**SEMPLICE CLIENT TCP (by M.Zucchini – Nov. 2017)**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Net;

using System.Net.Sockets;

namespace SimpleClient

{

class Program

{

// \*\*\*\*\*\*\*\*\*\* CLIENT TCP \*\*\*\*\*\*\*\*\*\*\*\*\*

static void Main(string[] args)

{

IPAddress ipaServer = IPAddress.Parse("192.168.178.102");

IPEndPoint ipepRemoteEndPoint = new IPEndPoint(ipaServer, 1007);

byte[] buffer = new byte[1024];

int intNumBytesRec;

Socket sckClient = new Socket(AddressFamily.InterNetwork,

SocketType.Stream,

ProtocolType.Tcp);

Console.WriteLine("<<<<<<<<<<<<< CLIENT >>>>>>>>>>>>>");

sckClient.Connect(ipepRemoteEndPoint);

buffer = System.Text.Encoding.ASCII.GetBytes("Ciao...");

for(int i=0; i<10; i++)

{

sckClient.Send(buffer);

System.Threading.Thread.Sleep(1000);

}

buffer = System.Text.Encoding.ASCII.GetBytes("fine");

sckClient.Send(buffer);

sckClient.Close();

Console.WriteLine("Saluti inviati...");

Console.ReadLine();

Console.WriteLine("Ciao .. fine client!!!\n Premi un tasto per terminare. ");

}

}

}