

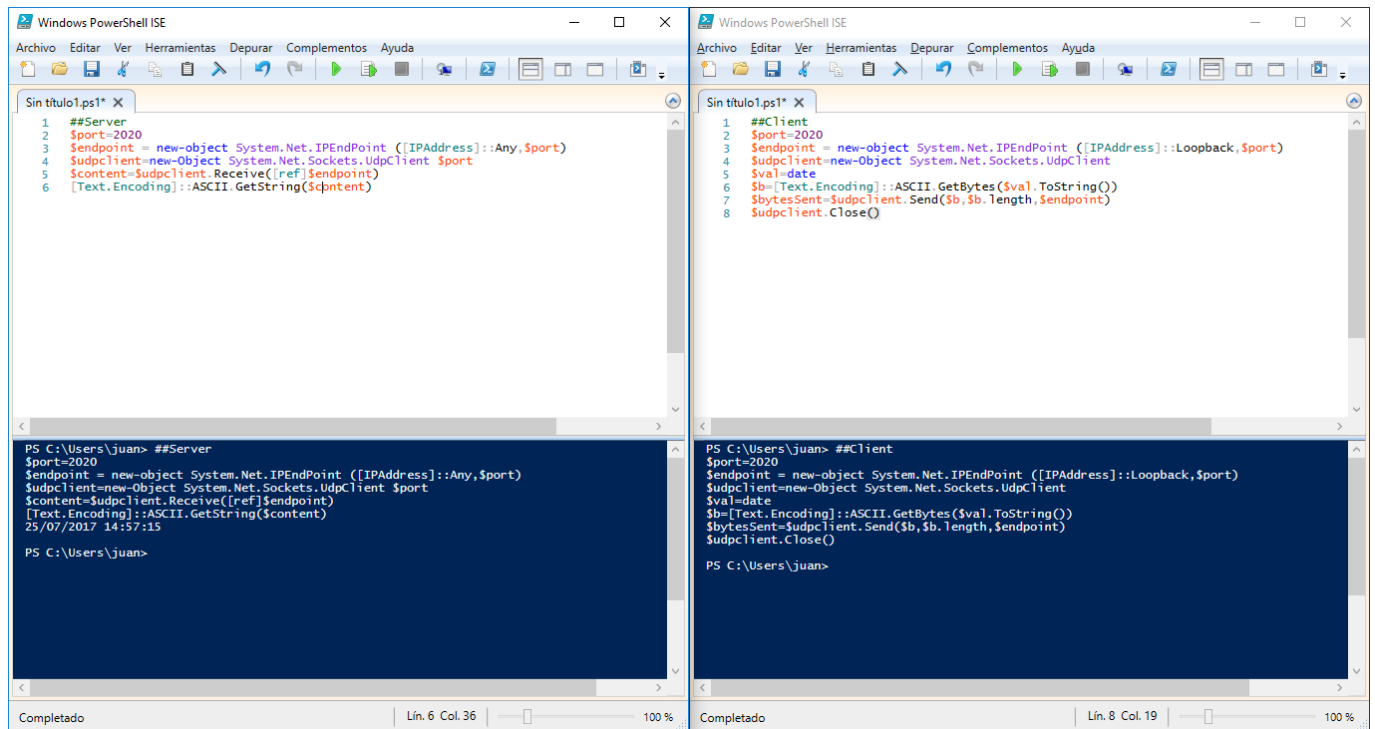
Send time between server and clients (Sockets UDP)

Server

[crayon-6a9d5fde9a0b2776680873/]

Client

[crayon-6a9d5fde9a0b8500438412/]



The image displays two side-by-side Windows PowerShell ISE windows. The left window, titled 'Sin título1.ps1', contains the code for a UDP server. The right window, also titled 'Sin título1.ps1', contains the code for a UDP client. Both windows show the code in the editor and the execution output in the console.

```
1 ##Server
2 $port=2020
3 $sendpoint = new-object System.Net.IPEndPoint ([IPAddress]::Any,$port)
4 $udpcclient=new-object System.Net.Sockets.UdpClient $port
5 $content=$udpcclient.Receive([ref]$sendpoint)
6 [Text.Encoding]::ASCII.GetString($content)
```

```
PS C:\Users\juan> ##Server
$port=2020
$sendpoint = new-object System.Net.IPEndPoint ([IPAddress]::Any,$port)
$udpcclient=new-object System.Net.Sockets.UdpClient $port
$content=$udpcclient.Receive([ref]$sendpoint)
[Text.Encoding]::ASCII.GetString($content)
25/07/2017 14:57:15
PS C:\Users\juan>
```

```
1 ##Client
2 $port=2020
3 $sendpoint = new-object System.Net.IPEndPoint ([IPAddress]::Loopback,$port)
4 $udpcclient=new-object System.Net.Sockets.UdpClient
5 $val=date
6 $b=[Text.Encoding]::ASCII.GetBytes($val.ToString())
7 $bytesSent=$udpcclient.Send($b,$b.Length,$sendpoint)
8 $udpcclient.Close()
```

```
PS C:\Users\juan> ##Client
$port=2020
$sendpoint = new-object System.Net.IPEndPoint ([IPAddress]::Loopback,$port)
$udpcclient=new-object System.Net.Sockets.UdpClient
$val=date
$b=[Text.Encoding]::ASCII.GetBytes($val.ToString())
$bytesSent=$udpcclient.Send($b,$b.Length,$sendpoint)
$udpcclient.Close()
PS C:\Users\juan>
```