CHƯƠNG 1: BÀI TẬP 3

```csharp
using System;
using System.Net;
using System.Net.Sockets;
class SockProp
{
  public static void Main ()
  {
   IPAddress ia = IPAddress.Parse("127.0.0.1");
   IPEndPoint ie = new IPEndPoint(ia, 8000);
   Socket test = new Socket(AddressFamily.InterNetwork,
           SocketType.Stream, ProtocolType.Tcp);
   Console.WriteLine("AddressFamily: {0}",
           test.AddressFamily);
   Console.WriteLine("SocketType: {0}",
           test.SocketType);
   Console.WriteLine("ProtocolType: {0}",
           test.ProtocolType);
   Console.WriteLine("Blocking: {0}", test.Blocking);
   test.Blocking = false;
   Console.WriteLine("new Blocking: {0}",test.Blocking);
   Console.WriteLine("Connected: {0}", test.Connected);
   test.Bind(ie);
   IPEndPoint iep = (IPEndPoint)test.LocalEndPoint;
   Console.WriteLine("Local EndPoint: {0}",
            iep.ToString());
   test.Close();
  }
}
```