

Finger 1.0: a Windows Sockets Finger Client
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Introduction

After the summer holiday, I have no idea what to do, and was not ready to start working on my master degree.

Finger 3.1, by Lee Murach (Internet: lee@nrc.com, CompuServe: 71161,651 Tel: (805) 484-2128), program that I've used very often for finding out whether my friends on Internet logged or not, becomes an inspiration. Since this is my first attempt to program something for Windows Sockets, functions written by Lee Murach were very helpful, and this is the right place to thank him a lot.

Finger 1.0 is a Windows Sockets finger client. You may use Finger to query for users on a remote host. Finger 1.0 uses the asynchronous WS extensions.

Contents

The Finger 1.0 was built with the Borland C++ 3.1, using Borland OWL 1.0.

finger.prj	Finger's project file.
finger.cpp	Finger's user interface. This module processes all user input, and displays query results and errors.
netwrkm.cpp	Finger's network module. It isolates the network interface from the rest of the program, and uses asynchronous WS calls to query the remote host.
finger.rc	Specifies resources.
finger.h	Finger's header file.
finger.rc.h	Constants used in resource script file.
finger.def	Definition file.
finger.ico	The finger icon.
readme.*	You're reading it now.
winsock.h	Header file for winsock.dll

winsock.lib Import library for winsock.dll.

finger.exe The executable.

Requirements

To run Finger, you'll need access to a remote host which runs a finger server.

Since finger dynamically links to the winsock.dll, you'll need a TCP/IP implementation that provides a Windows Sockets interface.

Release Notes

At the beginning I have no intention to upload this, but at the end I like what came out and decided to upload. That is the reason that the source code is not commented very well and the documentation is also very poor. Apologize for that.

Program information and copyright:

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Finger Version 1.0, a Windows Sockets Finger Client

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