

### CHƯƠNG 3: BÀI TẬP 3

```
using System;
using System.Net;
using System.Net.Sockets;
using System.Text;
class TestUdpSrvr
{
    public static void Main()
    {
        int recv;
        byte[] data = new byte[1024];
        IPEndPoint ipep = new IPEndPoint(IPAddress.Any, 9050);
        Socket newsock = new Socket(AddressFamily.InterNetwork,
            SocketType.Dgram, ProtocolType.Udp);
        newsock.Bind(ipep);
        Console.WriteLine("Waiting for a client...");
        IPEndPoint sender = new IPEndPoint(IPAddress.Any, 0);
        EndPoint tmpRemote = (EndPoint) (sender);
        recv = newsock.ReceiveFrom(data, ref tmpRemote);
        Console.WriteLine("Message received from {0}:", tmpRemote.ToString());
        Console.WriteLine(Encoding.ASCII.GetString(data, 0, recv));
        string welcome = "Welcome to my test server";
        data = Encoding.ASCII.GetBytes(welcome);
        newsock.SendTo(data, data.Length, SocketFlags.None, tmpRemote);
        for(int i = 0; i < 5; i++)
        {
            data = new byte[1024];
            recv = newsock.ReceiveFrom(data, ref tmpRemote);
            Console.WriteLine(Encoding.ASCII.GetString(data, 0, recv));
        }
        newsock.Close();
    }
}
```

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```
using System;
using System.Net;
using System.Net.Sockets;
using System.Text;
class TestUdpClient
{
    public static void Main()
    {
        byte[] data = new byte[1024];
        IPEndPoint ipep = new IPEndPoint(
            IPAddress.Parse("127.0.0.1"), 9050);
        Socket server = new Socket(AddressFamily.InterNetwork,
            SocketType.Dgram, ProtocolType.Udp);
        string welcome = "Hello, are you there?";
        data = Encoding.ASCII.GetBytes(welcome);
```

```
server.SendTo(data, data.Length, SocketFlags.None, ipep);
IPEndPoint sender = new IPEndPoint(IPAddress.Any, 0);
EndPoint tmpRemote = (EndPoint)sender;
data = new byte[1024];
int recv = server.ReceiveFrom(data, ref tmpRemote);
Console.WriteLine("Message received from {0}:", tmpRemote.ToString());
Console.WriteLine(Encoding.ASCII.GetString(data, 0, recv));
server.SendTo(Encoding.ASCII.GetBytes("message 1"), tmpRemote);
server.SendTo(Encoding.ASCII.GetBytes("message 2"), tmpRemote);
server.SendTo(Encoding.ASCII.GetBytes("message 3"), tmpRemote);
server.SendTo(Encoding.ASCII.GetBytes("message 4"), tmpRemote);
server.SendTo(Encoding.ASCII.GetBytes("message 5"), tmpRemote);
Console.WriteLine("Stopping client");
server.Close();
}
}
```