## 客户端 Tcpclient

解压 TcpServer.tar, Qt 找到工程并打开

在 TcpClient.pro 文件中添加 network

```
▼ m TcpClient
    TcpClient.pro
                                    # Project created by QtCreator 2021-10-31T05:57:05
  ▼ I Headers
       m widget.h
  ▼ 🕞 Sources
                                            += core gui network
       main.cpp
                                  greaterThan(QT_MAJOR_VERSION, 4): QT += widgets
       widget.cpp
  ▼ Forms
                                  1 TARGET = TcpClient
       🌌 widget.ui
                                   TEMPLATE = app
                                  5 SOURCES += main.cpp\
                                 16
                                           widget.cpp
                                   HEADERS += widget.h
                                 20 FORMS
                                            += widget.ui
```

在 widget.h 添加以下代码

```
#define WIDGET_H
      #include <0Widget>
    #include <QTcpSocket>
     namespace Ui {
     class Widget;

▼ class Widget : public QWidget

          Q OBJECT
     public:
    explicit Widget(QWidget *parent = 0);
    ~Widget();
     private slots:
          void on_btn_connectServer_clicked();
          void read_data();
          void connect_sud();
          void client dis();
28
          void on_pushButton_clicked();
     private:
Ui::Widget *ui;
         QTcpSocket *mSocket;
     #endif // WIDGET H
```

## 在 widget.cpp 中添加 以下代码。

```
#include "ui_widget.h"
▼ 📠 TcpClient
     TcpClient.pro
                                                 Widget::Widget(QWidget *parent) :
   QWidget(parent),
   ui(new Ui::Widget)
  ▼ 📊 Headers
        widget.h
  ▼ 🕞 Sources
                                                      ui->setupUi(this);
        main.cpp
                                                      mSocket = new QTcpSocket();
        widget.cpp
  ▼ I Forms
                                                      connect(mSocket,SIGNAL(readyRead()),this,SLOT(read_data()));
        widget.ui

  Widget::~Widget()
                                                      delete ui;
                                           19
                                                }
                                               void Widget::read_data()
                                                     QString msg = mSocket->readAll();
qDebug()<<msg;</pre>
                                              void Widget::on_btn_connectServer_clicked()
{
                                                      connect(mSocket,SIGNAL(connected()),this,SLOT(connect_sud()));
connect(mSocket,SIGNAL(disconnected()),this,SLOT(client_dis()));
                                                      mSocket->connectToHost(ui->ipEdit->text(),ui->portEdit->text().toInt());
```

```
▼ 📠 TcpClient
    TcpClient.pro
                                   44 ▼ void Widget::connect_sud()
  ▼ Headers
                                        {
      m widget.h
                                            ui->btn_connectServer->setEnabled(false);
  ▼ 🕞 Sources
      main.cpp
  ▼ 📝 Forms
      widget.ui
                                   53 void Widget::client_dis()
54 {
                                            ui->btn connectServer->setEnabled(true);
                                        }
                                   62 ▼ void Widget::on pushButton clicked()
                                             if(ui->sendLineEdit->text()=="")
                                                  return ;
                                              QString msg= ui->sendLineEdit->text();
                                              mSocket->write(msg.toLatin1(),msg.length());
                                              ui->sendLineEdit->clear();
```

## 服务端 TcpServer

解压 TcpClient.tar , Qt 找到工程并打开 在 TcpServer.pro 文件中添加 network



在 widget.h 文件中添加以下内容

```
#include <QWidget>
▼ 🕝 TcpServer
                                            #include <QTcpServer>
    TcpServer.pro
                                            #include <QTcpSocket>
                                            #include <QDebug>
  ▼ ■ Headers
      m widget.h
  ▼ 🕞 Sources
                                       10 ▼ namespace Ui {
                                            class Widget;
}
       main.cpp
       widget.cpp
                                       14 ▼ class Widget : public QWidget
  ▼ Forms
       widget.ui
                                                Q OBJECT
  ▼ Resources
                                            public:
    explicit Widget(QWidget *parent = 0);
    player.qrc
                                                ~Widget();
                                            private slots:
                                                void new_client();
void read_client_data();
void client_dis();
                                                void on_send_bt_clicked();
                                      32
                                            private:
Ui::Widget *ui;
                                                QTcpServer *mServer;
                                                QTcpSocket *mSocket;
```

## 在 widget.cpp 中添加以下内容

```
#include "ui_widget.h"
▼ 📠 TcpServer
     TcpServer.pro
                                                      Widget::Widget(QWidget *parent) :
    QWidget(parent),
    ui(new Ui::Widget)
   ▼ 📊 Headers
         m widget.h
   ▼ 🕞 Sources
                                                           ui->setupUi(this);
         main.cpp
                                                           mServer =new QTcpServer();
         widget.cpp
   ▼ M Forms
                                                            connect(mServer,SIGNAL(newConnection()),this,SLOT(new_client()));
         widget.ui
                                                            mServer->listen(QHostAddress::Any,9988);
   ▼ Resources
      ▶ player.qrc
                                                     }
                                                18
19 ♥ Widget::~Widget()
                                                           delete ui;
                                                      }
                                                24 ▼ void Widget::new client()
                                                           qDebug()<<"---新注接----";
mSocket = mServer->nextPendingConnection();
connect(mSocket,SIGNAL(readyRead()),this,SLOT(read_client_data()))
connect(mSocket,SIGNAL(disconnected()),this,SLOT(client_dis()));
```

```
void Widget::read_client_data()
▼ 📠 TcpServer
     TcpServer.pro
                                                          QString msg = mSocket->readAll();
qDebug()<<msg;</pre>
   ▼ 🙀 Headers
        widget.h
   ▼ 🕞 Sources
        main.cpp
        widget.cpp
                                              42

43 ▼ void Widget::client_dis()

44

45

46

OString msg = mSocket
   ▼ M Forms
        widget.ui
   ▼ Resources
                                                          QString msg = mSocket->peerAddress().toString();
qDebug()<<msg;</pre>
     ▶ player.qrc
                                                     void Widget::on_send_bt_clicked()
{
                                                         if(ui->sendLineEdit->text()=="")
                                                               return ;
                                                           OString msg= ui->sendLineEdit->text();
mSocket->write(msg.toLatin1(),msg.length());
ui->sendLineEdit->clear();
```

客户端和服务端都运行起来可以看到以下效果。

