

## Client

```
import java.net.*;
import javax.imageio.ImageIO;
import java.awt.image.BufferedImage;
public class Client {
    public static void main(String args[]) throws Exception {
        Socket soc;
        BufferedImage img = null;
        soc = new Socket("localhost", 4000);
        System.out.println("Client is running.");
        try {
            System.out.println("Reading image from disk.");
            img = ImageIO.read(new File("coffee.jpg"));
            ByteArrayOutputStream baos = new ByteArrayOutputStream();
            ImageIO.write(img, "jpg", baos);
            baos.flush();
            byte[] bytes = baos.toByteArray();
            baos.close();
            System.out.println("Sending image to server.");
            OutputStream out = soc.getOutputStream();
            DataOutputStream dos = new DataOutputStream(out);
            dos.writeInt(bytes.length);
            dos.write(bytes, 0, bytes.length);
            System.out.println("Image sent to server.");
            dos.close(); out.close();
        } catch (IOException e) {
            e.printStackTrace();
        } finally {
            soc.close();
        }
    }
}
```

## Server

```
import java.io.*;
import java.net.*;
import javax.imageio.ImageIO;
import java.awt.image.BufferedImage;
import javax.swing.*;
public class Server {
    public static void main(String[] args) throws IOException {
        ServerSocket server = null;
        Socket socket = null;
```

```
try {
    server = new ServerSocket(4000);
    System.out.println("Server Waiting for image");
    socket = server.accept();
    System.out.println("Client connected.");
    InputStream in = socket.getInputStream();
    DataInputStream dis = new DataInputStream(in);
    int len = dis.readInt();
    System.out.println("Image Size: " + len / 1024 + "KB");
    byte[] data = new byte[len];
    dis.readFully(data);
    dis.close();
    in.close();
    ByteArrayInputStream ian = new ByteArrayInputStream(data);
    JFrame f = new JFrame("Server");
    ImageIcon icon = new ImageIcon(bImage);
    JLabel label = new JLabel(icon);
    f.add(label);
    f.pack();
    f.setVisible(true);
    f.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
} catch (IOException e) {
    e.printStackTrace();
} finally {
    if (socket != null) {
        socket.close();
    }
    if (server != null) {
        server.close();
    }
}
```

**OUTPUT:**

```
PS D:\> java Server
Server Waiting for image
Client connected.
Image Size: 35KB
|
```

```
PS D:\> java Client
Client is running.
Reading image from disk.
Sending image to server.
Image sent to server.
PS D:\>
```

