:1179310425.550307.225650@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx>

On May 15, 7:53 pm, Ananya <Ana...@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
wrote:

Ok, thanks! But where can I learn about memory-mapped files?

Re: how to wait for socket communications

You said, you suggested that somewhere. Did you write something about it

or

can you refer me to a tutorial? Sorry, but this is new for me.

"Alexander Nickolov" wrote: