How to unit test a class with Sockets

.Net Sockets cannot be mocked directly, because it is a sealed class (so nothing can't inherit from socket). To be able to unit test, we wrap .Net Socket with TcpSocket, making an adapter.. TcpSocket simply calls methods of .Net Socket. TcpSocket inherits from ISocket interface.
If we use in code ISocket, then we will be able to mock it in tests with MockSocket, which does nothing.

```
          «interface»
            ISocket
      +Listen(int)
      +BeginSend(callback)
      +EndSend(callback)
      +Shutdown()
      +...()
```

```
       TcpSocket                          MockSocket
 -_socket: System.Net.Socket
```