



Udgivet: 11. september 2023 af [Henrik Vincents Poulsen](#)

```
// A C# program for Client
using System;
using System.Net;
using System.Net.Sockets;
using System.Text;

namespace Client {
class Program {
// Main Method
static void Main(string[] args)
{
    ExecuteClient();
}

// ExecuteClient() Method
static void ExecuteClient()
{
    try {

        // Establish the remote endpoint
        // for the socket. This example
        // uses port 11111 on the local
        // computer.
```

```
IPHostEntry ipHost = Dns.GetHostEntry(Dns.GetHostName());
IPAddress ipAddr = ipHost.AddressList[0];
IPEndPoint localEndPoint = new IPEndPoint(ipAddr, 11111);

// Creation TCP/IP Socket using
// Socket Class Constructor
Socket sender = new Socket(ipAddr.AddressFamily,
    SocketType.Stream, ProtocolType.Tcp);

try {

    // Connect Socket to the remote
    // endpoint using method Connect()
    sender.Connect(localEndPoint);

    // We print EndPoint information
    // that we are connected
    Console.WriteLine("Socket connected to -> {0} ",
        sender.RemoteEndPoint.ToString());

    // Creation of message that
    // we will send to Server
    byte[] messageSent = Encoding.ASCII.GetBytes("Test Client<EOF>");
    int byteSent = sender.Send(messageSent);

    // Data buffer
    byte[] messageReceived = new byte[1024];

    // We receive the message using
    // the method Receive(). This
    // method returns number of bytes
    // received, that we'll use to
    // convert them to string
```

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int byteRecv = sender.Receive(messageReceived);
Console.WriteLine("Message from Server -> {0}",
    Encoding.ASCII.GetString(messageReceived,
        0, byteRecv));

// Close Socket using
// the method Close()
sender.Shutdown(SocketShutdown.Both);
sender.Close();
}

// Manage of Socket's Exceptions
catch (ArgumentNullException ane) {

    Console.WriteLine("ArgumentNullException : {0}", ane.ToString());
}

catch (SocketException se) {

    Console.WriteLine("SocketException : {0}", se.ToString());
}

catch (Exception e) {
    Console.WriteLine("Unexpected exception : {0}", e.ToString());
}
}

catch (Exception e) {

    Console.WriteLine(e.ToString());
}
```

```
}  
}  
}  
}
```