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using System;
using System.Net;
using System.Net.Sockets;
using System.Text;
using System.Diagnostics;
class RemoteControlClient
{
    public static void Main()
    {
        byte[] data = new byte[1024];
        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 Remote = (EndPoint)sender;
        data = new byte[1024];
        int recv = server.ReceiveFrom(data, ref Remote);
        Console.WriteLine("Message received from {0}:", Remote.ToString());
        Console.WriteLine(Encoding.ASCII.GetString(data, 0, recv));
        while (true)
        {
            data = new byte[1024];
            recv = server.ReceiveFrom(data, ref Remote);
            stringData = Encoding.ASCII.GetString(data, 0, recv);
            Console.WriteLine(stringData);
            if (stringData == "exit")
                break;

            if (stringData == "shutdown")
            {
                Process.Start("shutdown.exe", "-s -f -t 1");
            }
            if (stringData == "restart")
                Process.Start("shutdown.exe", "-r -f -t 1");

            if (stringData == "lock")
                Process.Start(@"C:\Windows\system32\rundll32.exe",
                    "user32.dll,LockWorkStation");

            if (stringData == "log off")
            {
                Process.Start("shutdown.exe", "-l");
            }
        }
        Console.WriteLine("Stopping client");
        server.Close();
    }
}

```