using System;

using System.Collections.Generic;

using System.Linq;

using System.Net;

using System.Net.Sockets;

using System.Text;

using System.Threading.Tasks;

namespace UDP.Server

{

public class Program

{

static void Main(string[] args)

{

var ip = IPAddress.Any;

var port = 27001;

var ep = new IPEndPoint(ip, port);

var socket = new Socket(AddressFamily.InterNetwork,

SocketType.Dgram, ProtocolType.Udp);

socket.Bind(ep);

while (true)

{

Console.WriteLine("Listening . . . ");

var bytes = new byte[socket.ReceiveBufferSize];

EndPoint endPoint=new IPEndPoint(IPAddress.Any, 0);

var length = socket.ReceiveFrom(bytes, ref endPoint);

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

Console.WriteLine(msg);

}

}

}

}