

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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