using System;

using System.Collections.Generic;

using System.IO;

using System.Linq;

using System.Net;

using System.Net.Sockets;

using System.Text;

using System.Threading.Tasks;

namespace TcpClientApp

{

public class Program

{

static void Main(string[] args)

{

var client = new TcpClient();

var ip = IPAddress.Parse("10.2.13.15");

var port = 27001;

var ep = new IPEndPoint(ip, port);

try

{

client.Connect(ep);

if (client.Connected)

{

var writer = Task.Run(() =>

{

while (true)

{

var text = Console.ReadLine();

var stream = client.GetStream();

var bw = new BinaryWriter(stream);

bw.Write(text);

}

});

var reader = Task.Run(() =>

{

while (true)

{

var stream = client.GetStream();

var br = new BinaryReader(stream);

Console.WriteLine($"From Server : {br.ReadString()}");

}

});

Task.WaitAll(writer, reader);

}

}

catch (Exception ex)

{

Console.WriteLine(ex.Message);

}

}

}

}