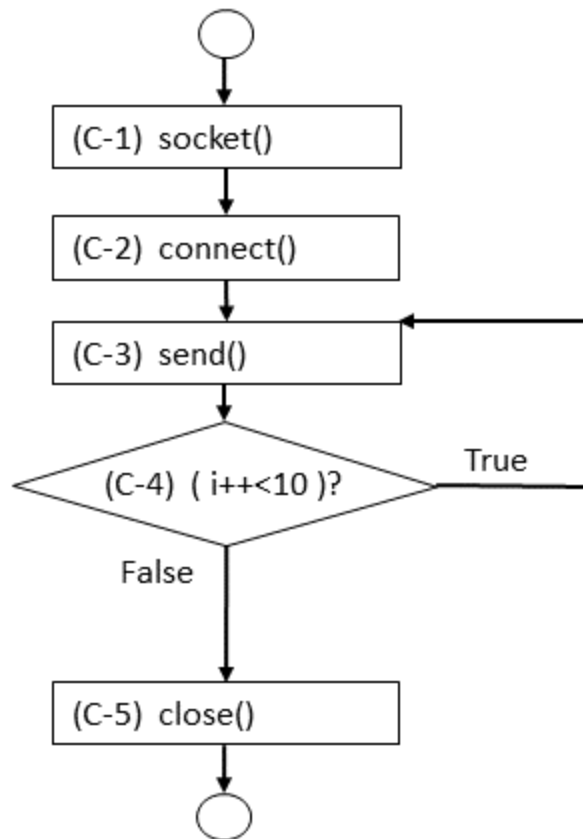


TCP client



TCP server

