// Learn more about F# at http://fsharp.net

open System.Net

open System.Net.Sockets

open System.Text

open System.IO;

let ip= IPAddress([|127uy;0uy;0uy;1uy|])

let listener = TcpListener(ip,9999)

let buffer =Array.create 4996 0uy

listener.Start()

printfn "Start listening..."

let ConvertToByte (content:string) = Encoding.Unicode.GetBytes content

while true do

let client = listener.AcceptTcpClient()

try

let task = async{

let stream = client.GetStream()

let startContent = ConvertToByte "|"

do! stream.AsyncWrite(startContent,0,startContent.Length)

let! rc1 =stream.AsyncRead(buffer,0,buffer.Length)

if rc1=2 then

let fileNameContent =ConvertToByte "2012年¨º新?网ª?站?-510.docx"

do! stream.AsyncWrite(fileNameContent,0,fileNameContent.Length)

let! rc2 =stream.AsyncRead(buffer,0,buffer.Length)

if rc2 =2 then

use fs= new FileStream("2012年¨º新?网ª?站?-510.docx",FileMode.Open,FileAccess.Read)

let buf =Array.create 1024 0uy

let rec write count =

if count > 0 then

stream.Write(buf,0,count)

write (fs.Read(buf,0,buf.Length))

else ()

write (fs.Read(buf,0,buf.Length))

do! stream.AsyncWrite(startContent,0,startContent.Length)

// let replyContent = "Server response..."

// let buf = Encoding.ASCII.GetBytes replyContent

// do! stream.AsyncWrite(buf,0,buf.Length)

client.Close()

// let! count = stream.AsyncRead(buffer,0,buffer.Length)

// printfn "------------------------------------------------"

// printfn "%s" (Encoding.ASCII.GetString(buffer,0,count))

// printfn "------------------------------------------------"

}

task|>Async.Start

with

|x -> client.Close()

如果的假如