```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Net;
using System.Net.Sockets;
using System.Text;
using System.Threading.Tasks;

namespace TCPServerConsoleApp
{
    internal class Program
    {
        static void Main(string[] args)
        {
            try
            {
                Int32 serverPort = 30000;
                IPAddress serverIP = IPAddress.Parse("127.0.0.1");

                TcpListener serverListener = new TcpListener(serverIP, serverPort);
                serverListener.Start();

                while (true)
                {
                    Console.WriteLine("Waiting for a connnection...");

                    TcpClient client = serverListener.AcceptTcpClient();
                    Console.WriteLine("Connected!");

                    NetworkStream stream = client.GetStream();

                    Byte[] buffer = new Byte[256];
                    int recvData = 0;

                    while (true)
                    {
                        recvData = stream.Read(buffer, 0, buffer.Length);
                        if (recvData == 0) { break; }
                        string s = Encoding.UTF8.GetString(buffer);
                        Console.WriteLine(s);
                    }
                }
            } catch(SocketException e)
            {
                Console.WriteLine("SocketException: {0}", e);
            }
        }
    }
}
```