

Test Udp Server

```
/*
C# Network Programming
by Richard Blum

Publisher: Sybex
ISBN: 0782141765
*/
using System;
using System.Net;
using System.Net.Sockets;
using System.Text;

public class TestUdpSrvr
{
public static void Main()
{
int recv;
byte[] data = new byte[1024];
IPEndPoint ipep = new IPEndPoint(IPAddress.Any, 9050);

Socket newsock = new Socket(AddressFamily.InterNetwork,
SocketType.Dgram, ProtocolType.Udp);

newsock.Bind(ipep);
Console.WriteLine("Waiting for a client...");

IPEndPoint sender = new IPEndPoint(IPAddress.Any, 0);
EndPoint tmpRemote = (EndPoint)(sender);

recv = newsock.ReceiveFrom(data, ref tmpRemote);

Console.WriteLine("Message received from {0}:",
tmpRemote.ToString());
Console.WriteLine(Encoding.ASCII.GetString(data, 0, recv));

string welcome = "Welcome to my test server";
```

```
data = Encoding.ASCII.GetBytes(welcome);
newsock.SendTo(data, data.Length, SocketFlags.None,
tmpRemote);

for(int i = 0; i < 5; i++) { data = new byte[1024]; recv =
newsock.ReceiveFrom(data, ref tmpRemote);
Console.WriteLine(Encoding.ASCII.GetString(data, 0, recv)); }
newsock.Close(); } } [/csharp]
```