```csharp
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 TcpClients
9  {
10      class Program
11      {
12          static void Main(string[] args)
13          {
14              Int32 port = 9500;
15              TcpClient client = new TcpClient("127.0.0.1", port); //创建Client对象，并自
                     动连接到给定地址和端口。
16
17              Console.WriteLine("connected!");
18
19              string message = "Hello!\r";
20              try
21              {
22                  // Translate the passed message into ASCII and store it as a Byte
                         array.
23                  Byte[] data = System.Text.Encoding.ASCII.GetBytes(message);
24
25                  // Get a client stream for reading and writing.
26                  //  Stream stream = client.GetStream();
27
28                  NetworkStream stream = client.GetStream();
29
30                  // Send the message to the connected TcpServer.
31                  stream.Write(data, 0, data.Length);
32
33                  Console.WriteLine("Sent: {0}", message);
34
35                  // Receive the TcpServer.response.
36
37                  // Buffer to store the response bytes.
38                  data = new Byte[256];
39
40                  // String to store the response ASCII representation.
41                  String responseData = String.Empty;
42
43                  // Read the first batch of the TcpServer response bytes.
44                  Int32 bytes = stream.Read(data, 0, data.Length);
45                  responseData = System.Text.Encoding.ASCII.GetString(data, 0, bytes);
46                  Console.WriteLine("Received: {0}", responseData);
47
48                  // Close everything.
49                  stream.Close();
50                  client.Close();
51              }
52              catch (ArgumentNullException e)
53              {
54                  Console.WriteLine("ArgumentNullException: {0}", e);
55              }
56              catch (SocketException e)
57              {
58                  Console.WriteLine("SocketException: {0}", e);
```

```
59                }
60
61                Console.WriteLine("\n Press Enter to continue...");
62                Console.Read();
63
64            }
65        }
66  }
67
```