

# Need help for socket Programming

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*Source:*

<http://www.tech-archive.net/Archive/PocketPC/microsoft.public.pocketpc.developer/2008-01/msg00259.html>

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Hi to everybody,  
I'm using Visual Studio 2005 pro SP1 under Windows Vista. I'm reading Pocket PC Network Programming. My goal is to write a server that accept input command as Strings sent by a Java Application. So I started with the example below that should be a server listening on port 80:

```
#include "stdafx.h"
#include <windows.h>
#include <commctrl.h>
#include <winsock.h>

int _tmain(int argc, _TCHAR* argv[])
{

// Initialize Winsock
WSADATA wsaData;

memset(&wsaData, 0, sizeof(WSADATA));
if(WSAStartup(MAKEWORD(1,1), &wsaData) != 0)
return FALSE;

// Create a connection-oriented socket
SOCKET s = socket(AF_INET, SOCK_STREAM, IPPROTO_TCP);

// Check to see if we have a valid socket
if(s == INVALID_SOCKET) {
int iSocketError = WSAGetLastError();
return FALSE;
}

SOCKADDR_IN sListener;
memset(&sListener, 0, sizeof(SOCKADDR_IN));

// Setup the port to bind on
sListener.sin_family = AF_INET;
sListener.sin_port = htons(80);
sListener.sin_addr.s_addr = htonl(INADDR_ANY);
```

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```
// Bind to the socket
if(bind(s, (SOCKADDR *)&sListener, sizeof(sListener)) ==
SOCKET_ERROR) {
int iSocketError = WSAGetLastError();
return FALSE;
}

// Listen for incoming connections
if(listen(s, SOMAXCONN) == SOCKET_ERROR) {
int iSocketError = WSAGetLastError();
return FALSE;
}

// Wait for a connection
SOCKADDR_IN sIncomingAddr;
memset(&sIncomingAddr, 0, sizeof(SOCKADDR_IN));
int iAddrLen = sizeof(SOCKADDR_IN);

SOCKET sIncomingSocket = accept(s, (SOCKADDR *)
&sIncomingAddr, &iAddrLen);
if(sIncomingSocket == SOCKET_ERROR) {
int iSocketError = WSAGetLastError();
return FALSE;
}

// We have an incoming socket request
char cResponseBuffer[1024] = "";
int nBytesReceived = 0;

// Get a basic request. In reality, we would want to check
// the HTTP request to see if it's valid, but let's just
// send a simple response.
nBytesReceived = recv(sIncomingSocket, &cResponseBuffer[0],
1024, 0);

if(nBytesReceived == SOCKET_ERROR) {
int iSocketError = WSAGetLastError();
return FALSE;
}

// Send out a response
char cBuffer[1024] = "";
int nBytesSent = 0;
int nBytesIndex = 0;

// Setup the buffer to send
sprintf(cBuffer, "HTTP/1.0 200 OK\r\n\r\nTest Response\r\n\r\n");
int nBytesLeft = strlen(cBuffer);

// Send the entire buffer
```

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```
while(nBytesLeft > 0) {
nBytesSent = send(sIncomingSocket, &cBuffer[nBytesIndex],
nBytesLeft, 0);
if(nBytesSent == SOCKET_ERROR)
break;

// See how many bytes are left. If we still need to send, loop
nBytesLeft -= nBytesSent;
nBytesIndex += nBytesSent;
}

// Close the sockets
closesocket(sIncomingSocket);
closesocket(s);
WSACleanup();

return 0;
}
```

But there are linker 12 errors:

```
1>Linking...
1>moduleServer.obj : error LNK2019: unresolved external symbol
WSACleanup referenced in function wmain
1>moduleServer.obj : error LNK2019: unresolved external symbol
closesocket referenced in function wmain
```

The book said to link winsock.lib but there's no library like this in the include path for smart device. I tried to use `#pragma comment(lib, "WS2_32.lib")` by including such library in the path for ARMV4 device but it can't resolve the problem. I don't know what do to, please give me an advice. Thanks in advance.

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