

CHƯƠNG 3: BÀI TẬP 2

```
using System;
using System.Net;
using System.Net.Sockets;
using System.Text;
class OddUdpClient
{
    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);
        server.Connect(ipep);
        string welcome = "Hello, are you there?";
        data = Encoding.ASCII.GetBytes(welcome);
        server.Send(data);
        data = new byte[1024];
        int recv = server.Receive(data);
        Console.WriteLine("Message received from {0}:", ipep.ToString());
        Console.WriteLine(Encoding.ASCII.GetString(data, 0, recv));
        while(true)
        {
            input = Console.ReadLine();
            if (input == "exit")
                break;
            server.Send(Encoding.ASCII.GetBytes(input));
            data = new byte[1024];
            recv = server.Receive(data);
            stringData = Encoding.ASCII.GetString(data, 0, recv);
            Console.WriteLine(stringData);
        }
        Console.WriteLine("Stopping client");
        server.Close();
    }
}
```