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

var ipAddress = IPAddress.Parse("104.21.70.39");

var port = 80;

IPEndPoint endPoint=new IPEndPoint(ipAddress, port);

try

{

socket.Connect(endPoint);

if (socket.Connected)

{

string str = $@"GET / HTTP / 1.1\r\nHost {ipAddress}\r\nConnection:

Close\r\n\r\n";

var bytes=Encoding.ASCII.GetBytes(str);

socket.Send(bytes);

var length = 0;

var buffer = new byte[1500];

do

{

length = socket.Receive(buffer);

var response=Encoding.ASCII.GetString(buffer);

Console.WriteLine(response);

} while (length>0);

}

}

catch (Exception)

{

}