using System;

using System.Collections.Generic;

using System.Linq;

using System.Net;

using System.Net.Sockets;

using System.Security.Claims;

using System.Text;

using System.Threading.Tasks;

namespace Client

{

public class Program

{

static void Main(string[] args)

{

var socket=new Socket(AddressFamily.InterNetwork, SocketType.Stream, ProtocolType.Tcp);

var ipAddress = IPAddress.Parse("10.2.11.19");

var port = 27001;

var ep=new IPEndPoint(ipAddress, port);

try

{

socket.Connect(ep);

if (socket.Connected)

{

Console.WriteLine("Connected to server . . .");

while (true)

{

var msg = Console.ReadLine();

var bytes=Encoding.UTF8.GetBytes(msg);

socket.Send(bytes);

}

}

}

catch (Exception)

{

Console.WriteLine("Can not connect to the server . . .");

}

}

}

}