

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Net;
6 using System.Net.Sockets;
7
8 namespace TcpClientSync
9 {
10     class Program
11     {
12         static void Main(string[] args)
13         {
14
15             IPAddress hostIP = IPAddress.Parse("127.0.0.1");
16             IPEndPoint endpoint = new IPEndPoint(hostIP, 9500);
17
18             Socket s = new Socket(endpoint.AddressFamily, SocketType.Stream,
19                                     ProtocolType.Tcp);
20
21             s.Connect(endpoint);
22
23             byte[] msg = Encoding.UTF8.GetBytes("Hello Server!");
24             byte[] bytes = new byte[256];
25
26             s.Send(msg);
27
28             int len = s.Receive(bytes);
29             Console.WriteLine(Encoding.UTF8.GetString(bytes));
30
31             Console.Read();
32             s.Close();
33         }
34     }
35 }
36
```