

```

1 using System;
2 using System.Drawing;
3 using System.Collections;
4 using System.ComponentModel;
5 using System.Windows.Forms;
6 using System.Data;
7 using System.Net;
8 using System.Net.Sockets;
9 using SocketConnection;
10
11 namespace SocketConnection
12 {
13     /// <summary>
14     /// Summary description for Form1.
15     /// </summary>
16     public class Form1 : System.Windows.Forms.Form
17     {
18         private System.Windows.Forms.ListBox listBox1;
19         private SocketConnection.ClientSocket clientSocket1;
20         private System.Windows.Forms.Button btnExit;
21         private System.Windows.Forms.Button btnConnect;
22         private System.Windows.Forms.Button btnSend;
23         private System.Windows.Forms.Button btnSend2;
24         private System.Windows.Forms.Button btnCloseConnection;
25         private System.Windows.Forms.TextBox txtIPAddress;
26         private System.Windows.Forms.Label label1;
27         private System.Windows.Forms.Label label2;
28         private System.Windows.Forms.TextBox txtPort;
29         private System.ComponentModel.IContainer components = null;
30
31         public Form1()
32         {
33             //
34             // Required for Windows Form Designer support
35             //
36             InitializeComponent();
37
38             //
39             // TODO: Add any constructor code after InitializeComponent call
40             //
41         }
42
43         /// <summary>
44         /// Clean up any resources being used.
45         /// </summary>
46         protected override void Dispose( bool disposing )
47         {
48             if( disposing )
49             {
50                 if (components != null)
51                 {
52                     components.Dispose();
53                 }
54             }
55             base.Dispose( disposing );
56         }
57
58         Windows Form Designer generated code
59
60         /// <summary>
61         /// The main entry point for the application.
62         /// </summary>
63         [STAThread]
64         static void Main()
65         {
66             Application.Run(new Form1());
67         }
68
69
70         private void button2_Click(object sender, System.EventArgs e)
71         {
72             clientSocket1.SendData("$002\r");
73         }
74     }
75

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76     private void button3_Click(object sender, System.EventArgs e)
77     {
78         clientSocket1.Disconnect();
79         Close();
80     }
81
82
83
84     private void clientSocket1_OnReceive(string data, string remoteID)
85     {
86         listBox1.Items.Add("Dateneraigneis " + data + " RemoteID " + remoteID);
87     }
88
89
90     private void button4_Click(object sender, System.EventArgs e)
91     {
92         clientSocket1.SendData("$006\r");
93     }
94
95
96     private void clientSocket1_OnReceiveBinary(byte[] buffer, int DataLen)
97     {
98         string data = System.Text.Encoding.Default.GetString(buffer, 0, DataLen);
99         listBox1.Items.Add("Received data " + data );
100    }
101
102     private void clientSocket1_OnConnected(string StartStr, string remoteID)
103     {
104         listBox1.Items.Add("connected with " + remoteID);
105     }
106
107     private bool clientSocket1_OnConnect(string StartStr, string HostName, int Port
108 )
109     {
110         listBox1.Items.Add("try to connect device" + HostName + " " + Port.ToString
111 ());
112         return true;
113     }
114
115     private bool clientSocket1_OnConnect(string StartStr, object sender)
116     {
117         ClientSocket cs = (ClientSocket)sender;
118         listBox1.Items.Add("try to connect device" + " Sender " + cs.HostName );
119         return true;
120     }
121
122     private void clientSocket1_OnError(string ErrorStr, System.Exception ex)
123     {
124         if (ex != null)
125             listBox1.Items.Add(ErrorStr + " " + ex.ToString());
126         else
127             listBox1.Items.Add(ErrorStr);
128     }
129
130     private void clientSocket1_OnDisconnected(string remoteID)
131     {
132         listBox1.Items.Add("host " + remoteID + " has been disconnected");
133     }
134
135     private void clientSocket1_OnDisconnect(string remoteID)
136     {
137         listBox1.Items.Add("try to disconnect from device " + remoteID);
138     }
139
140     private void clientSocket1_OnConnectionParamsChanged(object sender,
141 SocketConnection.ConnectionParams e)
142     {
143         listBox1.Items.Add("Connection Parametes has been changed to IP: " + e.
144 HostName + " Port: " + e.Port.ToString() );

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```
145     private void button1_Click(object sender, System.EventArgs e)
146     {
147         clientSocket1.HostName= txtIPAddress.Text;
148         clientSocket1.Port = Convert.ToInt32(txtPort.Text);
149         clientSocket1.Connect();
150     }
151
152     private void btnCloseConnection_Click(object sender, System.EventArgs e)
153     {
154         clientSocket1.Disconnect();
155     }
156
157     private void clientSocket1_OnSend(string data, SocketConnection.      ↵
ConnectionParams e)
158     {
159         listBox1.Items.Add("Send data to host " + e.HostName + " " +e.Port.ToString  ↵
() + "
:" + data);
160     }
161
162 }
163 }
164
```