

```
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 TcpServerSync
9 {
10     class Program
11     {
12         static void Main(string[] args)
13         {
14             Socket listenSocket = new Socket(AddressFamily.InterNetwork,
15                                             SocketType.Stream,
16                                             ProtocolType.Tcp);
17
18             // bind the listening socket to the port
19             IPAddress hostIP = IPAddress.Parse("127.0.0.1");
20             IPEndPoint ep = new IPEndPoint(hostIP, 9500);
21             listenSocket.Bind(ep);
22
23             // start listening
24             listenSocket.Listen(5); //最多5个等待
25
26             Socket s = listenSocket.Accept(); //接收第一个请求
27
28             byte[] msg = Encoding.UTF8.GetBytes("This is a test");
29             byte[] bytes = new byte[256];
30
31             int len = s.Receive(bytes);
32             Console.WriteLine(Encoding.UTF8.GetString(bytes));
33
34             s.Send(msg);
35
36             s.Close();
37
38             Console.Read();
39         }
40     }
41 }
42
```