

# TCP Stream

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- *From:* "herbert422" <[herbert422@xxxxxxxx](mailto:herbert422@xxxxxxxx)>
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The problem is as follows:

- The server application sent a serialized class to the client
- The client application receives a byte array
- The received byte array includes the data sent from the server but also garbage bytes

My question is, is it possible for an application to write to the TCP socket without me explicitly calling the `socket.send()` method? If not, are there any suggestion on why the client application may be receiving the original data intermingled with garbage data?

Thanks in advance

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