|  |
| --- |
| using System;  using System.Collections.Generic;  using System.ComponentModel;  using System.Data;  using System.Drawing;  using System.Linq;  using System.Text;  using System.Threading.Tasks;  using System.Windows.Forms;  using System.Threading;  using System.Net;  using System.Net.Sockets;  namespace client  {  public partial class Client : Form  {  public Client()  {  InitializeComponent();  }  private void button1\_Click(object sender, EventArgs e)  {  UdpClient udpclient = new UdpClient();  udpclient.Connect(textBox1.Text,80);  Byte[] senddata = Encoding.ASCII.GetBytes(textBox2.Text);  udpclient.Send(senddata, senddata.Length);  }  private void label1\_Click(object sender, EventArgs e)  {  }  }  } |

Tạo client để gửi chuỗi lên ESP 8266

