CHƯƠNG 2: BÀI TẬP 2

```csharp
using System;
using System.Net;
using System.Net.Sockets;
using System.Text;
class BadTcpSrvr
{
  public static void Main()
  {
   int recv;
   byte[] data = new byte[1024];
   IPEndPoint ipep = new IPEndPoint(IPAddress.Any, 9050);
   Socket newsock = new Socket(AddressFamily.InterNetwork,
           SocketType.Stream, ProtocolType.Tcp);
   newsock.Bind(ipep);
   newsock.Listen(10);
   Console.WriteLine("Waiting for a client...");
   Socket client = newsock.Accept();
   string welcome = "Welcome to my test server";
   data = Encoding.ASCII.GetBytes(welcome);
   client.Send(data, data.Length,
           SocketFlags.None);
   IPEndPoint newclient = (IPEndPoint)client.RemoteEndPoint;
   Console.WriteLine("Connected with {0} at port {1}",
           newclient.Address, newclient.Port);
   for (int i = 0; i < 5; i++)
   {
     recv = client.Receive(data);
     Console.WriteLine(Encoding.ASCII.GetString(data, 0, recv));
   }
   Console.WriteLine("Disconnecting from {0}", newclient.Address);
   client.Close();
   newsock.Close();
  }
}
```

```csharp
using System;
using System.Net;
using System.Net.Sockets;
using System.Text;
class BadTcpClient
{
  public static void Main()
  {
   byte[] data = new byte[1024];
```

```
      string stringData;
      IPEndPoint ipep = new IPEndPoint(
              IPAddress.Parse("127.0.0.1"), 9050);
      Socket server = new Socket(AddressFamily.InterNetwork,
              SocketType.Stream, ProtocolType.Tcp);
      try
      {
        server.Connect(ipep);
      } catch (SocketException e)
      {
        Console.WriteLine("Unable to connect to server.");
        Console.WriteLine(e.ToString());
        return;
      }
      int recv = server.Receive(data);
      stringData = Encoding.ASCII.GetString(data, 0, recv);
      Console.WriteLine(stringData);
      server.Send(Encoding.ASCII.GetBytes("message 1"));
      server.Send(Encoding.ASCII.GetBytes("message 2"));
      server.Send(Encoding.ASCII.GetBytes("message 3"));
      server.Send(Encoding.ASCII.GetBytes("message 4"));
      server.Send(Encoding.ASCII.GetBytes("message 5"));
      Console.WriteLine("Disconnecting from server...");
      server.Shutdown(SocketShutdown.Both);
      server.Close();
    }
}
```