using System;

using System.Collections.Generic;

using System.Linq;

using System.Net;

using System.Net.Sockets;

using System.Text;

using System.Threading.Tasks;

namespace UDPClient

{

public class Program

{

static void Main(string[] args)

{

var socket=new Socket(AddressFamily.InterNetwork, SocketType.Dgram, ProtocolType.Udp);

var ip=IPAddress.Loopback;

var port = 27001;

EndPoint ep = new IPEndPoint(ip, port);

try

{

while (true)

{

var text = Console.ReadLine();

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

socket.SendTo(bytes, ep);

}

}

catch (Exception ex)

{

Console.WriteLine(ex.Message);

}

}

}

}