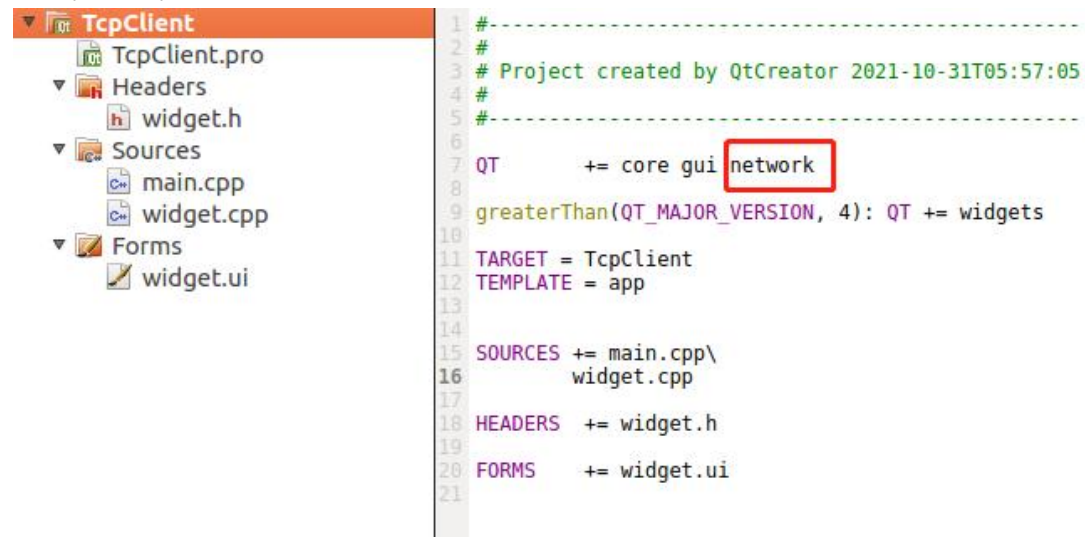


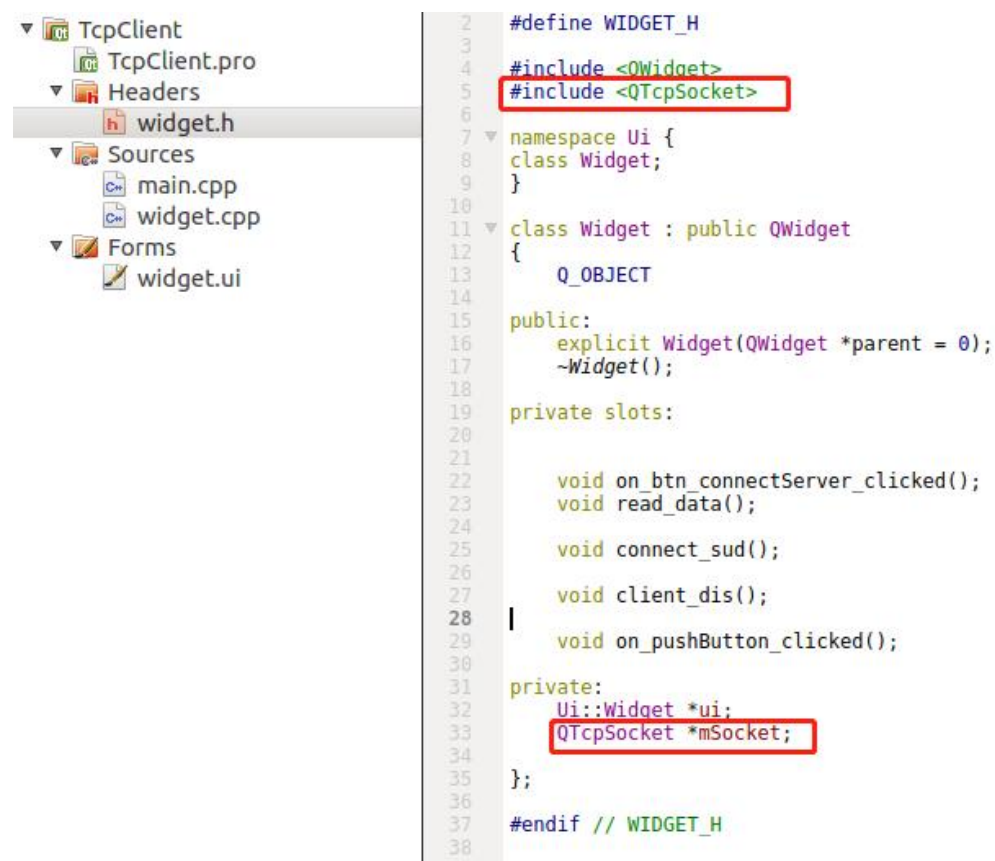
客户端 Tcpclient

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。

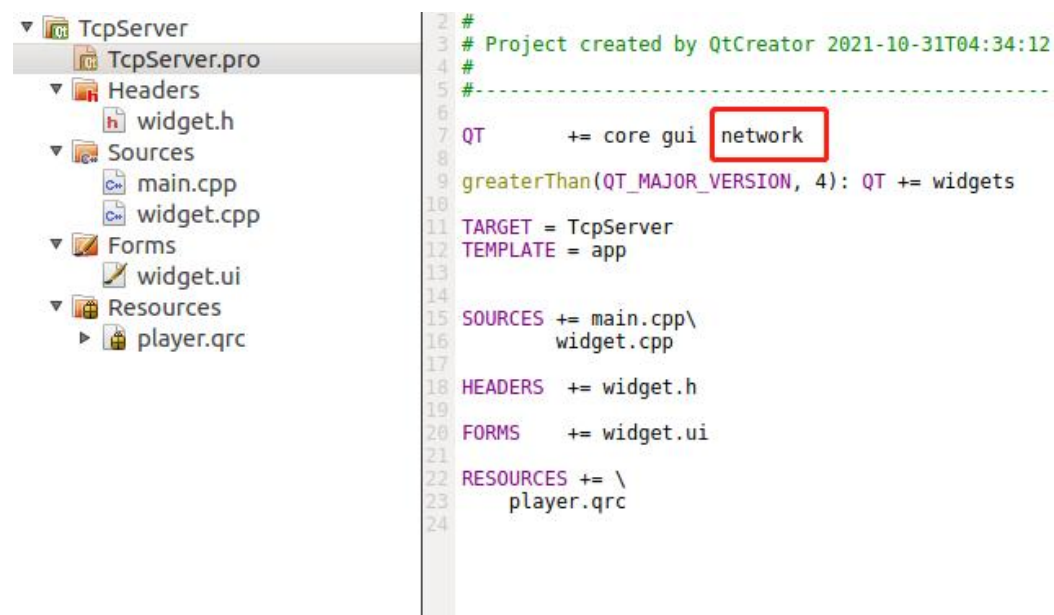
```
2  #include "ui_widget.h"
3
4  Widget::Widget(QWidget *parent) :
5      QWidget(parent),
6      ui(new Ui::Widget)
7  {
8      ui->setupUi(this);
9
10     mSocket = new QTcpSocket();
11
12     connect(mSocket, SIGNAL(readyRead()), this, SLOT(read_data()));
13 }
14
15
16 ~Widget()
17 {
18     delete ui;
19 }
20
21
22 void Widget::read_data()
23 {
24     QString msg = mSocket->readAll();
25     qDebug()<<msg;
26 }
27
28
29
30
31
32
33 void Widget::on_btn_connectServer_clicked()
34 {
35     connect(mSocket, SIGNAL(connected()), this, SLOT(connect_sud()));
36     connect(mSocket, SIGNAL(disconnected()), this, SLOT(client_dis()));
37
38     mSocket->connectToHost(ui->ipEdit->text(), ui->portEdit->text().toInt());
39 }
40
```

```
41
42
43
44 void Widget::connect_sud()
45 {
46     ui->btn_connectServer->setEnabled(false);
47 }
48
49
50
51
52
53 void Widget::client_dis()
54 {
55     ui->btn_connectServer->setEnabled(true);
56 }
57
58
59
60
61
62 void Widget::on_pushButton_clicked()
63 {
64
65     if(ui->sendLineEdit->text()=="")
66     {
67         return ;
68     }
69
70     QString msg= ui->sendLineEdit->text();
71
72     mSocket->write(msg.toLatin1(),msg.length());
73     ui->sendLineEdit->clear();
74
75
76
77 }
78
```

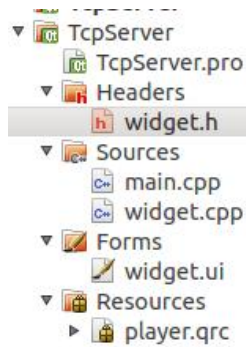
服务端 TcpServer

解压 TcpClient.tar , Qt 找到工程并打开

在 TcpServer.pro 文件中添加 network

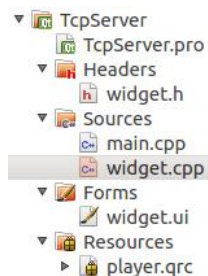


在 widget.h 文件中添加以下内容



```
4 #include <QWidget>
5 #include <QTcpServer>
6 #include <QTcpSocket>
7 #include <QDebug>
8
9
10 namespace Ui {
11     class Widget;
12 }
13
14 class Widget : public QWidget
15 {
16     Q_OBJECT
17
18 public:
19     explicit Widget(QWidget *parent = 0);
20     ~Widget();
21
22
23
24 private slots:
25
26     void new_client();
27     void read_client_data();
28     void client_dis();
29
30     void on_send_bt_clicked();
31
32
33
34 private:
35     Ui::Widget *ui;
36
37     QTcpServer *mServer;
38     QTcpSocket *mSocket;
39 };
40
```

在 widget.cpp 中添加以下内容



```
2 #include "ui_widget.h"
3
4 Widget::Widget(QWidget *parent) :
5     QWidget(parent),
6     ui(new Ui::Widget)
7 {
8     ui->setupUi(this);
9
10     mServer = new QTcpServer();
11     connect(mServer, SIGNAL(newConnection()), this, SLOT(new_client()));
12     mServer->listen(QHostAddress::Any, 9988);
13
14 }
15
16
17
18
19 Widget::~Widget()
20 {
21     delete ui;
22 }
23
24 void Widget::new_client()
25 {
26     qDebug() << "----新连接----";
27     mSocket = mServer->nextPendingConnection();
28     connect(mSocket, SIGNAL(readyRead()), this, SLOT(read_client_data()));
29     connect(mSocket, SIGNAL(disconnected()), this, SLOT(client_dis()));
30 }
31
32
```



客户端和服务端都运行起来可以看到以下效果。

