FileServer.java:

```
import java.io.*;
import java.net.*;
public class FileServer {
  public static void main(String[] args) {
    int port = 5000;
    String saveFile = "received_file.txt";
    try (ServerSocket serverSocket = new ServerSocket(port)) {
      System.out.println("Server started. Waiting for client on port " + port + "...");
      Socket socket = serverSocket.accept();
      System.out.println("Client connected: " + socket.getInetAddress());
     InputStream in = socket.getInputStream();
      FileOutputStream fileOut = new FileOutputStream(saveFile);
      byte[] buffer = new byte[4096];
      int bytesRead;
      System.out.println("Receiving file...");
     while ((bytesRead = in.read(buffer)) != -1) {
       fileOut.write(buffer, 0, bytesRead);
     }
      System.out.println("File received and saved as " + saveFile);
     fileOut.close();
      socket.close();
      System.out.println("Connection closed.");
   } catch (IOException e) {
      e.printStackTrace();
   }
  }
}
```

FileClient.java:

```
import java.io.*;
import java.net.*;
public class FileClient {
  public static void main(String[] args) {
    String serverAddress = "localhost";
    int port = 5000;
    String filePath = "file_to_send.txt";
    try (Socket socket = new Socket(serverAddress, port)) {
      System.out.println("Connected to server at " + serverAddress + ":" + port);
      OutputStream out = socket.getOutputStream();
      FileInputStream fileIn = new FileInputStream(filePath);
      byte[] buffer = new byte[4096];
      int bytesRead;
      System.out.println("Sending file...");
     while ((bytesRead = fileIn.read(buffer)) != -1) {
        out.write(buffer, 0, bytesRead);
     }
      System.out.println("File sent successfully!");
      fileIn.close();
      socket.close();
      System.out.println("Connection closed.");
    } catch (IOException e) {
      e.printStackTrace();
   }
  }
}
```

Output:

