Server:

```
Program.cs  + X
C# Server1                                              ServerAssg1.Program
 1   using System;
 2   using System.Collections.Generic;
 3   using System.Linq;
 4   using System.Text;
 5   using System.IO;
 6   using System.Threading;
 7   using System.Threading.Tasks;
 8   using System.Net;
 9   using System.Net.Sockets;
10
11   namespace ServerAssg1
12   {
13       class Program
14       {
15           public static void ClientRequest(object obj)
16           {
17               TcpClient cl = (TcpClient)obj;
18               try {
19                   StreamReader reader = new StreamReader(cl.
20                   StreamWriter writer = new StreamWriter(cl.GetStream());
21                   String str = String.Empty;
22                   while (!(str = reader.ReadLine()).Equals("Exit") || (str == null)) {
23                       Console.WriteLine("\n From client -> " + str);
24                       writer.Flush();
25                   }
26                   reader.Close();
27                   writer.Close();
28                   cl.Close();
29                   Console.WriteLine(" Closing Client Connection !");
30               }
31               catch (IOException) {
32                   Console.WriteLine("\n\n Problem in connecting, closing process..\n");
33               }
34               finally {
35                   if (cl != null) {
36                       cl.Close(); }
37               }
38           }

40           static void Main(string[] args)
41           {
42               TcpListener lis = null;
43               try {
44                   lis = new TcpListener(IPAddress.Parse("192.168.1.111"), 8000);
45                   lis.Start();
46                   Console.WriteLine(" --- SERVER SIDE --- \n\n");
47                   while (true)    {
48                       Console.WriteLine("\n Waiting for incoming clients....");
49                       TcpClient client = lis.AcceptTcpClient();
50                       Console.WriteLine("\n New Client Connected!");
51                       Thread t = new Thread(ClientRequest);
52                       t.Start(client);
53                   }
54               }
55               catch (Exception e) {
56                   Console.WriteLine(e);
57               }
58               finally {
59                   if (lis != null)    {
60                       lis.Stop();
61                   }
62               }
63               Console.ReadKey();
64           }
65       }
66   }
```
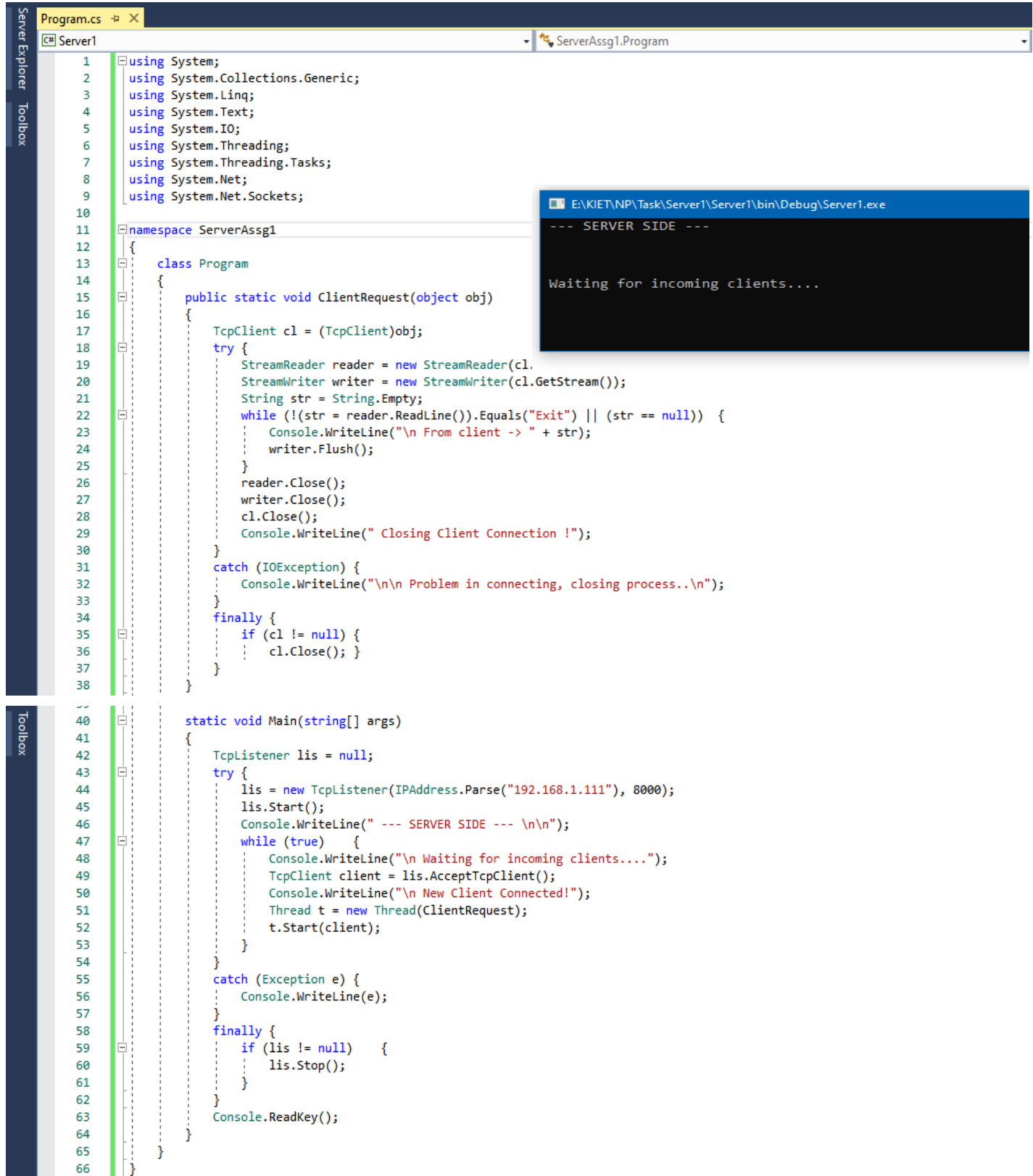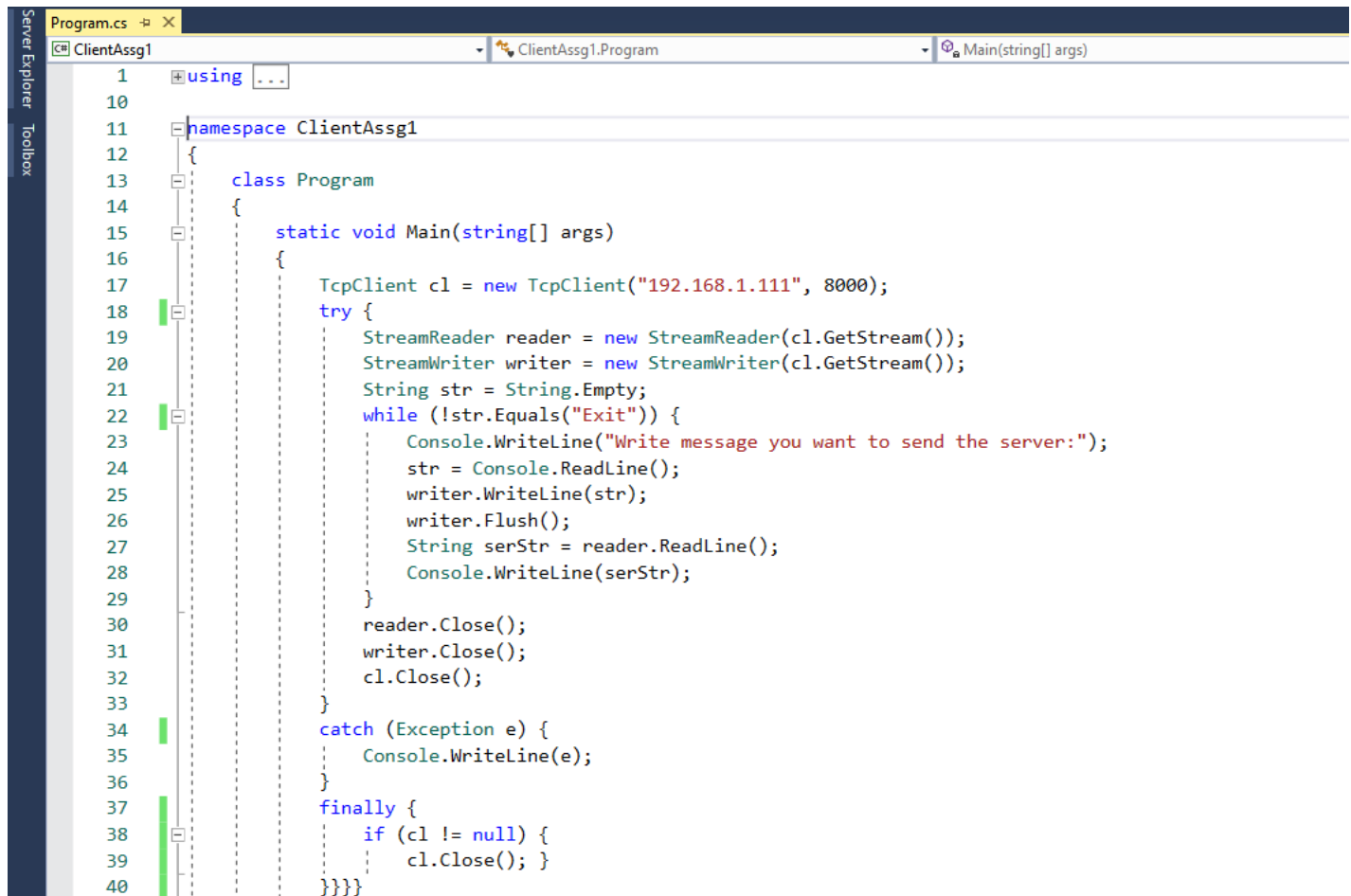
Console output:
```
E:\KIET\NP\Task\Server1\Server1\bin\Debug\Server1.exe

--- SERVER SIDE ---


Waiting for incoming clients....
```
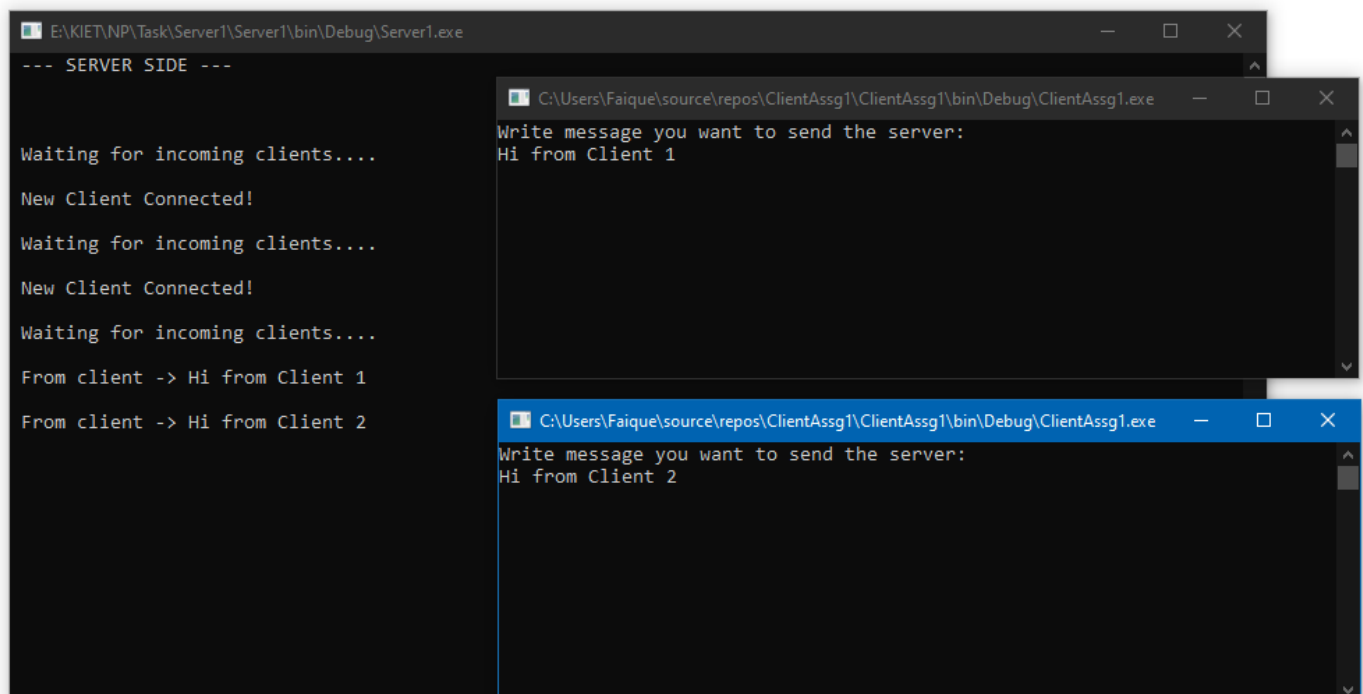
Client:

```csharp
using ...

namespace ClientAssg1
{
    class Program
    {
        static void Main(string[] args)
        {
            TcpClient cl = new TcpClient("192.168.1.111", 8000);
            try {
                StreamReader reader = new StreamReader(cl.GetStream());
                StreamWriter writer = new StreamWriter(cl.GetStream());
                String str = String.Empty;
                while (!str.Equals("Exit")) {
                    Console.WriteLine("Write message you want to send the server:");
                    str = Console.ReadLine();
                    writer.WriteLine(str);
                    writer.Flush();
                    String serStr = reader.ReadLine();
                    Console.WriteLine(serStr);
                }
                reader.Close();
                writer.Close();
                cl.Close();
            }
            catch (Exception e) {
                Console.WriteLine(e);
            }
            finally {
                if (cl != null) {
                    cl.Close(); }
            }}}}
```

Outputs: