

Client:

```
import java.io.*;
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("C:\\Users\\sugit\\OneDrive\\Desktop\\sonalika.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.");

            // Receive response from server (optional)

            InputStream in = soc.getInputStream();
```

```

        BufferedReader br = new BufferedReader(new InputStreamReader(in));

        String response = br.readLine();

        System.out.println("Server response: " + response);

        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 Exception {

        ServerSocket server = null;

        Socket socket;

        server = new ServerSocket(4000);

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

        while (true) {

            socket = server.accept();

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

```

```
// Receive image from client

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);


// Convert byte array to image

ByteArrayInputStream ian = new ByteArrayInputStream(data);

BufferedImage bImage = ImageIO.read(ian);


// Display image in a JFrame (optional)

JFrame f = new JFrame("Server");

ImageIcon icon = new ImageIcon(bImage);

JLabel label = new JLabel(icon);

f.add(label);

f.pack();

f.setVisible(true);


// Send response to client (optional)

OutputStream out = socket.getOutputStream();

PrintWriter pw = new PrintWriter(out, true);

pw.println("Image received successfully.");


out.close();

dis.close();

in.close();

socket.close();

}
```

}

}