

```
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 ServerListener
9 {
10     class Program
11     {
12         static void Main(string[] args)
13         {
14             TcpListener server = null;
15             try
16             {
17                 // Set the TcpListener on port 9500.
18                 Int32 port = 9500;
19                 IPAddress localAddr = IPAddress.Parse("127.0.0.1");
20
21                 // TcpListener server = new TcpListener(port);
22                 server = new TcpListener(localAddr, port);
23
24                 // Start listening for client requests.
25                 server.Start();
26
27                 // Buffer for reading data
28                 Byte[] bytes = new Byte[256];
29                 String data = null;
30
31                 // Enter the listening loop.
32                 while (true)
33                 {
34                     Console.Write("Waiting for a connection... ");
35
36                     // Perform a blocking call to accept requests.
37                     // You could also use server.AcceptSocket() here.
38                     TcpClient client = server.AcceptTcpClient();
39                     Console.WriteLine("Connected!");
40
41                     data = null;
42
43                     // Get a stream object for reading and writing
44                     NetworkStream stream = client.GetStream();
45
46                     int i;
47
48                     // Loop to receive all the data sent by the client.
49                     while ((i = stream.Read(bytes, 0, bytes.Length)) != 0)
50                     {
51                         // Translate data bytes to a ASCII string.
52                         data = System.Text.Encoding.ASCII.GetString(bytes, 0, i);
53                         Console.WriteLine("Received: {0}", data);
54
55                         // Process the data sent by the client.
56                         data = data.ToUpper();
57
58                         byte[] msg = System.Text.Encoding.ASCII.GetBytes(data);
59
60                         // Send back a response.
```

```
61         stream.Write(msg, 0, msg.Length);
62         Console.WriteLine("Sent: {0}", data);
63     }
64
65     // Shutdown and end connection
66     client.Close();
67 }
68
69 catch (SocketException e)
70 {
71     Console.WriteLine("SocketException: {0}", e);
72 }
73 finally
74 {
75     // Stop listening for new clients.
76     server.Stop();
77 }
78
79
80 Console.WriteLine("\nHit enter to continue...");
81 Console.Read();
82
83
84 }
85 }
86 }
87
```