

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]
```