using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Windows.Forms;

using System.Net.Sockets;

namespace WindowsFormsApplication7

{

public partial class Form1 : Form

{

System.Net.Sockets.TcpClient clientSocket = new System.Net.Sockets.TcpClient();

public Form1()

{

InitializeComponent();

}

private void Form1\_Load(object sender, EventArgs e)

{

msg("Client Started");

clientSocket.Connect("127.0.0.1", 8222);

label1.Text = "Client Socket Program - Server Connected ...";

}

private void button1\_Click(object sender, EventArgs e)

{

NetworkStream serverStream = clientSocket.GetStream();

byte[] outStream = System.Text.Encoding.ASCII.GetBytes("Message from Client$");

serverStream.Write(outStream, 0, outStream.Length);

serverStream.Flush();

byte[] inStream = new byte[10025];

serverStream.Read(inStream, 0, (int)clientSocket.ReceiveBufferSize);

string returndata = System.Text.Encoding.ASCII.GetString(inStream);

msg("Data from Server : " + returndata);

}

public void msg(string mesg)

{

textBox1.Text = textBox1.Text + Environment.NewLine + " >> " + mesg;

}

}

}