

FileEditViewGitProjectBuildDebugTestAnalyzeToolsExtensionsWindowHelp

SearchUDP_Socket

DebugAny CPUServerStart

Server.serverisRunning

server.cs*client.cs [Design]client.csserver.cs [Design]*

Server

Server.server

isRunning

server.cs

38

39

40

41

42

catch

{

MessageBox.Show("Please use another port!!!");

return;

Client

IP Address

127.0.0.1

Port

1234

Message

Send

Server

Port

1234

Listen

Stop

Client 127.0.0.1:49185: dsadasfdg

Client 127.0.0.1:49772: thái vĩnh đạt

Client 127.0.0.1:49773: 2321

Clear

Solution Explorer

Solution 'UDP_Socket' (2 of 2 projects)

Client

Properties

References

App.config

client.cs

client.Designer.cs

client.resx

Program.cs

Server

Properties

References

App.config

Program.cs

server.cs

server.Designer.cs

server.resx

100 %

No issues found

Ln: 22Ch: 1SPC CRLF

Output

Show output from: Build

Build started at 10:15 AM...

1>----- Build started: Project: Server, Configuration: Debug Any CPU -----

1> Server -> D:\tvdat2004\net_programing\UDP_Socket\Server\bin\Debug\Server.exe

===== Build: 1 succeeded, 0 failed, 0 up-to-date, 0 skipped =====

===== Build completed at 10:15 AM and took 00.368 seconds =====

Build succeeded

Add to Source Control

Select Repository

10:16 AM3/9/2024