

Fixed Tcp Server

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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 FixedTcpSrvr
{
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]; IPEndPoint ipep = new
IPEndPoint(IPAddress.Any, 9050); Socket newsock = new
Socket(AddressFamily.InterNetwork, SocketType.Stream,
ProtocolType.Tcp); newsock.Bind(ipep); newsock.Listen(10);
Console.WriteLine("Waiting for a client..."); Socket client =
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newsock.Accept();      IPEndPoint      newclient      =
(IPPEndPoint)client.RemoteEndPoint;
Console.WriteLine("Connected with {0} at port {1}",
newclient.Address, newclient.Port); string welcome = "Welcome
to my test server"; data = Encoding.ASCII.GetBytes(welcome);
int sent = SendData(client, data); for (int i = 0; i < 5; i++)
{      data      =      ReceiveData(client,      9);
Console.WriteLine(Encoding.ASCII.GetString(data));      }
Console.WriteLine("Disconnected from {0}", newclient.Address);
client.Close(); newsock.Close(); } } [/csharp]
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