**2**.**PROGRAM**

import java.io.\*;

import java.net.\*;

public class ImageServer {

public static void main(String[] args) {

try (ServerSocket serverSocket = new ServerSocket(8080)) {

System.out.println("Server Waiting for image");

Socket clientSocket = serverSocket.accept();

System.out.println("Client connected.");

InputStream in = clientSocket.getInputStream();

ByteArrayOutputStream buffer = new ByteArrayOutputStream();

byte[] data = new byte[4096];

int bytesRead;

int totalBytes = 0;

while ((bytesRead = in.read(data)) != -1) {

buffer.write(data, 0, bytesRead);

totalBytes += bytesRead;

}

System.out.println("Image Size: " + (totalBytes / 1024) + "KB");

in.close();

clientSocket.close();

} catch (IOException e) {

e.printStackTrace();

}

}

}

ImageClient.java;

import java.io.\*;

import java.net.\*;

public class ImageClient {

public static void main(String[] args) {

String host = "localhost";

int port = 8080;

try (Socket socket = new Socket(host, port);

FileInputStream fileIn = new FileInputStream("C:\\Users\\twink\\eclipse

workspace\\The\_Java\_Project\\Depp\_sir.jpg"); // replace with your image path

OutputStream out = socket.getOutputStream()) {

byte[] data = new byte[4096];

int bytesRead;

while ((bytesRead = fileIn.read(data)) != -1) {

out.write(data, 0, bytesRead);

}

out.flush();

fileIn.close();

} catch (IOException e) {

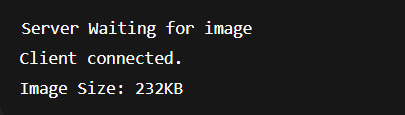
e.printStackTrace();

}

}

}

**OUTPUT :**

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