CODIGO DEL CLIENTE 2

```cpp
//---------------------------------------------------------------------------

#include <vcl.h>
#pragma hdrstop

#include "Unit1.h"
//---------------------------------------------------------------------------
#pragma package(smart_init)
#pragma link "ILLed"
#pragma link "LPComponent"
#pragma link "LPDrawLayers"
#pragma link "LPTransparentControl"
#pragma link "SLComponentCollection"
#pragma link "ULBasicControl"
#pragma resource "*.dfm"
TForm1 *Form1;
//---------------------------------------------------------------------------
__fastcall TForm1::TForm1(TComponent* Owner)
     : TForm(Owner)
{
}
//---------------------------------------------------------------------------

void __fastcall TForm1::Button2Click(TObject *Sender)
{
   ClientSocket1->Address = eIP->Text;
   ClientSocket1->Port=StrToInt(Edit1->Text);

   ClientSocket1->Active = true;
   mMensajes->Lines->Add(ClientSocket1->Socket->LocalHost +":" + eMensaje->Text);

   ILLed1->Value=true;// ENCIENDE LED
}
//---------------------------------------------------------------------------

void __fastcall TForm1::Button1Click(TObject *Sender)
{
  ClientSocket1->Socket->SendText(eMensaje->Text);
  mMensajes->Lines->Add(ClientSocket1->Socket->LocalHost +":" + eMensaje->Text);

  eMensaje->Clear();

}
//---------------------------------------------------------------------------
void __fastcall TForm1::ClientSocket1Read(TObject *Sender,
    TCustomWinSocket *Socket)
{
  mMensajes->Lines->Add(Socket->RemoteHost + ":" + Socket->ReceiveText());
}
//---------------------------------------------------------------------------
```