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using System;
using System.Net;
using System.Net.Sockets;
using System.Text;
class RemoteControlSrvr
{
    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.Dgram, ProtocolType.Udp);
        newsock.Bind(ipep);
        Console.WriteLine("Waiting for a client...");
        IPEndPoint sender = new IPEndPoint(IPAddress.Any, 0);
        EndPoint Remote = (EndPoint)(sender);
        recv = newsock.ReceiveFrom(data, ref Remote);
        Console.WriteLine("Message received from {0}:", Remote.ToString());
        Console.WriteLine(Encoding.ASCII.GetString(data, 0, recv));
        string welcome = "Welcome to my test server";
        data = Encoding.ASCII.GetBytes(welcome);
        newsock.SendTo(data, data.Length, SocketFlags.None, Remote);
        while (true)
        {
            string input = Console.ReadLine();
            newsock.SendTo(Encoding.ASCII.GetBytes(input), Remote);
            if (input == "exit")
                break;
        }
        Console.WriteLine("Stopping client");
        newsock.Close();
    }
}

```