

Fixed Tcp Client

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/*
C# Network Programming
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*/
using System;
using System.Net;
using System.Net.Sockets;
using System.Text;

public class FixedTcpClient
{
private static int SendData(Socket s, byte[] data)
{
int total = 0;
int size = data.Length;
int dataleft = size;
int sent;

while (total < size) { sent = s.Send(data, total, dataleft,
SocketFlags.None); total += sent; dataleft -= sent; } return
total; } private static byte[] ReceiveData(Socket s, int size)
{ int total = 0; int dataleft = size; byte[] data = new
byte[size]; int recv; while(total < size) { recv =
s.Receive(data, total, dataleft, 0); if (recv == 0) { data =
Encoding.ASCII.GetBytes("exit "); break; } total += recv;
dataleft -= recv; } return data; } public static void Main() {
byte[] data = new byte[1024]; int sent; IPEndPoint ipep = new
IPEndPoint(IPAddress.Parse("127.0.0.1"), 9050); Socket server
= new Socket(AddressFamily.InterNetwork, SocketType.Stream,
ProtocolType.Tcp); try { server.Connect(ipep); } catch
(SocketException e) { Console.WriteLine("Unable to connect to
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server."); Console.WriteLine(e.ToString()); return; } int recv
= server.Receive(data); string stringData =
Encoding.ASCII.GetString(data, 0, recv);
Console.WriteLine(stringData); sent = SendData(server,
Encoding.ASCII.GetBytes("message 1")); sent = SendData(server,
Encoding.ASCII.GetBytes("message 2")); sent = SendData(server,
Encoding.ASCII.GetBytes("message 3")); sent = SendData(server,
Encoding.ASCII.GetBytes("message 4")); sent = SendData(server,
Encoding.ASCII.GetBytes("message 5"));
Console.WriteLine("Disconnecting from server...");
server.Shutdown(SocketShutdown.Both); server.Close(); } }
[/csharp]
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