

Test Udp 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 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]
```