



# Network Programming

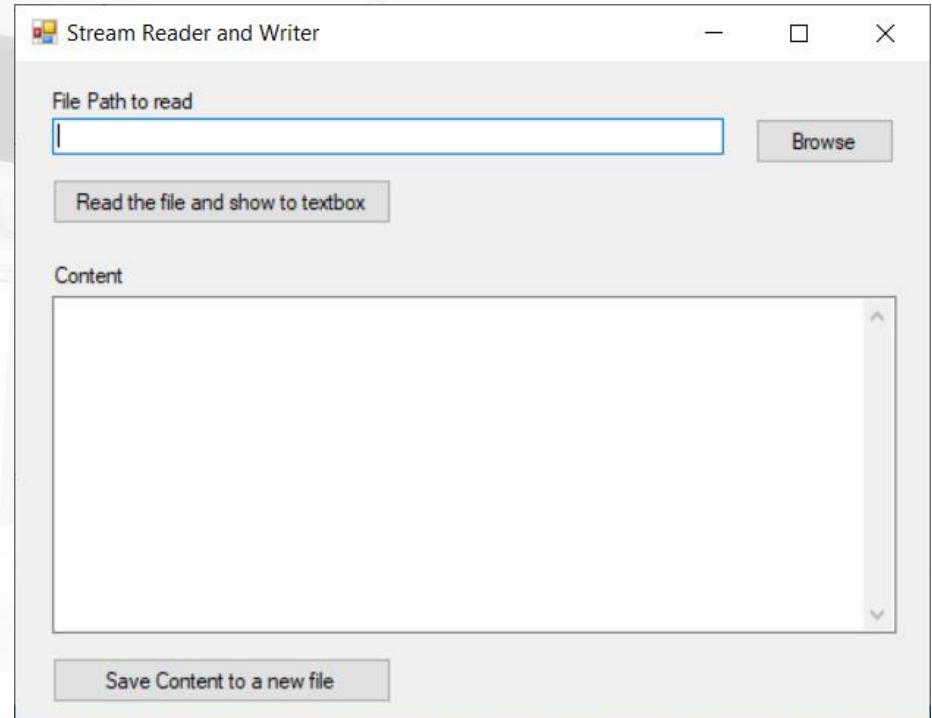
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## Lab 2



# Assignment 1

Write a program to read and write text from/to a specified path using File Class (ReadAllBytes, WriteAllBytes) and UnicodeEncoding Class (GetBytes, GetString)

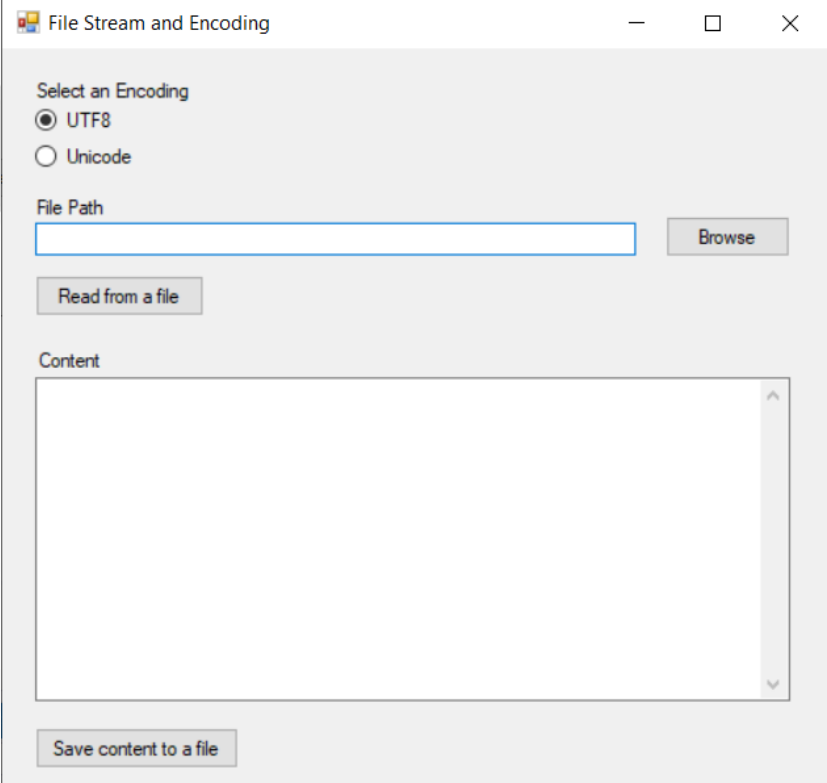


# Assignment 2

Write a program to read and write text from/to a specified path using FileStream.

**Note:**

User can select an encoding type to open and save (default UTF8)



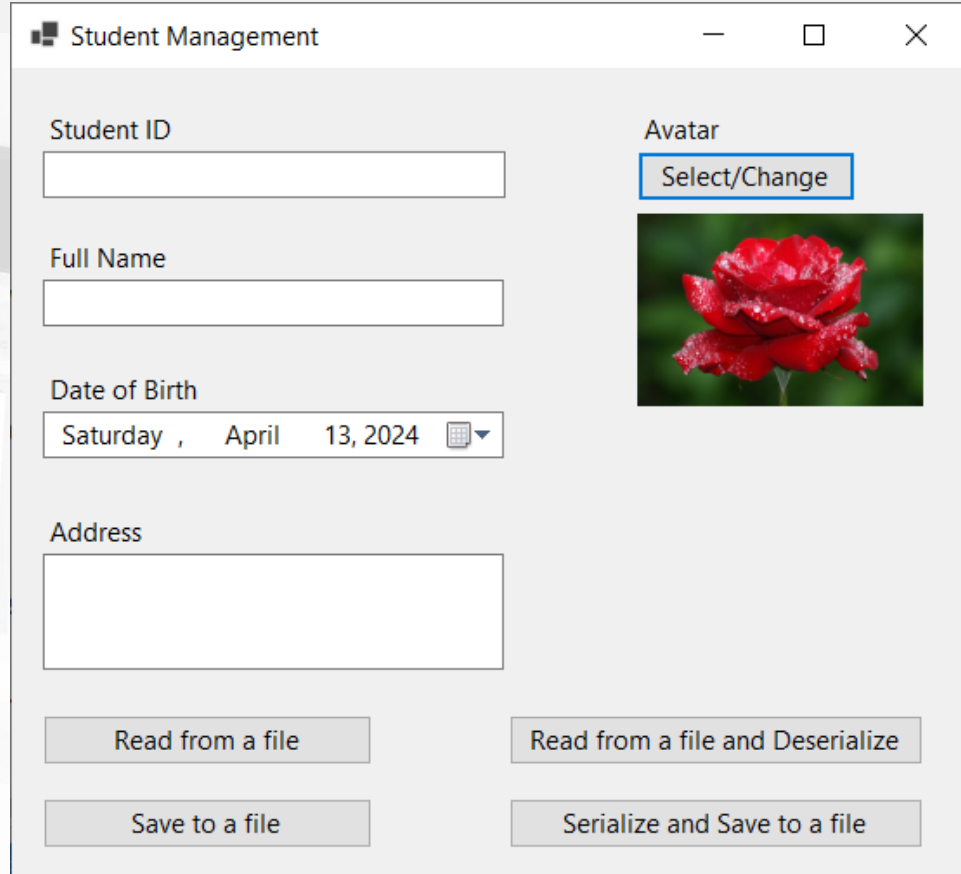
The screenshot shows a Windows-style dialog box titled "File Stream and Encoding". It has standard window controls (minimize, maximize, close) in the top right corner. The dialog is divided into several sections:

- Select an Encoding:** This section contains two radio buttons. The first is labeled "UTF8" and is selected (indicated by a filled circle). The second is labeled "Unicode" and is unselected (indicated by an empty circle).
- File Path:** This section contains a text input field and a "Browse" button to its right.
- Buttons:** Below the File Path section, there is a button labeled "Read from a file".
- Content:** This section contains a large, empty text area with a vertical scrollbar on the right side.
- Bottom Button:** At the bottom of the dialog, there is a button labeled "Save content to a file".

# Assignment 3

Write a program to store and view a student profile in two ways:

- Using BinarayReader and Binary Writer Classes
- Using JsonSerializer Class (serialize and deserialize methods)



Student Management

Student ID

Full Name

Date of Birth

Avatar

Select/Change

Address

Read from a file

Read from a file and Deserialize

Save to a file

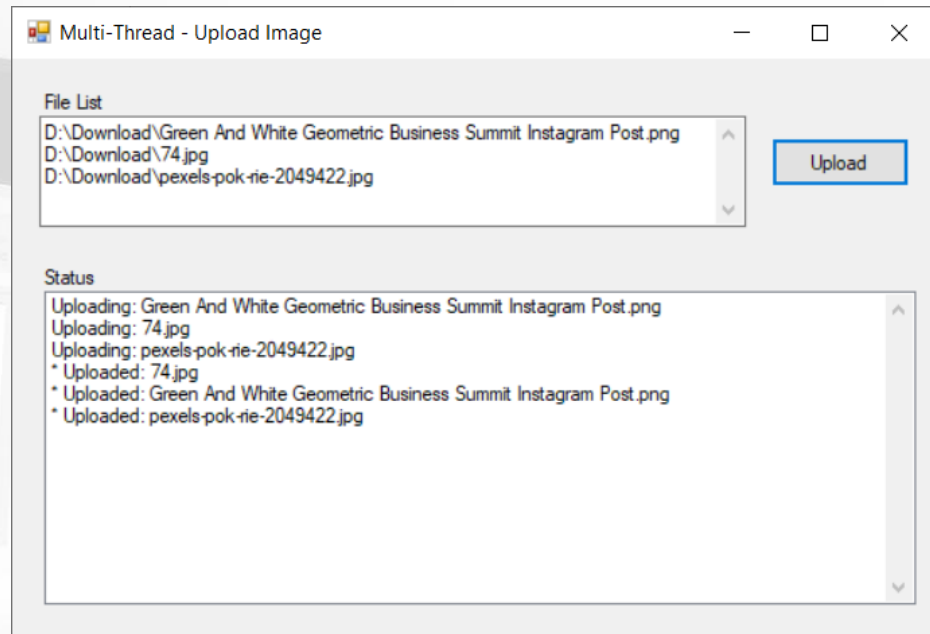
Serialize and Save to a file

# Assignment 4

Write a program which allows you to copy/upload multiple files at the same time. The program consists of a **Upload** button to find and select multiple files.

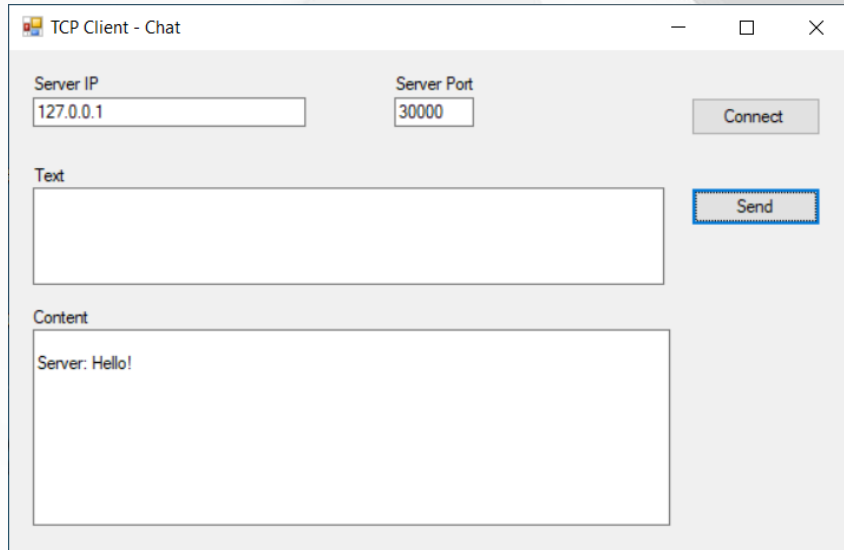
## Note:

- Only accept text and image files.
- The program must update a status and show a successful message when it finished its tasks.

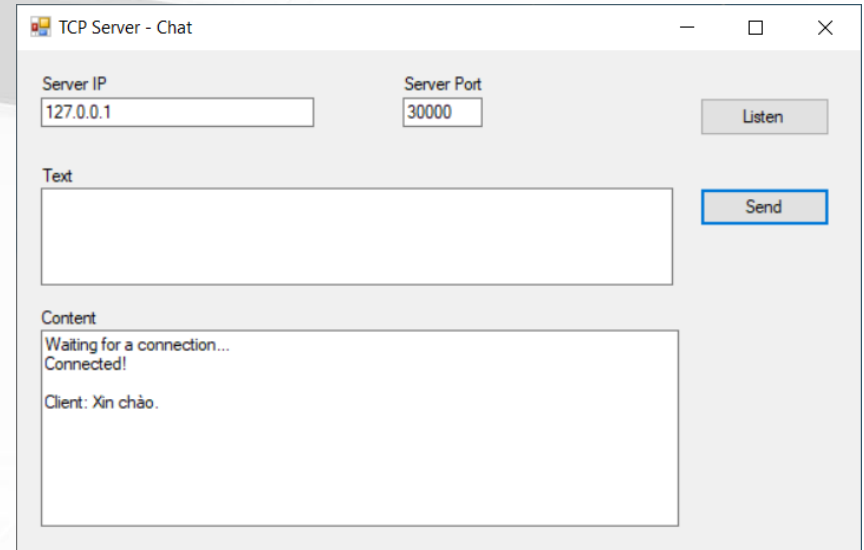


# Assignment 5

Write a Chat program using TCP.



The screenshot shows a window titled "TCP Client - Chat". It has a "Server IP" field with the value "127.0.0.1" and a "Server Port" field with the value "30000". A "Connect" button is to the right of these fields. Below them is a "Text" input field and a "Send" button. At the bottom is a "Content" display area showing the message "Server: Hello!".



The screenshot shows a window titled "TCP Server - Chat". It has a "Server IP" field with the value "127.0.0.1" and a "Server Port" field with the value "30000". A "Listen" button is to the right of these fields. Below them is a "Text" input field and a "Send" button. At the bottom is a "Content" display area showing the messages "Waiting for a connection...", "Connected!", and "Client: Xin chào."