

Re: how to wait for socket communications

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.networks/2007-05/msg00190>

- *From:* Ali <abdulrazaq@xxxxxxxx>
 - *Date:* 21 May 2007 00:41:17 -0700
-

On May 20, 11:06 pm, Ananya <Ana...@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote:

Also, when I read the file of chars or bytes, can I quickly make an array of chars or bytes out of it?

Thanks!

"Ananya" wrote:

Thanks, I really appreciate all your help.

Well, in C++ I am converting the unsigned chars to chars, but I don't know how to communicate the chars to Java.

(I actually posted another question: how to communicate unsigned char* to Java.)

I wish that in Java I would be able to read a file of bytes rather than a file of chars, because it seems that C++ chars are the same as Java bytes.

So, can I make a file of chars in C++ and read it as a file of bytes in Java?

Thanks again!

"Ali" wrote:

Re: how to wait for socket communications

On May 20, 9:59 am, Ananya

<Ana...@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote:

Thank you so much for your detailed answer!

Well, actually at this point I am ready to try out your file I/O suggestion.

The picture information is an unsigned char*, with first all the red values listed for each pixel, and then all green values, and finally all the blue values. So if I can just make a file out of that, the communication from C++ to Java might actually be pretty fast.

Could you please tell me where I can learn about the file I/O method? It's probably very simple, I am just a beginner at it.

Thanks!

"Ali" wrote:

On May 17, 11:32 pm,

Ananya

<Ana...@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>

wrote:

No, that's exactly what I want to change in my programs. I no longer want to

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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

Re: how to wait for socket communications

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...

Re: how to wait for socket communications

--

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

"Ali"
<abdulra...@xxxxxxx>
wrote
in
message
<news:1179310425.550307.225650@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>

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

Ok,
thanks!
But
where
can
I
learn
about
memory-mapped
files?
You
said,
you
suggested
that
somewhere.

Re: how to wait for socket communications

Did
you
write
something
about
it
or
can
you
refer
me
to
a
tutorial?
Sorry,
but
this
is
new
for
me.

"Alexander
Nickolov"
wrote:

I
think
OP
is
worried
about
performance
and
housekeeping
(not
leaving
temporary
files
around).
However,
with
memory-
mapped
file
you
don't
need
an

Re: how to wait for socket communications

actual
file
to
back
the
mapping
–
there's
a
standard
approach
of
using
the
swap
file
for
backing
the
data.
Then
even
file
I/O
may
not
occur
and
all
communication
be
in
memory.
Memory–mapped
files
should
really
be
considered
in
this
context
as
memory
allocation
technique,
not
file
I/O.

Re: how to wait for socket communications

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

"Ali"
<abdulra...@xxxxxxx>
wrote
in
message
<news:1179210849.716145.295730@>

On
May
14,
10:55
pm,
Ananya
<Ana...@xxxxxxxxxxxxxxxx>
wrote:

I
am
thinking
of
using
sockets,
because
this
was
suggested
in
the
last
post
to
my
question
"Connecting

Re: how to wait for socket communications

Java
to
C++"
in
the
Java
Programming
Forum
at
forum.java.sun.com,
the
exact
link
being:<http://forum.java>

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

Re: how to wait for socket communications

communicate
a
whole
array.

Thanks
for
all
your
communications!

"Ali"
wrote:

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

I
am
tryin
to
do
sock
com
betw
my
C++
and
my
Java
prog

I
crea
a
Java
prog
for
draw

Re: how to wait for socket communications

curv
and
I
conn
it
to
Ado
C++
prog
for
mak
a
Phot
plug

I
am
calli
Shel
for
calli
my
Java
prog
from
C++
and
it
bring
up
a
sepa
wind

First
I
wou
like
to
com
the
Phot
pictu
infor
into
my
Java

Re: how to wait for socket communications

winc
Orig
I
tried
to
to
that
with
the
lpPa
strin
in
Shel
but
it
is
too
slow
to
buil
this
strin

So
now
I
am
tryin
to
com
this
with
sock
com
I
first
crea
a
serv
in
C++
befo
calli
Shel
then
I
crea
a
clien

Re: how to wait for socket communications

in
Java
in
the
main
meth
but
how
can
I
wait
in
C++
for
this
Java
clien
to
be
crea
befo
calli
acce
and
send
the
Phot
pict
infor

I
know
I
coul
just
wait
for
a
few
seco
to
mak
sure
that
my
Java
prog
cam
up

Re: how to wait for socket communications

```
by  
calli  
if  
(  
ei.hf  
!=  
NU  
)  
{  
Wai  
10*]  
);}
```

But
I
wou
rathe
not
lose
any
time
and
just
wait
exac
until
the
Java
clie
is
crea

And
how
can
I
wait
in
Java
befo
rece
the
pict
infor

Re: how to wait for socket communications

Final
how
can
I
wait
in
C++
for
the
Java
prog
to
close
at
which
point
the
infor
of
curv
that
were
draw
in
Java
is
sent
to
C++
(to
be
rece
for
the
worl
in
Phot

Than
for
your
time
look
at
this.

Re: how to wait for socket communications

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.
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

Re: how to wait for socket communications

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

Re: how to wait for socket communications

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

Re: how to wait for socket communications

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

Re: how to wait for socket communications

file
wont
take
more
than
3
to
4
lines.
Easy
peasy
Japanese
;-)

ali

Snip
form
Alexander:

I
think
OP
is
worried
about
performance
and
housekeeping
(not
leaving
temporary
files
around).

But
you
can
always
delete
the
file
once
you
are

Re: how to wait for socket communications

done.
BTW
the
data
that
OP
wants
to
store
is
few
Kbs
anyway.

Then
even
file
I/O
may
not
occur
and
all
communication

...

[read more »](#)

Yes!

search : java + string to char
or java + string to byte

ali

.