  Now we are able to send data from labview to C# and it is displaying in the bigger project written in C#.But we are unable to update the data, that is after changing any of the inputs,the change not get reflected in C# application.But after stopping and again running that change can be visible.where will be the problem.Below is our C# code.Please give necessary instructions.

 System.Net.Sockets.TcpClient clientSocket = new System.Net.Sockets.TcpClient();  
           byte[] inStream = new byte[10025];  
           ArrayList list = new ArrayList();  
           ArrayList orglist = new ArrayList();  
              
           ArrayList Andata = new ArrayList();  
           ArrayList didata = new ArrayList();  
           ArrayList FFrame = new ArrayList();  
           string st="";    
            try  
            {  
  
                 clientSocket.Connect("127.0.0.1", 8221);  
                 NetworkStream serverStream = clientSocket.GetStream();  
  
                 serverStream.Read(inStream, 0, (int)clientSocket.ReceiveBufferSize);  
                 // soc.BeginReceive(theSocPkt.dataBuffer, 0, theSocPkt.dataBuffer.Length, SocketFlags.None, pfnWorkerCallBack\_server, theSocPkt);  
                  //int x = inStream.Length;  
                  System.Text.UTF8Encoding enc = new System.Text.UTF8Encoding();  
                  string str = enc.GetString(inStream);  
                  char[] strToParse = str.ToCharArray();  
                  int n=str.Length;  
                  //char ch;  
                  //string st;  
  
                  for (int i = 0; i < n; i++)  
                  {  
                      while (strToParse[i] != '\t' && strToParse[i] != '\n' && strToParse[i] != '\r')  
                      {  
                          if (i == 0)  
                          {  
                              st = strToParse[i].ToString();  
                          }  
                          else  
                              st = st + strToParse[i];  
                          i++;  
                      }  
                        
                      i++;  
                      list.Add(st);  
                      st=strToParse[i].ToString();  
                      if (strToParse[i] == '\r' || strToParse[i] == '\n' || strToParse[i] == '\0')  
                          break;   
                  }    
            /\*    for(int i=7;i<216;i++)  
                {  
                    if(i<=207)  
                        Andata.Add(list[i]);  
                    if(i>=210 && i<=215)  
                        didata.Add(list[i]);  
                     
                } \*/  
               for (int i = 0; i < list.Count; i++)  
                {  
                    //   
                    if (list[i].Equals("0") || list[i].Equals("1") || list[i].Equals("2") || list[i].Equals("3") || list[i].Equals("4") || list[i].Equals("5") || list[i].Equals("6") || list[i].Equals("7") || list[i].Equals("8") || list[i].Equals("9") || list[i].Equals("A") || list[i].Equals("B") || list[i].Equals("C") || list[i].Equals("D") || list[i].Equals("E") || list[i].Equals("F"))  
                    {  
                        String strr = "0" + list[i];  
                        orglist.Add(strr);  
                    }  
                    else  
                    {  
                        String strr = (string)list[i];  
                        orglist.Add(strr);  
                    }  
                }  
                byte[] orgbytes = new byte[orglist.Count];  
                for (int j = 0; j < orgbytes.Length; j++)  
                {  
                    //int i = Convert.ToInt32(orglist[j], 16);  
  
                    orgbytes[j] =  Convert.ToByte(orglist[j].ToString().Substring(0,2) , 16);   
  
                }  
                for (int x = 0; x < orgbytes.Length; x++)  
                {  
                    FFrame.Add(orgbytes[x]);  
                    DF.readBuffer.Add(orgbytes[x]);  
                }   
                DF.BuildDF();