Server Code

```
C Program.cs 3
 © Program.cs > {} MultiChatApp_Threads_Server > % MultiChatApp_Threads_Server.Program > 分 Main(string[] args)
         using System.Text;
using System.Threading.Tasks;
using System.Net.Sockets;
         using System.Net;
using System.Threading;
namespace MultiChatApp_Threads_Server
          class Program
          static void Main(string[] args)
           int port = 13000;
            string IpAddress = "127.0.0.1";
           Socket ServerListener = new Socket(AddressFamily.InterNetwork,SocketType.Stream, ProtocolType.Tcp);
IPEndPoint ep = new IPEndPoint(IPAddress.Parse(IpAddress), port);
            ServerListener.Bind(ep);
           ServerListener.Listen(100);
Console.WriteLine("Server connected ...");
            Socket ServerSocket = default(Socket);
           ServerSocket = ServerListener.Accept();
Console.WriteLine("Client is now connected ...");
            while (true)
           byte[] Client_Msg = new byte[50];
Console.WriteLine("Server receive:");
                                                                                                                                             Activate Windows
```

client code

```
C client.cs
C: > Users > Pc world > C≠ client.cs
      using System.Text;
      using System.Threading;
      using System.Threading.Tasks;
      using System.Net.Sockets;
       class Program
             static void Main(string[] args) {
      Socket ClientSocket = new Socket(AddressFamily.InterNetwork,
      SocketType.Stream, ProtocolType.Tcp);
       IPEndPoint ep = new IPEndPoint(IPAddress.Parse(IpAddress), port);
      ClientSocket.Connect(ep);
       Program p = new Program();
Console.WriteLine("Connection successful ...");
       Thread client_thread = new Thread(new ThreadStart(() =>
       p.client(ClientSocket)));
       client_thread.Start();
        public void client(Socket ClientSocket)
```

Output

```
Connection successful ...

Client sent:

is server

Client receive:

hi server

Client sent:

is server 2

Client sent:

hello client

Server receive:

hi server 2

Client receive:

hi server 2

Client sent:

Server receive:

hello client

Server receive:

hi server 2

Server receive:

hi server 2

Server receive:

Server receive:

Server receive:
```