

Multithreaded TCP listener in C#

```
static TcpListener server;
int port = 8889;
IPAddress localAddr = IPAddress.Parse("0.0.0.0");
server = new TcpListener(localAddr, port);
ThreadPool.QueueUserWorkItem(ConnectionServer, server);

private static void ConnectionServer(object obj)
{
    var server = (TcpListener)obj;
    try
    {
        server.Start();
        while (true)
        {
            TcpClient tcpclient = server.AcceptTcpClient();
            ThreadPool.QueueUserWorkItem(ConnectionProcessor, tcpclient);
        }
    }
    catch (SocketException e)
    {
        Console.WriteLine("SocketException: {0}", e);
    }
    finally
    {
        server.Stop();
    }
}

private static void ConnectionProcessor(object obj)
{
    var client = (TcpClient)obj;
    byte[] bytes1 = new byte[1024];
    NetworkStream stream = client.GetStream();
    while (stream.Read(bytes1, 0, bytes1.Length) != 0)
    {
        // do something with bytes
        // respond perhaps?
        stream.Write(new byte[0], 0, new byte[0].Length);
    }
    client.Close();
}
```

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