Worksheet 9: File Client/Server Applications

1. Write programs **FileClient.java** and **FileServer.java**, which will be a file data management system through a network. The operation details are as follows:

   - The Server program will operate in a multi-threaded manner using a **ThreadPool**, limiting simultaneous service to **10 clients at a time**, and providing services on **port number 6789**.
   - The Client will issue three commands to the Server:
     - **upload:** To send file data to the Server.
       - **Usage example:** java FileClient **upload** myfile.jpg
       - If the file myfile.jpg does not exist on the Client side, display an error: "**myfile.jpg not found**."
       - If the server already has the file data to be uploaded, **overwrite** the existing file data.
       - The upload command must be followed by the **file name**. If arguments are incomplete, display "**error**".
     - **download:** To retrieve file data from the Server.
       - **Usage example:** java FileClient **download** myfile.jpg
       - If the file myfile.jpg does not exist on the server side, notify the user: "**myfile.jpg not found**."
       - The download command must be followed by the **file name**. If arguments are incomplete, display "**error**".
     - **list:** To view the list of file data on the Server.
   - If there are commands other than **upload**, **download**, and **list**, the program should notify: "**command not found.**"