What I basically want is a simple video file transfer: when I press a button the client will send the file to the server and then the server sends the file back again to the client.

What I got now is just send from client to server and server receives it.

Here's some code to begin with :

Client :

System.out.println("Connecting...");

sock = new Socket(IP, PORT);

InputStream is = new FileInputStream(new File("FILE PATH"));

byte[] bytes = new byte[1024];

OutputStream stream = sock.getOutputStream();

int count = is.read(bytes, 0, 1024);

while (count != -1) {

stream.write(bytes, 0, 1024);

count = is.read(bytes, 0, 1024);

}

is.close();

stream.close();

sock.close();

System.out.println("2");

Server:

byte[] data = new byte[1024];

int count = fin.getInputStream().read(data, 0, 1024);

System.out.println("Receiving video...");

File video = new File("test.mp4");

FileOutputStream fos = new FileOutputStream(video);

while (count != -1) {

fos.write(data, 0, count);

count = fin.getInputStream().read(data, 0, 1024);

}

fos.close();

fin.close();

System.out.println("Done receiving");

Thanks.