**SEMPLICE SERVER 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 ServerTCP

{

class Program

{

// \*\*\*\*\*\*\*\*\*\*\*\*\*\*\* SERVER TCP \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

static void Main(string[] args)

{

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

IPEndPoint ipepLocalEndPoint = new IPEndPoint(ipaServer, 1007);

byte[] buffer = new byte[1024];

int intNumBytesRec;

string strData = null;

Socket sckListener = new Socket( AddressFamily.InterNetwork,

SocketType.Stream,

ProtocolType.Tcp);

sckListener.Bind(ipepLocalEndPoint);

Console.WriteLine("Listen !!!");

sckListener.Listen(2);

Console.WriteLine("Listen done !!!");

Console.WriteLine("Accept !!!");

Socket sckWorker = sckListener.Accept();

Console.WriteLine("Accept done!!!");

while(strData!="fine")

{

intNumBytesRec = sckWorker.Receive(buffer);

strData = Encoding.ASCII.GetString(buffer, 0, intNumBytesRec);

Console.WriteLine(strData);

}

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

}

}

}