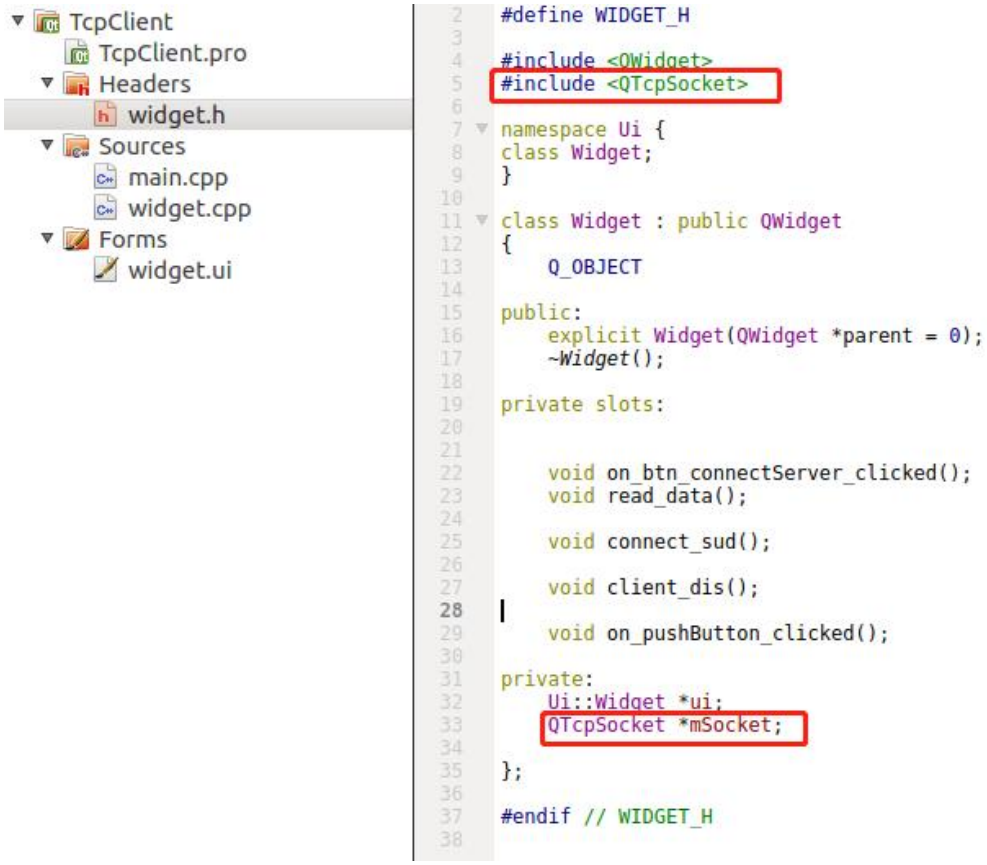
客户端 Tcpclient

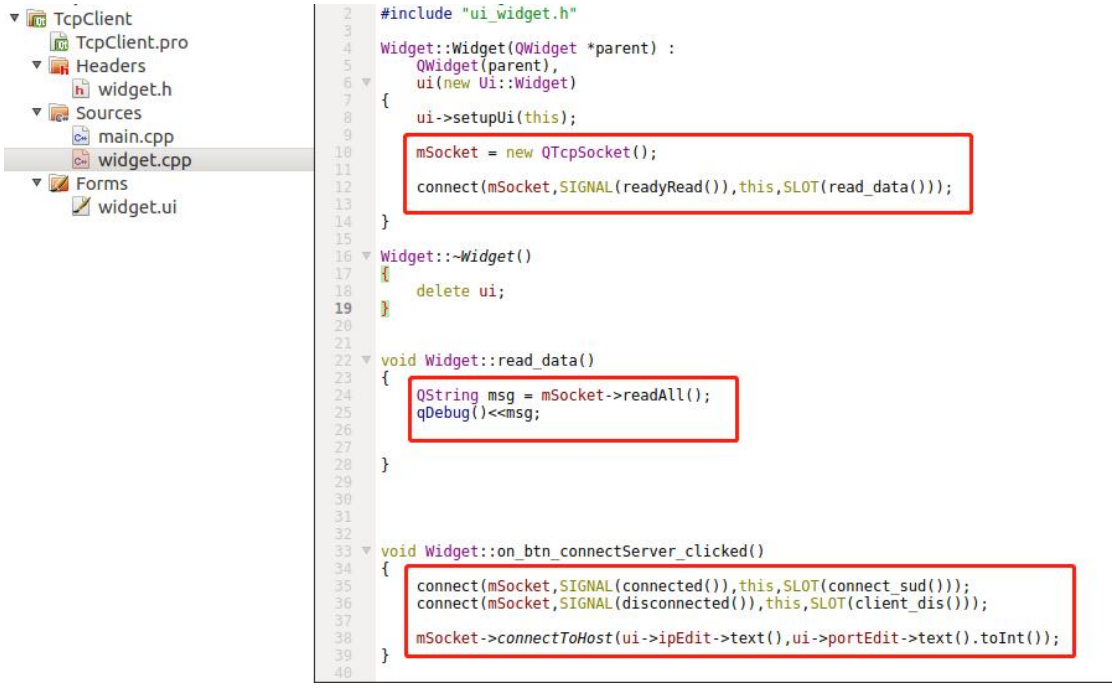
解压 TcpServer.tar ,　Qt 找到工程并打开

在 TcpClient.pro 文件中添加　network

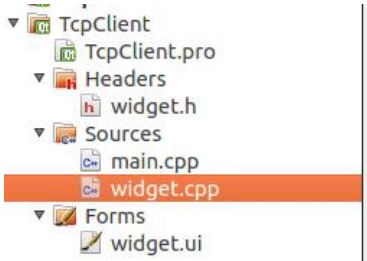
在 widget.h 添加以下代码



在 widget.cpp 中添加 以下代码。



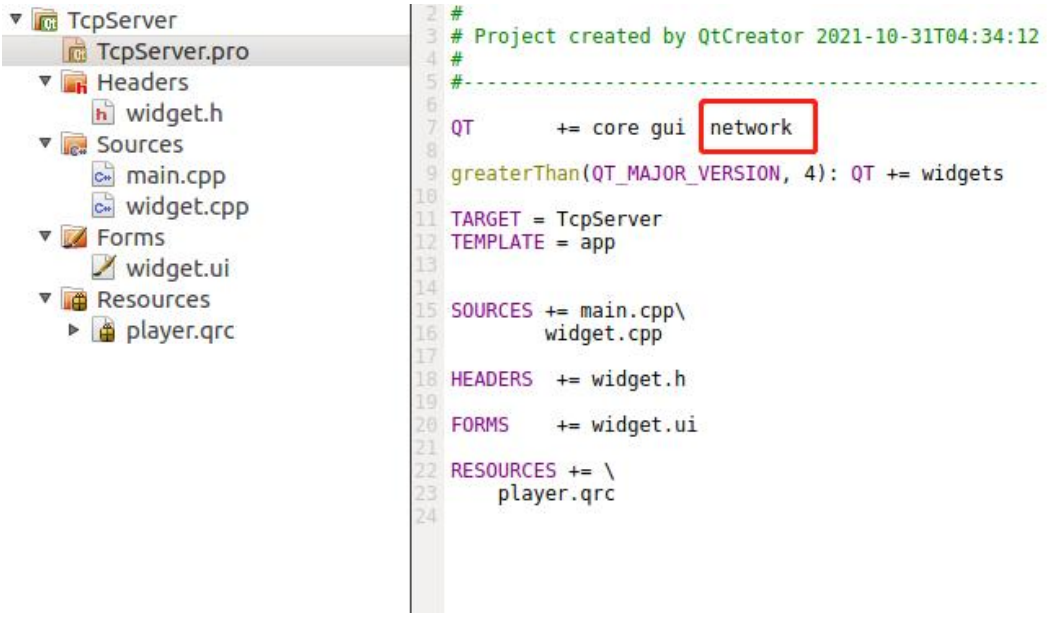

```
#include "ui_widget.h"

Widget::Widget(QWidget *parent) :
    QWidget(parent),
    ui(new Ui::Widget)
{
    ui->setupUi(this);

    mSocket = new QTcpSocket();

    connect(mSocket,SIGNAL(readyRead()),this,SLOT(read_data()));
}

Widget::~Widget()
{
    delete ui;
}


void Widget::read_data()
{
    QString msg = mSocket->readAll();
    qDebug()<<msg;

}



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());
}
```



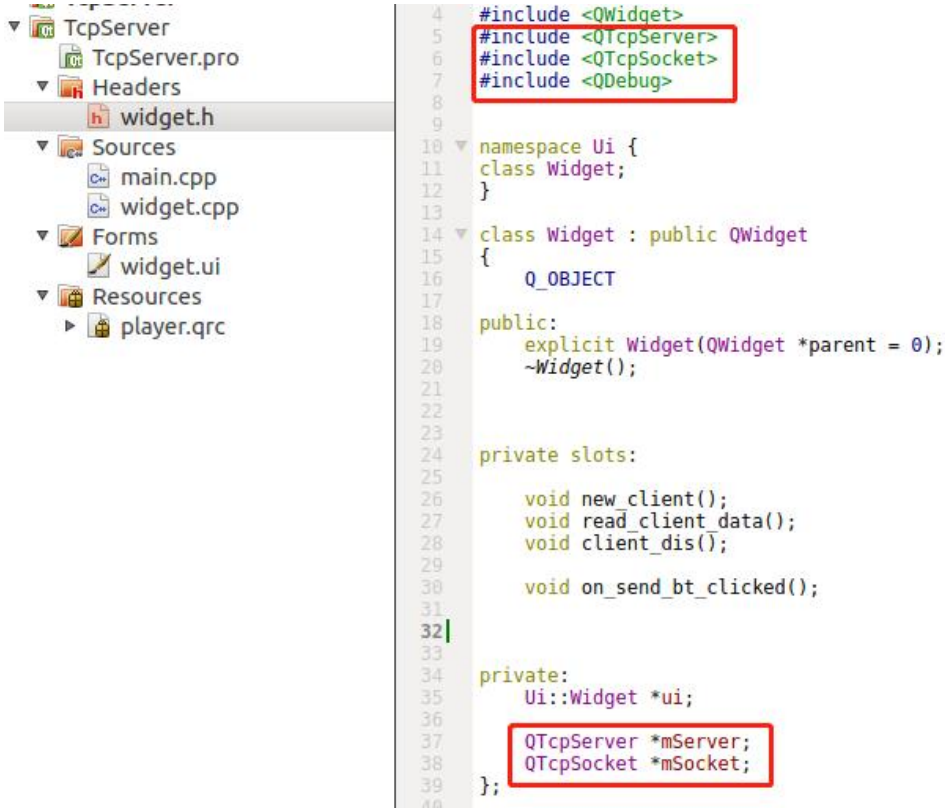

```
void Widget::connect_sud()
{
    ui->btn_connectServer->setEnabled(false);

}


void Widget::client_dis()
{
    ui->btn_connectServer->setEnabled(true);

}


void Widget::on_pushButton_clicked()
{

    if(ui->sendLineEdit->text()=="")
      {
         return ;
      }

     QString msg= ui->sendLineEdit->text();

     mSocket->write(msg.toLatin1(),msg.length());
     ui->sendLineEdit->clear();

}
```

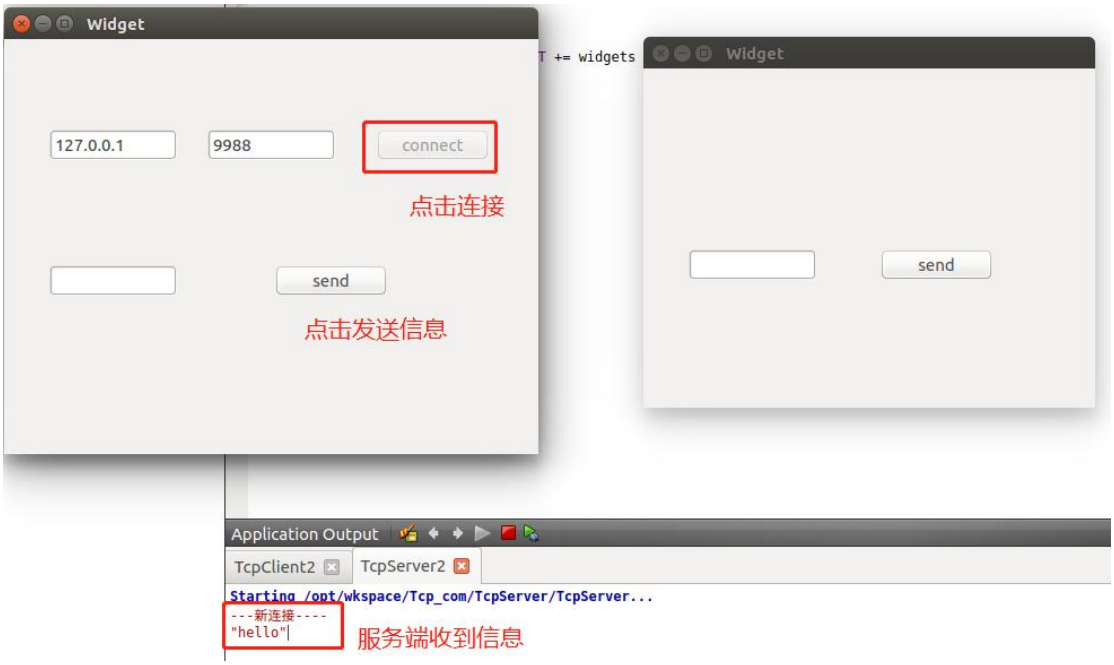
服务端 TcpServer

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



在 widget.cpp 中添加以下内容

客户端和服务端都运行起来可以看到以下效果。