

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading;
6 using System.Threading.Tasks;
7 using System.Windows;
8 using System.Windows.Controls;
9 using System.Windows.Data;
10 using System.Windows.Documents;
11 using Microsoft.Win32;
12 using System.Windows.Input;
13 using System.Windows.Media;
14 using System.Windows.Media.Imaging;
15 using System.Windows.Navigation;
16 using System.Windows.Shapes;
17
18 namespace HotSpot
19 {
20     /// <summary>
21     /// Interaction logic for MainWindow.xaml
22     /// </summary>
23     public partial class MainWindow : Window
24     {
25         AsyncServer asyncServer;
26         private Thread Server;
27         private bool Connected = false;
28
29         public MainWindow()
30         {
31             InitializeComponent();
32             asyncServer = new AsyncServer(LogBox);
33         }
34
35         private void Connect_Click(object sender, RoutedEventArgs e)
36         {
37             if (!Connected)
38             {
39                 Server = new Thread(() => asyncServer.StartListening("Server has
40                     been Connected"));
41                 Server.Start();
42                 Connected = true;
43             }
44             else
45             {
46                 LogBox.Text = "Server is already Connected and Running...";
47             }
48         }
49
50         private void Disconnect_Click(object sender, RoutedEventArgs e)
51         {
52             if (Connected)
```

```
52         {
53             Server.Abort();
54             Connected = false;
55         }
56         else
57         {
58             LogBox.Text = "Server is already Disconnected...";
59         }
60     }
61
62     private void Restart_Click(object sender, RoutedEventArgs e)
63     {
64         if (Connected)
65         {
66             Server.Abort();
67             Server = new Thread(() => asyncServer.StartListening("Server has
68                 been Disconnected.\nServer has been Restarted."));
69             Server.Start();
70         }
71         else
72         {
73             Server = new Thread(() => asyncServer.StartListening("Server has
74                 been Restarted"));
75             Server.Start();
76             Connected = true;
77         }
78     }
79 }
80
```