```csharp
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.IO;
using System.Net;
using System.Net.Sockets;

class StreamTcpSrvr
{
    public static void Main()
    {
        string data;
        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();
        IPEndPoint newclient = (IPEndPoint)client.RemoteEndPoint;
        Console.WriteLine("Connected with {0} at port {1}",
newclient.Address, newclient.Port);
        NetworkStream ns = new NetworkStream(client);
        StreamReader sr = new StreamReader(ns);
        StreamWriter sw = new StreamWriter(ns);
        string welcome = "Welcome to my test server";
        sw.WriteLine(welcome);
        sw.Flush();
        while (true)
        {
            try
            {
                data = sr.ReadLine();
            }
            catch (IOException)
            {
                break;
            }

            Console.WriteLine(data);
            sw.WriteLine(data);
```

```csharp
            sw.Flush();
        }
        Console.WriteLine("Disconnected from {0}",
newclient.Address);
        sw.Close();
        sr.Close();
        ns.Close();
    }
}
```

```csharp
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.IO;
using System.Net;
using System.Net.Sockets;

class StreamTcpClient
{
    public static void Main()
    {
        string data;
        string input;
        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;
        }
        NetworkStream ns = new NetworkStream(server);
        StreamReader sr = new StreamReader(ns);
        StreamWriter sw = new StreamWriter(ns);
        data = sr.ReadLine();
```

```csharp
            Console.WriteLine(data);
            while (true)
            {
                input = Console.ReadLine();
                if (input == "exit")
                    break;
                sw.WriteLine(input);
                sw.Flush();
                data = sr.ReadLine();
                Console.WriteLine(data);
            }
            Console.WriteLine("Disconnecting from server...");
            sr.Close();
            sw.Close();
            ns.Close();
            server.Shutdown(SocketShutdown.Both);
            server.Close();
        }
    }
```