

Realizar un login entre un cliente y servidor por UDP en PowerShell (comprobar el usuario y la contraseña en el cliente y en el servidor)

Servidor

```
##Server
$port=2021
$endpoint = new-object System.Net.IPEndPoint
([IPAddress]::Any,$port)
$udpclient=new-Object System.Net.Sockets.UdpClient $port
$content=$udpclient.Receive([ref]$endpoint)
$convert=[Text.Encoding]::ASCII.GetString($content)

$spli=$convert.Split("*")
$user=$spli[0]
$pass=$spli[1]

if($user -eq "user" -and $pass -eq "pass")
{
    Write-Host "Login"
}
else
{
    Write-Host "No login"
}

$udpclient.Close()
```

Cliente

[crayon-6a9d698964891218499695/]

```
1 ##Server
2 $port=2021
3 $endpoint = new-object System.Net.IPEndPoint ([IPAddress]::Any,$port)
4 $udpclient=new-object system.Net.Sockets.UdpClient $port
5 $content=$udpclient.Receive([ref]$endpoint)
6 $convert=[Text.Encoding]::ASCII.GetString($content)
7
8 $spli=$convert.Split("*")
9 $user=$spli[0]
10 $pass=$spli[1]
11
12 if($user -eq "user" -and $pass -eq "pass")
13 {
14     Write-Host "Login2"
15 }
16 else
17 {
18     Write-Host "No login"
19 }
20
21 $udpclient.Close()
```

```
1 ##Client
2
3 $convert="user*pass"
4 $spli=$convert.Split("*")
5 $user=$spli[0]
6 $pass=$spli[1]
7 if($user -eq "user" -and $pass -eq "pass")
8 {
9     Write-Host "Login1"
10     $port=2021
11     $endpoint = new-object System.Net.IPEndPoint ([IPAddress]::Loopback,$port)
12     $udpclient=new-object System.Net.Sockets.UdpClient
13     $val="user*pass"
14     $b=[Text.Encoding]::ASCII.GetBytes($val.ToString())
15     $bytesSent=$udpclient.Send($b,$b.Length,$endpoint)
16     $udpclient.Close()
17 }
18 else
19 {
20     Write-Host "No login"
21 }
```