// Add dependencies

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using Newtonsoft.Json;

using System.Threading.Tasks;

using System.Net;

using Newtonsoft.Json.Linq;

using System.IO;

namespace ConsoleApplication1

{

class Program

{

private static void Main(string[] args)

{

Console.WriteLine("Bitcoin getinfo");

var data = RequestServer("getinfo", new List(){});

Console.WriteLine(data);

Console.ReadKey();

}

public static string RequestServer(string methodName, List parameters)

{

// Use the values you specified in the bitcoin server command line

string ServerIp = "http://s1.ripple.com:51234";

//string UserName = "testuser";

//string Password = "testpassword";

HttpWebRequest webRequest = (HttpWebRequest)WebRequest.Create(ServerIp);

// webRequest.Credentials = new NetworkCredential(UserName, Password);

webRequest.ContentType = "application/json-rpc";

webRequest.Method = "POST";

string responseValue = string.Empty;

// Configure request type

JObject joe = new JObject();

joe.Add(new JProperty("jsonrpc", "1.0"));

joe.Add(new JProperty("id", "1"));

joe.Add(new JProperty("method", methodName));

JArray props = new JArray();

foreach (var parameter in parameters)

{

props.Add(parameter);

}

joe.Add(new JProperty("params", props));

// serialize JSON for request

string s = JsonConvert.SerializeObject(joe);

byte[] byteArray = Encoding.UTF8.GetBytes(s);

webRequest.ContentLength = byteArray.Length;

Stream dataStream = webRequest.GetRequestStream();

dataStream.Write(byteArray, 0, byteArray.Length);

dataStream.Close();

// deserialze the response

StreamReader sReader = null;

WebResponse webResponse = webRequest.GetResponse();

sReader = new StreamReader(webResponse.GetResponseStream(), true);

responseValue = sReader.ReadToEnd();

var data = JsonConvert.DeserializeObject(responseValue).ToString();

return data;

}

}

}