

Why C++0x is the Awesomest Language for Network Programming

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<http://github.com/chriskohlhoff/awesome>

```
acceptor.async_accept(socket1, ...);
```

```
if (!ec)  
{  
    socket2.async_connect(...);  
}
```

```
if (!ec)  
{  
    socket1.async_read_some(...);  
    socket2.async_read_some(...);  
}
```

```
if (!ec)  
{  
    async_write(socket2, ...);  
}
```

```
if (!ec)  
{  
    async_write(socket1, ...);  
}
```

```
if (!ec)  
{  
    socket1.async_read_some(...);  
}
```

```
if (!ec)  
{  
    socket2.async_read_some(...);  
}
```

