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## Win32 Socket Client

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**Description:** Socket programming in MFC is usually a bit messy. It's always clean and convenient to write the socket programs using Win32.


A big advantage writing these programs in Win32 is, we can follow the same model as in any Unix C++ socket program. Also, with each and every new version of Winsock, we don't know how many bugs are going to get added to the development frameworks.

### Resource Specifications

|                      |               |
|----------------------|---------------|
| <b>Version:</b>      | 1.0           |
| <b>Date Added:</b>   | Mar 5th, 2004 |
| <b>Last Updated:</b> | Sep 9th, 2004 |

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