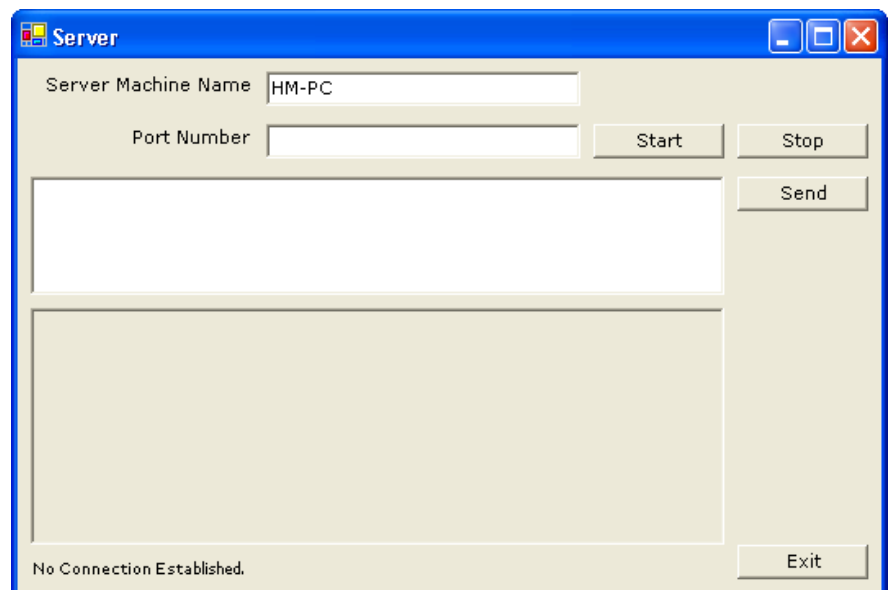


```

//Server Side
private void Form1_Load(object sender, System.EventArgs e)
{
    textBox1.Text=SystemInformation.ComputerName;
    label3.Text = "No Connection Established.";
}
private Socket serverListener;
private Socket serverHandler;
private void button1_Click(object sender, System.EventArgs e)
{
    IPEndPoint ipHostInfo = Dns.Resolve(Dns.GetHostName());
    IPAddress ipAddress = ipHostInfo.AddressList[0];
    IPEndPoint localEndPoint = new IPEndPoint(ipAddress, Convert.ToInt16(textBox2.Text));
    serverListener = new Socket(AddressFamily.InterNetwork, SocketType.Stream, ProtocolType.Tcp);
    //Socket listener = new Socket(AddressFamily.InterNetwork, SocketType.Dgram, ProtocolType.Udp);
    serverListener.Bind(localEndPoint);
    serverListener.Listen(1);
    label3.Text = "LISTENING";
    serverHandler = serverListener.Accept();
    label3.Text = "CONNECTION ACCEPTED FROM " + serverHandler.RemoteEndPoint.ToString().ToUpper() + " AND
ESTABLISHED.";
    timer1.Enabled = true;
}
private void button2_Click(object sender, System.EventArgs e)
{
    serverHandler.Shutdown(SocketShutdown.Both);
    serverHandler.Close();
    label3.Text = "CONNECTION STOPPED.";
}
private byte[] incomingMsg = new byte[1024];
private int incomingMsgLength = 0;
private void timer1_Tick(object sender, System.EventArgs e)
{
    if (serverHandler.Available != 0)
    {
        incomingMsgLength = serverHandler.Receive(incomingMsg);
        textBox4.Text += Encoding.UTF8.GetString(incomingMsg, 0, incomingMsgLength);
    }
}
private byte[] sendingMsg = new byte[1024];
private void button3_Click(object sender, System.EventArgs e)
{
    sendingMsg = Encoding.UTF8.GetBytes(textBox3.Text + Environment.NewLine);
    serverHandler.Send(sendingMsg);
    textBox3.Text = "";
}
private void button4_Click(object sender, System.EventArgs e)
{
    if (serverHandler.Connected)
    {
        serverHandler.Shutdown(SocketShutdown.Both);
    }
    Application.Exit();
}
}

```



```

//////////////////////// Client Side //////////////////////////
private void Form1_Load(object sender, System.EventArgs e)
{
    label3.Text = "NO CONNECTION ESTABLISHED.";
}

private Socket clientSender;
private void button1_Click(object sender, System.EventArgs e)
{
    IPEndPoint ipHostInfo = Dns.Resolve(textBox1.Text);
    IPAddress ipAddress = ipHostInfo.AddressList[0];
    IPEndPoint remoteEndPoint = new IPEndPoint(ipAddress, Convert.ToInt16(textBox2.Text));
    clientSender = new Socket(AddressFamily.InterNetwork, SocketType.Stream, ProtocolType.Tcp );
    //clientSender = new Socket(AddressFamily.InterNetwork, SocketType.Dgram, ProtocolType.Udp );
    clientSender.Connect(remoteEndPoint);
    label3.Text = "CONNECTION ESTABLISHED.";
    timer1.Enabled=true;
}

private void button2_Click(object sender, System.EventArgs e)
{
    clientSender.Shutdown(SocketShutdown.Both);
    clientSender.Close();
    label3.Text = "CONNECTION CLOSED.";
}

private byte[] incomingMsg = new byte[1024];
private int incomingMsgLength = 0;
private void timer1_Tick(object sender, System.EventArgs e)
{
    if (clientSender.Available != 0)
    {
        incomingMsgLength = clientSender.Receive(incomingMsg);
        textBox4.Text += Encoding.UTF8.GetString(incomingMsg, 0, incomingMsgLength);
    }
}

private byte[] sendingMsg = new byte[1024];
private void button3_Click(object sender, System.EventArgs e)
{
    sendingMsg = Encoding.UTF8.GetBytes(textBox3.Text + Environment.NewLine);
    clientSender.Send(sendingMsg);
    textBox3.Text = "";
}

private void button4_Click(object sender, System.EventArgs e)
{
    if (clientSender.Connected)
    {
        clientSender.Shutdown(SocketShutdown.Both);
    }
    Application.Exit();
}

```

The screenshot shows a Windows application window titled "Client". The window contains the following elements:

- Remote Machine Name:** A text input field.
- Remote Port Number:** A text input field.
- Connect / Disconnect:** Two buttons located to the right of the port number field.
- Send:** A button located to the right of the data display area.
- Data Display Area:** A large text area for showing received data.
- Status Bar:** Located at the bottom, it displays "NO CONNECTION ESTABLISHED." and has an "Exit" button.