CHƯƠNG 3: BÀI TẬP 5

```csharp
using System;
using System.Net;
using System.Net.Sockets;
using System.Text;
class BetterdUdpClient
{
  public static void Main()
  {
   byte[] data = new byte[30];
   string input, stringData;
   IPEndPoint ipep = new IPEndPoint(
           IPAddress.Parse("127.0.0.1"), 9050);
   Socket server = new Socket(AddressFamily.InterNetwork,
           SocketType.Dgram, ProtocolType.Udp);
   string welcome = "Hello, are you there?";
   data = Encoding.ASCII.GetBytes(welcome);
   server.SendTo(data, data.Length, SocketFlags.None, ipep);
   IPEndPoint sender = new IPEndPoint(IPAddress.Any, 0);
   EndPoint tmpRemote = (EndPoint)sender;
   data = new byte[30];
   int recv = server.ReceiveFrom(data, ref tmpRemote);
   Console.WriteLine("Message received from {0}:", tmpRemote.ToString());
   Console.WriteLine(Encoding.ASCII.GetString(data, 0, recv));
   int i = 30;
   while(true)
   {
     input = Console.ReadLine();
     if (input == "exit")
      break;
     server.SendTo(Encoding.ASCII.GetBytes(input), tmpRemote);
     data = new byte[i];
     try
     {
      recv = server.ReceiveFrom(data, ref tmpRemote);
      stringData = Encoding.ASCII.GetString(data, 0, recv);
      Console.WriteLine(stringData);
     } catch (SocketException)
     {
      Console.WriteLine("WARNING: data lost, retry message.");
      i += 10;
     }
   }
   Console.WriteLine("Stopping client");
   server.Close();
  }
}
```