using System;

using System.Collections.Generic;

using System.Linq;

using System.Net;

using System.Net.Sockets;

using System.Text;

using System.Threading.Tasks;

namespace Server

{

public class Program

{

static void Main(string[] args)

{

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

var port = 27001;

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

{

var ep = new IPEndPoint(ipAddress, port);

socket.Bind(ep);

socket.Listen(10);

Console.WriteLine($"Listen over {socket.LocalEndPoint}");

while (true)

{

var client = socket.Accept();

Task.Run(() =>

{

Console.WriteLine($"{client.RemoteEndPoint} connected . . .");

var length = 0;

var bytes=new byte[1024];

do

{

length = client.Receive(bytes);

var msg = Encoding.UTF8.GetString(bytes, 0, length);

Console.WriteLine($"CLIENT : {client.RemoteEndPoint} : {msg}");

if (msg == "exit")

{

client.Shutdown(SocketShutdown.Both);

client.Dispose();

break;

}

} while (true);

});

}

}

}

}

}