

Using Streams

- (void) startStreaming {
 [myStream open];
}
- (void) stopStreaming {
 [myStream close];
}

Using Streams

```
- (void) stream:(NSStream*)stream
    handleEvent:(NSStreamEvent)event {
switch ( event ) {
    case NSStreamEventOpenCompleted:
        ...
    case NSStreamEventHasBytesAvailable:
        ...
    case NSStreamEventHasSpaceAvailable:
        ...
    case NSStreamEventErrorOccurred:
        ...
    case NSStreamEventEndEncountered:
        ...
}
}
```