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// compile code with visual C#
// serverside code
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Net;
using System.Net.Sockets;

namespace serverside
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Server Runing...");
            Socket mysock = new Socket(AddressFamily.InterNetwork,
            SocketType.Stream, ProtocolType.Tcp);
            IPEndPoint ipe = new IPEndPoint(IPAddress.Any, 8888);
            mysock.Bind(ipe);
            mysock.Listen(10);
            mysock = mysock.Accept();
            while (true)
            {
                try
                {
                    byte[] buffer = new byte[1024];
                    mysock.Receive(buffer);
                    string data = Encoding.ASCII.GetString(buffer);
                    Console.WriteLine("message from client : " + data + " ");
                    string str;
                    str = Console.ReadLine();
                    byte[] sev = Encoding.ASCII.GetBytes(str);
                    mysock.Send(sev);
                }
                catch (Exception err)
                {
                    Console.WriteLine(err.Message);
                }
                finally
                {
                }
            }
            mysock.Close();
        }
    }
}

```

```
// ClientSide Code
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Net;
using System.Net.Sockets;

namespace clientside
{
    class Program
    {
        static void Main(string[] args)
        {
            Socket mysock = new Socket(AddressFamily.InterNetwork,
                SocketType.Stream, ProtocolType.Tcp);
            mysock.Connect("\27.0.0.0", 8888);
            while (true)
            {
                string str;
                str = Console.ReadLine();
                byte[] buffer = Encoding.ASCII.GetBytes(str);
                mysock.Send(buffer);
                byte[] cln = new byte[0];
                mysock.Receive(cln);
                string data = Encoding.ASCII.GetString(cln);
                Console.WriteLine("message from server : " + data + " ");
            }
            mysock.Close();
        }
    }
}
```