

CHƯƠNG 4: BÀI TẬP 2

```
using System;
using System.Net;
using System.Net.Sockets;
using System.Text;
class TcpListenerSample
{
    public static void Main()
    {
        int recv;
        byte[] data = new byte[1024];
        TcpListener newsock = new TcpListener(9050);
        newsock.Start();
        Console.WriteLine("Waiting for a client...");
        TcpClient client = newsock.AcceptTcpClient();
        NetworkStream ns = client.GetStream();
        string welcome = "Welcome to my test server";
        data = Encoding.ASCII.GetBytes(welcome);
        ns.Write(data, 0, data.Length);
        while(true)
        {
            data = new byte[1024];
            recv = ns.Read(data, 0, data.Length);
            if (recv == 0)
                break;

            Console.WriteLine(
                Encoding.ASCII.GetString(data, 0, recv));
            ns.Write(data, 0, recv);
        }
        ns.Close();
        client.Close();
        newsock.Stop();
    }
}
```