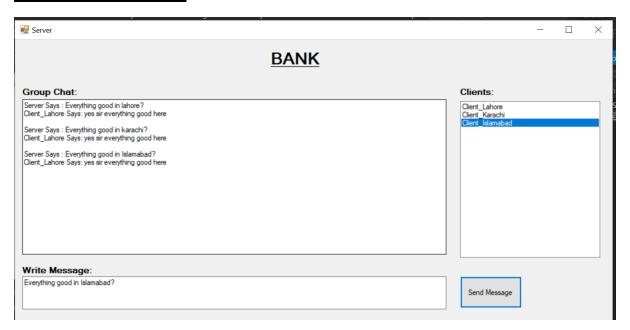
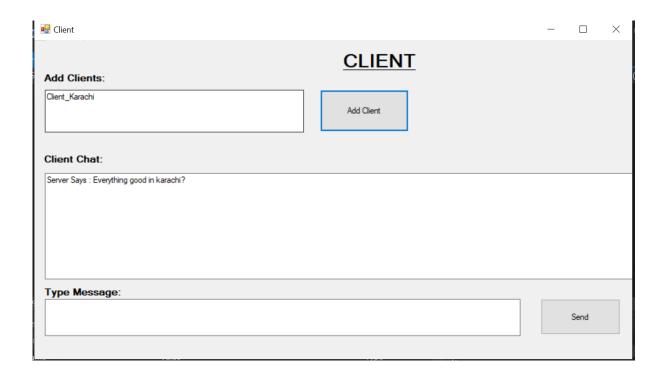
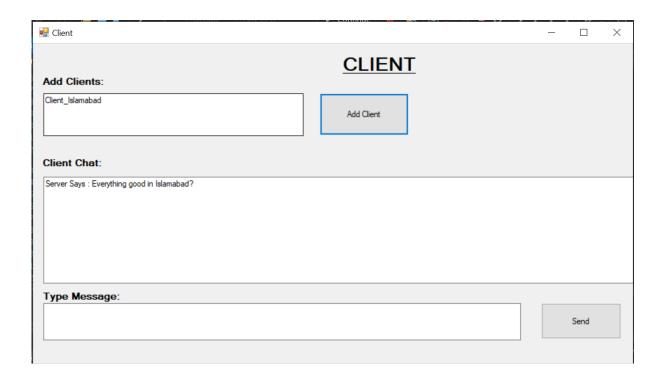
QUESTION NO#03 (A):

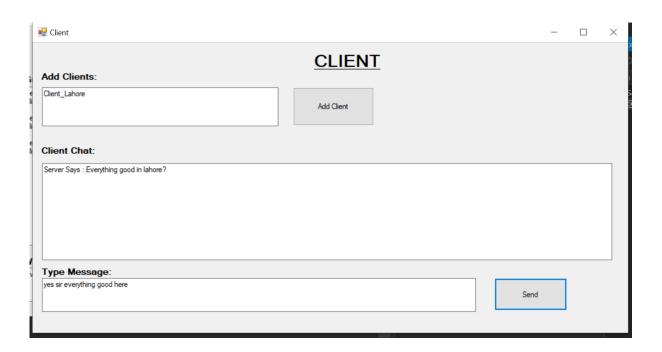
SERVER OUTPUT:



CLIENT OUTPUT:







SERVER CODE:

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;
using System.Threading;
using System.Net;
using System.Net.Sockets;
using System.IO;
namespace Server
    public partial class Form1 : Form
        public Form1()
            InitializeComponent();
        private void Form1_Load(object sender, EventArgs e)
            CheckForIllegalCrossThreadCalls = false;
            TcpListener listener = new TcpListener(IPAddress.Loopback, 11000);
            listener.Start(10);
            listener.BeginAcceptTcpClient(new AsyncCallback(ClientConnect),
listener);
        Dictionary<string, TcpClient> lstClients = new
Dictionary<string,TcpClient>();
        byte[] b = new byte[1024];
        private void ClientConnect(IAsyncResult ar)
            TcpListener listener = (TcpListener)ar.AsyncState;
            TcpClient client = listener.EndAcceptTcpClient(ar);
            NetworkStream ns = client.GetStream();
            object[] a = new object[2];
            a[0] = ns;
            a[1] = client;
            ns.BeginRead(b, 0, b.Length, new AsyncCallback(ReadMsg), a);
```

```
listener.BeginAcceptTcpClient(new AsyncCallback(ClientConnect),
listener);
        private void ReadMsg(IAsyncResult ar)
            object[] a = (object[])ar.AsyncState;
            NetworkStream ns = (NetworkStream)a[0];
            TcpClient client = (TcpClient)a[1];
            int count = ns.EndRead(ar);
            string msg = ASCIIEncoding.ASCII.GetString(b, 0, count);
            if (msg.Contains("@name@"))
                string name = msg.Replace("@name@", "");
                lstClients.Add(name, client);
                lstbxClients.Items.Add(name);
            }
            else
                txtDisplay.Text += msg + Environment.NewLine;
            ns.BeginRead(b, 0, b.Length, new AsyncCallback(ReadMsg), a);
        private void button1 Click(object sender, EventArgs e)
            TcpClient client =
(TcpClient)lstClients[lstbxClients.SelectedItem.ToString()];
            NetworkStream ns = client.GetStream();
            StreamWriter sw = new StreamWriter(ns);
            string textToSend = "Server Says : " + txtMsg.Text;
            sw.WriteLine(textToSend);
            txtDisplay.Text += textToSend + Environment.NewLine;
            sw.Flush();
```

CLIENT CODE:

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;
using System.Threading.Tasks;
using System.Windows.Forms;
using System.Threading;
using System.Net;
using System.Net.Sockets;
using System.IO;
namespace Client
    public partial class Form1 : Form
        public Form1()
            InitializeComponent();
        byte[] b = new byte[1024];
        TcpClient client = new TcpClient();
        private void Form1 Load(object sender, EventArgs e)
        private void ReadMsg(IAsyncResult ar)
            NetworkStream ns = (NetworkStream)ar.AsyncState;
            int count = ns.EndRead(ar);
            txtDisplay.Text += ASCIIEncoding.ASCII.GetString(b, 0, count);
            ns.BeginRead(b, 0, b.Length, ReadMsg, ns);
        private void button1_Click(object sender, EventArgs e)
```

```
NetworkStream ns = client.GetStream();
    StreamWriter sw = new StreamWriter(ns);
    sw.WriteLine(txtName.Text + " Says: " + txtMsg.Text);
    sw.Flush();
}

private void button2_Click(object sender, EventArgs e)
{
    CheckForIllegalCrossThreadCalls = false;
    client.Connect(IPAddress.Loopback, 11000);

    NetworkStream ns = client.GetStream();
    StreamWriter sw = new StreamWriter(ns);
    sw.WriteLine("@name@" + txtName.Text);
    sw.Flush();
    ns.BeginRead(b, 0, b.Length, ReadMsg, ns);
}
}
```