```
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  using System.Threading;
8
9  namespace UdpDemo
10 {
11     class Program
12     {
13         static void Main(string[] args)
14         {
15             //启动udp服务器
16             Thread thread = new Thread(new ThreadStart(UdpServer));
17
18             thread.Start();
19
20             Thread.Sleep(500);
21
22             //创建udp客户端
23             UdpClient udpclient = new UdpClient(9600);
24             udpclient.Connect("127.0.0.1", 9501);
25
26             Byte[] sendBytes = Encoding.ASCII.GetBytes("Hello! I am udp clients!");
27
28             //发送消息给服务器
29             udpclient.Send(sendBytes, sendBytes.Length);
30
31             udpclient.Close();
32
33             Console.Read();
34         }
35
36
37         static void UdpServer()
38         {
39             Console.WriteLine("Wait for udp...");
40
41             IPAddress addr = IPAddress.Parse("127.0.0.1");
42             IPEndPoint ipp = new IPEndPoint(addr,9501);
43
44             Socket s = new Socket(ipp.Address.AddressFamily, SocketType.Dgram,
                   ProtocolType.Udp);
45
46             // Creates an IPEndPoint to capture the identity of the sending host.
47             IPEndPoint sender = new IPEndPoint(IPAddress.Any, 0);
48             EndPoint senderRemote = (EndPoint)sender;
49
50             // Binding is required with ReceiveFrom calls.
51             s.Bind(ipp);
52
53             byte[] msg = new Byte[256];
54             Console.WriteLine("Waiting to receive datagrams from client...");
55
56             // This call blocks.
57             s.ReceiveFrom(msg, ref senderRemote);
58             s.Close();
59
```

```
60
61              string str = System.Text.Encoding.ASCII.GetString(msg);
62              Console.WriteLine(str);
63              Console.WriteLine(senderRemote.ToString());
64          }
65      }
66  }
67
```