﻿using System;

using System.Collections.Generic;

using System.Linq;

using System.Net;

using System.Net.Sockets;

using System.Text;

using System.Threading.Tasks;

namespace Server

{

class Program

{

static void Main(string[] args)

{

IPEndPoint ipep = new IPEndPoint(IPAddress.Parse("172.20.10.2"), 2008);

Socket server1 = new Socket(AddressFamily.InterNetwork, SocketType.Stream, ProtocolType.Tcp);

server1.Bind(ipep);

server1.Listen(1);

Console.WriteLine("Cho mot chut, doi Client ket noi......");

Socket client = server1.Accept();

Console.WriteLine("Da ket noi thanh cong voi: {0}", client.RemoteEndPoint.ToString());

String s = "Chao mung da toi voi server 2008";

client.Close();

server1.Close();

}

}

}