Exercise: Client – Server communication
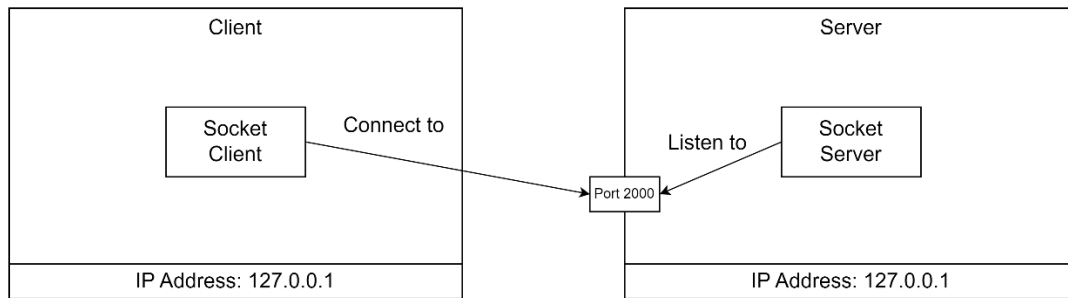
In this exercise, you will use sockets and TCP to send data between two programs, a client and a server.

Exercise 1:
Create two .NET solutions: A client and a server. Both should be a console application.

The server shall listen for incoming connections on port 2000.
It shall print the data it receives and send a reply to the client.

The client shall connect to the server on port 2000.
It shall send a message to the server and print the reply it receives.

Run both client and server on the same PC and use the loopback address.