

Forum: [Hack Forums](#)

Thread: [Lot of VB.Net code's ! A must have !](#)

Inj3ction - July 28, 2009, 4:44 am

+ Rep if you like it ! I will update it something.

How to get the machine name?

Code Dim MachineName As String = Environment.MachineName

Console.WriteLine("Nom de la machine = {0}", MachineName)

Getting the version of my application?

Code Dim ver As FileVersionInfo =

FileVersionInfo.GetVersionInfo(Environment.GetCommandLineArgs()(0))

Dim MyVer as String = ver.FileMajorPart & "." & ver.FileMinorPart & "." & ver.FileBuildPart & "." & ver.FilePrivatePart

Getting the version of .NET framework currently?

Code 'Version Framework

Dim ver as Version = Environment.Version

Console.WriteLine("Version Framework = {0}", ver)

Getting the OS version:

Code Dim ver as Version = Environment.OSVersion

Console.WriteLine("Version Framework = {0}", ver)

How to get the execution directory of my application?

Code Dim exepath As String = Environment.GetCommandLineArgs()(0)

' Directory of the exe

Dim exedir As String = exepath.Substring(0, exepath.LastIndexOf("\c"))

How to get the system directory?

Code 'Repertoire systeme

Console.WriteLine("Repertoire systeme = {0}", Environment.SystemDirectory)

How to get the name of the user whose session is in progress?

Code Console.WriteLine("Nom utilisateur = {0}", Environment.UserName)

How to get the path of special folders like "My Documents"?

Code 'R pertoire sp ciaux

Console.WriteLine("R pertoire sp ciaux")

Dim specfolderenum As Array = [Enum].GetValues(GetType(Environment.SpecialFolder))

For i As Integer = 0 To specfolderenum.Length - 1

Console.WriteLine(Environment.GetFolderPath(CType(specfolderenum.GetValue(i), Environment.SpecialFolder)))

Next

How can launch only one instance of my application?

Code Imports System.Threading

Class SingleInstanceApp
Implements IDisposable

Private _siMutex As Mutex
Private _siMutexOwned As Boolean

Public Sub New(ByVal name As String)
 _siMutex = New Mutex(False, name)
 _siMutexOwned = False
End Sub

Public Function IsRunning() As Boolean
 _siMutexOwned = _siMutex.WaitOne(0, True)
 Return Not (_siMutexOwned)
End Function

Public Sub Dispose() Implements System.IDisposable.Dispose
 If _siMutexOwned Then
 _siMutex.ReleaseMutex()
 End If
End Sub

End Class

To use our class, simply do so in the Main of our application.

Code Shared Sub Main()

 Dim app As SingleInstanceApp = New SingleInstanceApp("{123456789 - ABCD - EFEG - XXXX}")

 Try
 If app.IsRunning Then
 MessageBox.Show("Application dÃ©jÃ© lancÃ©e")
 Else
 Application.Run(New Form1)
 End If
 Finally
 CType(app, IDisposable).Dispose()
 End Try

End Sub

How to list running processes?

Code Dim prc as System.Diagnostics.Process() = Process.GetProcesses()
Dim prc as System.Diagnostics.Process() = Process.GetProcessesByName("notepad")

How to stop a process?

Code proc.CloseMainWindow()
proc.Close()

open a webpage in Iexplorer:

Code Shell "C:\Program Files\Internet Explorer\IEXPLORE.EXE http://www.google.com

open a program:

Code Shell "C:\Program Files\LOCATION OF PROGRAM.exe"

How to create, copy, move, delete a file?

Code Imports System.IO

Module FileMan

Sub Main()

Try

'Cr  ation d'un fichier vide.

FileStream fs = File.Create("myfile.txt")

fs.Close()

Console.WriteLine("fichier myfile.txt cr      ")

'Copie de fichier

File.Copy("myfile.txt", "copyofmyfile.txt")

Console.WriteLine("fichier myfile.txt copi   vers copyofmyfile.txt")

'D  placement de fichier

File.Move("copyofmyfile.txt", "c:\copyofmyfile.txt")

Console.WriteLine("fichier copyofmyfile.txt d  plac   vers c:\copyofmyfile.txt")

'Supression fichier

File.Delete("c:\copyofmyfile.txt")

Console.WriteLine("Fichier c:\copyofmyfile.txt supprim  ")

Catch ex As Exception

Debug.WriteLine(ex.ToString)

Console.WriteLine(ex.Message)

Finally

'Fin du programme

Console.WriteLine("Tapez sur entr  e pour sortir ...")

Console.ReadLine()

End Try

End Sub

End Module

How to get the attributes of a file or folder?

Code Imports System.IO

Sub GetFileAttributes(ByVal sFilename As String)

Dim flagAttr As FileAttributes = File.GetAttributes(sFilename)

Console.WriteLine("Cr       le {0}    {1}", _

```
File.GetCreationTime(sFilename).ToShortDateString, _  
File.GetCreationTime(sFilename).ToShortTimeString)
```

```
Console.WriteLine("Modifié le {0} Ã {1}", _  
File.GetLastWriteTime(sFilename).ToShortDateString, _  
File.GetLastWriteTime(sFilename).ToShortTimeString)
```

```
Console.WriteLine("Dernier accès le {0} Ã {1}", _  
File.GetLastAccessTime(sFilename).ToShortDateString, _  
File.GetLastAccessTime(sFilename).ToShortTimeString)
```

```
Console.WriteLine("Attributs du fichier, lecteur ou repertoire {0}", sFilename)
```

```
If (flagAttr And FileAttributes.Archive) = FileAttributes.Archive Then  
Console.WriteLine(FileAttributes.Archive.ToString)  
End If
```

```
If (flagAttr And FileAttributes.Compressed) = FileAttributes.Compressed Then  
Console.WriteLine(FileAttributes.Compressed.ToString)  
End If
```

```
If (flagAttr And FileAttributes.Device) = FileAttributes.Device Then  
Console.WriteLine(FileAttributes.Device.ToString)  
End If
```

```
If (flagAttr And FileAttributes.Directory) = FileAttributes.Directory Then  
Console.WriteLine(FileAttributes.Directory.ToString)  
End If
```

```
If (flagAttr And FileAttributes.Encrypted) = FileAttributes.Encrypted Then  
Console.WriteLine(FileAttributes.Encrypted.ToString)  
End If
```

```
If (flagAttr And FileAttributes.Hidden) = FileAttributes.Hidden Then  
Console.WriteLine(FileAttributes.Hidden.ToString)  
End If
```

```
If (flagAttr And FileAttributes.Normal) = FileAttributes.Normal Then  
Console.WriteLine(FileAttributes.Normal.ToString)
```

```
If (flagAttr And FileAttributes.NotContentIndexed) = FileAttributes.NotContentIndexed Then  
Console.WriteLine(FileAttributes.NotContentIndexed.ToString)  
End If
```

```
If (flagAttr And FileAttributes.Offline) = FileAttributes.Offline Then  
Console.WriteLine(FileAttributes.Offline.ToString)  
End If
```

```
'Ne marche pas pour les répertoires apparemment  
If (flagAttr And FileAttributes.ReadOnly) = FileAttributes.ReadOnly Then  
Console.WriteLine(FileAttributes.ReadOnly.ToString)  
End If
```

```
If (flagAttr And FileAttributes.ReparsePoint) = FileAttributes.ReparsePoint Then
Console.WriteLine(FileAttributes.ReparsePoint.ToString)
End If
```

```
If (flagAttr And FileAttributes.SparseFile) = FileAttributes.SparseFile Then
Console.WriteLine(FileAttributes.SparseFile.ToString)
End If
```

```
If (flagAttr And FileAttributes.System) = FileAttributes.System Then
Console.WriteLine(FileAttributes.System.ToString)
End If
```

```
If (flagAttr And FileAttributes.Temporary) = FileAttributes.Temporary Then
Console.WriteLine(FileAttributes.Temporary.ToString)
End If
```

End Sub

How to read and write to a text file?

Code Imports System.IO

```
Sub FichierTexte(ByVal NomFichier As String)
    Dim sr As StreamReader
    Dim sw As StreamWriter
    Dim sLine As String
    Try
        If Not File.Exists(NomFichier) Then
            'Le fichier n'existe pas. On le crée
            sw = New StreamWriter(NomFichier)
            sw.WriteLine("Bonjour. Il nous sommes le {0} et il est {1} ", _
                DateTime.Now.ToLongDateString, _
                DateTime.Now.ToLongTimeString)
            sw.Close()
            sw = Nothing
            'Remarque : On peut utiliser sw = File.AppendText(NomFichier) pour ajouter
            'du texte à un fichier existant
        End If
        'Ouverture du fichier et Ecriture du contenu du fichier sur la console
        sr = New StreamReader(NomFichier)
        Console.WriteLine("Debut du fichier")
        sLine = sr.ReadLine()
        While Not sLine Is Nothing
            Console.WriteLine(sLine)
            sLine = sr.ReadLine()
        End While
        Console.WriteLine("Fin du fichier")
    Finally
        'Fermeture streamreader
        If Not IsNothing(sr) Then sr.Close()
        'Fermeture streamwriter
        If Not IsNothing(sw) Then sw.Close()
    End Try
End Sub
```

How to read and write a binary file?

Code Imports System.IO

```
Sub FichierBinaire(ByVal NomFichier As String)
    Dim br As BinaryReader
    Dim bw As BinaryWriter
    Dim fs As FileStream
    Dim i As Integer
    Try
        If Not File.Exists(NomFichier) Then
            'Le fichier n'existe pas. On le crée
            bw = New BinaryWriter(File.Create(NomFichier))
            For i = 0 To 9
                bw.Write(i)
            Next
            bw.Close()
        End If
        'Ouverture du fichier et Ecriture du contenu du fichier sur la console
        fs = File.Open(NomFichier, FileMode.Open)
        br = New BinaryReader(fs)
        Console.WriteLine("Debut du fichier")
        While fs.Position < fs.Length
            Console.Write(br.ReadInt32())
        End While
        Console.WriteLine("{0}Fin du fichier", ControlChars.CrLf)
    Finally
        'Fermeture Binaryreader
        If Not IsNothing(br) Then br.Close()
        'Fermeture Binarywriter
        If Not IsNothing(bw) Then bw.Close()
    End Try
End Sub
```

How to test the existence of a file?

```
Code If System.IO.File.Exists("c:\monFichier.txt") Then
    ' Le fichier existe
Else
    ' Le fichier n'existe pas
End If
```

How to retrieve the file extension?

```
Code Private Function GetExtension(ByVal path As String) As String
    Return New System.IO.FileInfo(path).Extension
End Sub
```

How to compress a file with gzip?

```
Code Imports System.IO
Imports System.IO.Compression
```

```
Public Function compresseurFichier(ByVal cheminSource As String, ByVal cheminDestination As
```

String) As Boolean

' cheminSource : chemin complet du fichier à compresser

' cheminDestination : chemin complet du fichier compressé à créer

Try

' Le fichier est placé dans le FileStream

Dim monFileStream As New FileStream(cheminSource, FileMode.Open)

Dim monBuffer(monFileStream.Length) As Byte

' Lecture de l'intégralité du FileStream

monFileStream.Read(monBuffer, 0, CInt(monFileStream.Length))

' Fermeture du FileStream

monFileStream.Close()

' Création du fichier qui va contenir le fichier compressé

monFileStream = New FileStream(cheminDestination, FileMode.Create)

' Compression des données

Dim monGZipStream As New GZipStream(monFileStream, CompressionMode.Compress,

False)

' Ecriture des données compressées dans le fichier de destination

monGZipStream.Write(monBuffer, 0, monBuffer.Length)

' Fermeture du GZipStream

monGZipStream.Close()

Return True

Catch ex As Exception

MessageBox.Show(ex.Message)

Return False

End Try

End Function

How to decompress a gzip?

Code Imports System.IO

Imports System.IO.Compression

Public Function decompression(ByVal cheminSource As String, ByVal cheminDestination As String) As Boolean

' cheminSource : chemin complet du fichier compressé

' cheminDestination : chemin complet du fichier où le fichier doit être décompressé

Try

' Lecture du fichier compressé

Dim monFileStream As New FileStream(cheminSource, FileMode.Open)

' Données du fichier placées dans un GZipStream

Dim monGZipStream As New GZipStream(monFileStream, CompressionMode.Decompress)

' Tableau qui va contenir la taille du fichier

Dim tailleOctets(3) As Byte

' Positionnement dans le Stream pour récupérer la taille

Dim position As Integer = CInt(monFileStream.Length - 4)

monFileStream.Position = position

' R  cup  ration de la taille du fichier
monFileStream.Read(tailleOctets, 0, 4)

' Repositionnement en d  but du Stream
monFileStream.Position = 0

' Conversion de la taille du fichier en entier
Dim tailleFichier As Integer = BitConverter.ToInt32(tailleOctets, 0)
' Dimesionnement du buffer
Dim buffer(tailleFichier + 100) As Byte
' Offset qui permettra de se rep  rer dans le Stream
Dim monOffset As Integer = 0

While (True)

' Les donn  es sont d  compress  es et plac  es dans le buffer
Dim decompressionOctets As Integer = monGzipStream.Read(buffer, monOffset, 100)

' Tant qu'il reste des donn  es on continue
If (decompressionOctets = 0) Then
Exit While
End If

' On incr  mente l'offset pour ne pas repartir de 0    chaque fois...
monOffset += decompressionOctets

End While

' Cr  ation du fichier d  compress  
monFileStream = New FileStream(cheminDestination, FileMode.Create)
' Ecriture des donn  es d  compress  es dans le fichier
monFileStream.Write(buffer, 0, tailleFichier - 1)

' Efface les donn  es en m  moire tampon
monFileStream.Flush()

' Fermeture des Streams
monFileStream.Close()
monGzipStream.Close()

Return True

Catch ex As Exception

MessageBox.Show(ex.Message)
Return False

End Try

End Function

How to rename a file?

```
Code Dim monAncienFichier As String, monNouveauFichier As String
monAncienFichier = "toto.txt"
monNouveauFichier = "tata.txt"
File.Move(monAncienFichier, monNouveauFichier)
```

How do I change the file extension?

```
Code Dim path As String = "C:\Test\test.xml"
```

```
Console.WriteLine("Nouveau path : {0}", System.IO.Path.ChangeExtension(path, "doc"))
```

Other Update coming soon ... and +rep if you like

88idiot88 - July 28, 2009, 4:50 am

add this one

open a webpage in explorer:

```
Code Shell "C:\Program Files\Internet Explorer\IEXPLORE.EXE http://www.google.com"
```

open a program:

```
Code Shell "C:\Program Files\LOCATION OF PROGRAM.exe"
```

i was just going to make this exact thread :P

Sud0x3 - July 28, 2009, 5:01 am

Nice snippets, im looking forward to seeing more.

Xx1232shooterxX - July 28, 2009, 6:31 am

You sir, are my hereo.

GoldStar - July 28, 2009, 6:44 am

good post, similar :

<https://hackforums.net/showthread.php?tid=105994>

<https://hackforums.net/showthread.php?tid=95717>

<https://hackforums.net/showthread.php?tid=98985>

Sud0x3 - July 28, 2009, 6:54 am

(Jul 28, 2009 06:44 AM)Miharbi Wrote: [\[CITE\]](#) good post, similar :

<https://hackforums.net/showthread.php?tid=105994>

<https://hackforums.net/showthread.php?tid=95717>

<https://hackforums.net/showthread.php?tid=98985>

Thanks for the links, do you know where i can find useful c++ snippets

Apple - July 28, 2009, 6:05 pm

Wow, that's a lot of useful commands for getting information from a user :D

KimeraSG1 - July 29, 2009, 1:07 am

loved the text thing, i'll use it in my next bot then i'll give + rep if works :D

Inj3ction - July 29, 2009, 2:42 am

No prob Kimera SG1 tooshort

Valour - July 29, 2009, 3:00 am

good work

i have reported you as good poster

Deathader - July 29, 2009, 10:04 am

Good post mate :)

+rep

Ethical Vox - August 8, 2009, 6:48 am

Whoa always useful nice I like it I'll bookmark it. :)

BETAhkr - August 8, 2009, 11:30 am

Nice post but...

Code Shell "C:\Program Files\Internet Explorer\IEXPLORE.EXE http://www.google.com
NO.....!!!!

use this

Code Process.Start "www.hacforums.net"

Inj3ction - August 8, 2009, 11:36 am

thank' for your feedback and thank's for your rep ^^

BETAhkr - August 8, 2009, 11:49 am

Quote:

Thanks for the links, do you know where i can find useful c++ snippets

<http://msdn.microsoft.com/en-us/visualc/default.aspx>

This will answer any question you can type about C++ or you can switch it up to VB .NET, C#, Etc.

Inj3ction - August 8, 2009, 1:25 pm

Here is a update: This code is for a server/client in vb.net:
server side :

Code 1.

Public Class Form1

2. Private listener As System.Net.Sockets.TcpListener
3. Private listenThread As System.Threading.Thread
- 4.
5. Private clients As New List(Of ConnectedClient) 'This list will store all connected clients.
- 6.
7. Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles MyBase.Load
8. listener = New System.Net.Sockets.TcpListener(System.Net.IPAddress.Any, 43001) 'The
TcpListener will listen for incoming connections at port 43001
9. listener.Start() 'Start listening.
10. listenThread = New System.Threading.Thread(AddressOf doListen) 'This thread will run

the doListen method

```
11.         listenThread.IsBackground = True 'Since we dont want this thread to keep on running after
the application closes, we set isBackground to true.
12.         listenThread.Start() 'Start executing doListen on the worker thread.
13.     End Sub
14.
15. Private Sub doListen()
16.     Dim incomingClient As System.Net.Sockets.TcpClient
17.     Do
18.         incomingClient = listener.AcceptTcpClient 'Accept the incoming connection. This is a
blocking method so execution will halt here until someone tries to connect.
19.         Dim connClient As New ConnectedClient(incomingClient, Me) 'Create a new instance of
ConnectedClient (check its constructor to see whats happening now).
20.         AddHandler connClient.dataReceived, AddressOf Me.messageReceived
21.         clients.Add(connClient) 'Adds the connected client to the list of connected clients.
22.
23.     Loop
24. End Sub
25.
26. Public Sub removeClient(ByVal client As ConnectedClient)
27.     If clients.Contains(client) Then
28.         clients.Remove(client)
29.     End If
30. End Sub
31.
32. Private Sub messageReceived(ByVal sender As ConnectedClient, ByVal message As String)
33.     'A message has been received from one of the clients.
34.     'To determine who its from, use the sender object.
35.
```

```

'sender.SendMessage can be used to reply to the sender.
36.
37.
    Dim data() As String = message.Split("|"c) 'Split the message on each | and place in the
string array.
38.
    Select Case data(0)
39.
        Case "CONNECT"
40.
            'We use GetClientByName to make sure no one else is using this username.
41.
            'It will return Nothing if the username is free.
42.
            'Since the client sent the message in this format: CONNECT|UserName, the
username will be in the array on index 1.
43.
            If GetClientByName(data(1)) Is Nothing Then
44.
                'The username is not taken, we can safely assign it to the sender.
45.
                sender.Username = data(1)
46.
            End If
47.
        Case "DISCONNECT"
48.
            removeClient(sender)
49.
    End Select
50.
51.
End Sub
52.
53.
Private Function GetClientByName(ByVal name As String) As ConnectedClient
54.
    For Each cc As ConnectedClient In clients
55.
        If cc.Username = name Then
56.
            Return cc 'client found, return it.
57.
        End If
58.
    Next
59.
    'If we've reached this part of the method, there is no client by that name
60.
    Return Nothing

```

```
61.     End Function
62. End Class
ConnectedClient class:
Code 1.
Public Class ConnectedClient
2.     Private mClient As System.Net.Sockets.TcpClient
3.
4.     Private mUsername As String
5.     Private mParentForm As Form1
6.     Private readThread As System.Threading.Thread
7.     Private Const MESSAGE_DELIMITER As Char = ControlChars.Cr
8.
9.     Public Event dataReceived(ByVal sender As ConnectedClient, ByVal message As String)
10.
11.     Sub New(ByVal client As System.Net.Sockets.TcpClient, ByVal parentForm As Form1)
12.         mParentForm = parentForm
13.         mClient = client
14.
15.         readThread = New System.Threading.Thread(AddressOf doRead)
16.         readThread.IsBackground = True
17.         readThread.Start()
18.     End Sub
19.
20.     Public Property Username() As String
21.     Get
22.         Return mUsername
23.     End Get
24.     Set(ByVal value As String)
```

```

25.         mUsername = value
26.     End Set
27. End Property
28.
29. Private Sub doRead()
30.     Const BYTES_TO_READ As Integer = 255
31.     Dim readBuffer(BYTES_TO_READ) As Byte
32.     Dim bytesRead As Integer
33.     Dim sBuilder As New System.Text.StringBuilder
34.     Do
35.         bytesRead = mClient.GetStream.Read(readBuffer, 0, BYTES_TO_READ)
36.         If (bytesRead > 0) Then
37.             Dim message As String = System.Text.Encoding.UTF8.GetString(readBuffer, 0,
bytesRead)
38.             If (message.IndexOf(MESSAGE_DELIMITER) > -1) Then
39.
40.                 Dim subMessages() As String = message.Split(MESSAGE_DELIMITER)
41.
42.                 'The first element in the subMessages string array must be the last part of the
current message.
43.                 'So we append it to the StringBuilder and raise the dataReceived event
44.                 sBuilder.Append(subMessages(0))
45.                 RaiseEvent dataReceived(Me, sBuilder.ToString)
46.                 sBuilder = New System.Text.StringBuilder
47.
48.                 'If there are only 2 elements in the array, we know that the second one is an
incomplete message,
49.                 'though if there are more than two then every element inbetween the first and the

```

last are complete messages:

```
50.         If subMessages.Length = 2 Then
51.             sBuilder.Append(subMessages(1))
52.         Else
53.             For i As Integer = 1 To subMessages.GetUpperBound(0) - 1
54.                 RaiseEvent dataReceived(Me, subMessages(i))
55.             Next
56.             sBuilder.Append(subMessages(subMessages.GetUpperBound(0)))
57.         End If
58.     Else
59.
60.         'MESSAGE_DELIMITER was not found in the message, so we just append
everything to the stringbuilder.
61.         sBuilder.Append(message)
62.     End If
63. End If
64. Loop
65. End Sub
66.
67. Public Sub SendMessage(ByVal msg As String)
68.     Dim sw As IO.StreamWriter
69.     Try
70.         SyncLock mClient.GetStream
71.             sw = New IO.StreamWriter(mClient.GetStream) 'Create a new streamwriter that will
be writing directly to the networkstream.
72.             sw.Write(msg)
73.             sw.Flush()
74.         End SyncLock
```

```

75.         Catch ex As Exception
76.             MessageBox.Show(ex.ToString)
77.         End Try
78.         'As opposed to writing to a file, we DONT call close on the streamwriter, since we dont
want to close the stream.
79.     End Sub
80.
81. End Class
Client part :
Code 1.
    Public Class Form1
2.         Private client As System.Net.Sockets.TcpClient
3.
4.
5.         Private Const BYTES_TO_READ As Integer = 255
6.         Private readBuffer(BYTES_TO_READ) As Byte
7.
8.         Private Sub Form1_Load(ByVal sender As System.Object, ByVal e As System.EventArgs)
Handles MyBase.Load
9.             client = New System.Net.Sockets.TcpClient("localhost", 43001)
10.            client.GetStream.BeginRead(readBuffer, 0, BYTES_TO_READ, AddressOf doRead,
Nothing)
11.        End Sub
12.
13.        Private Sub doRead(ByVal ar As System.IAsyncResult)
14.            Dim totalRead As Integer
15.            Try
16.                totalRead = client.GetStream.EndRead(ar) 'Ends the reading and returns the number of
bytes read.
17.            Catch ex As Exception
18.                'The underlying socket have probably been closed OR an error has occurred whilst trying

```

to access it, either way, this is where you should remove close all eventual connections

```
18.         'to this client and remove it from the list of connected clients.
19.     End Try
20.
21.     If totalRead > 0 Then
22.         'the readBuffer array will contain everything read from the client.
23.         Dim receivedString As String = System.Text.Encoding.UTF8.GetString(readBuffer, 0,
totalRead)
24.         messageReceived(receivedString)
25.     End If
26.
27.     Try
28.         client.GetStream.BeginRead(readBuffer, 0, BYTES_TO_READ, AddressOf doRead,
Nothing) 'Begin the reading again.
29.         Catch ex As Exception
30.             'The underlying socket have probably been closed OR an error has occurred whilst
trying to access it, either way, this is where you should remove close all eventual connections
31.             'to this client and remove it from the list of connected clients.
32.         End Try
33.     End Sub
34.
35. Private Sub messageReceived(ByVal message As String)
36.     MessageBox.Show(message)
37. End Sub
38.
39.
40.
41. Private Sub SendMessage(ByVal msg As String)
42.
```

```
Dim sw As IO.StreamWriter
43. Try
44.     sw = New IO.StreamWriter(client.GetStream)
45.     sw.Write(msg)
46.     sw.Flush()
47. Catch ex As Exception
48.     MessageBox.Show(ex.ToString)
49. End Try
50. End Sub
51. End Class
+rep if you find this usefull !
```

CyberDemon - August 9, 2009, 3:56 am

I code in vb.net and this has helped me, thanks :)

Inj3ction - August 16, 2009, 11:28 am

no probleme Cyberdeamon