```c
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
#include <arpa/inet.h>

#define PORT 8080
#define BUF_SIZE 1024

int main() {
    int server_fd, client_fd;
    char buffer[BUF_SIZE];
    struct sockaddr_in server, client;
    socklen_t client_len = sizeof(client);

    // Create TCP socket
    server_fd = socket(AF_INET, SOCK_STREAM, 0);

    server.sin_family = AF_INET;
    server.sin_addr.s_addr = INADDR_ANY;
    server.sin_port = htons(PORT);

    bind(server_fd, (struct sockaddr*)&server, sizeof(server));
    listen(server_fd, 1);
    printf("Server started, waiting for client...\n");

    client_fd = accept(server_fd, (struct sockaddr*)&client, &client_len);
    printf("Client connected!\n");

    // Create a file on server side
    FILE *fp = fopen("server_file.txt", "w");
    if (!fp) {
        perror("File creation error");
        close(client_fd);
        close(server_fd);
        return 1;
    }
    fprintf(fp, "Hello! This file is sent from server to client.\n");
    fprintf(fp, "This is a sample TCP file transfer.\n");
    fclose(fp);
```

```c
        // Open file for reading and send to client
        fp = fopen("server_file.txt", "rb");
        if (!fp) {
            perror("File open error");
            close(client_fd);
            close(server_fd);
            return 1;
        }

        int n;
        while ((n = fread(buffer, sizeof(char), BUF_SIZE, fp)) > 0) {
            write(client_fd, buffer, n);
        }

        printf("File sent successfully!\n");

        fclose(fp);
        close(client_fd);
        close(server_fd);

        return 0;
}
```

```c
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
#include <arpa/inet.h>

#define PORT 8080
#define BUF_SIZE 1024

int main() {
    int sockfd;
    struct sockaddr_in server;
    char buffer[BUF_SIZE];

    sockfd = socket(AF_INET, SOCK_STREAM, 0);

    server.sin_family = AF_INET;
    server.sin_port = htons(PORT);
    server.sin_addr.s_addr = inet_addr("127.0.0.1");

    connect(sockfd, (struct sockaddr*)&server, sizeof(server));
    printf("Connected to server. Receiving file...\n");

    FILE *fp = fopen("received_file.txt", "wb");
    if (!fp) {
        perror("File creation error");
        close(sockfd);
        return 1;
    }

    int n;
    while ((n = read(sockfd, buffer, BUF_SIZE)) > 0) {
        fwrite(buffer, sizeof(char), n, fp);
    }

    printf("File received successfully!\n");

    fclose(fp);
    close(sockfd);

    return 0;
}
```

```
Last login: Sun Dec  7 01:11:23 on ttys000
[moshika@Moshikas-MacBook-Air ~ % cd desktop
moshika@Moshikas-MacBook-Air desktop % gcc server.c -o server
gcc client.c -o client

[moshika@Moshikas-MacBook-Air desktop % ./server
Server started, waiting for client...
Client connected!
File sent successfully!
moshika@Moshikas-MacBook-Air desktop %
```

```
Last login: Sun Dec  7 01:11:28 on ttys000
[moshika@Moshikas-MacBook-Air ~ % cd desktop
[moshika@Moshikas-MacBook-Air desktop % ./client
Connected to server. Receiving file...
File received successfully!
moshika@Moshikas-MacBook-Air desktop %
```