

implements a NetworkStream client 2

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/*
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*/

/*
Example15_12b.cs implements a NetworkStream client
*/

using System;
using System.IO;
using System.Net.Sockets ;

public class Example15_12b
{

public static void Main()
{

// create a client socket
TcpClient newSocket = new TcpClient("localhost", 50001);

// create a NetworkStream to read from the host
NetworkStream ns = newSocket.GetStream();

// fill a byte array from the stream
byte[] buf = new byte[100];
ns.Read(buf, 0, 100);

// convert to a char array and print
char[] buf2 = new char[100];
```

```
for(int i=0;i<100;i++) buf2[i]=(char)buf[i];  
Console.WriteLine(buf2); // clean up ns.Close();  
newSocket.Close(); } } [/csharp]
```