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Assignment1 Design Documentation

How I implemented step 3 and 4

- If everything is correct it then first establishes a tcp connection to the server with its serverName and serverPort, with required bufferSize needed as told in README.txt.
- Then I basically first opened the socket stream using BufferedOutputStream(Reads the data from the socket server) and BufferedInputStream(Receives the data from the server and sends it to the file).
- With the implementation of another class called Read that extends thread to avoid deadlocks.
    - The read class is where it receives the content from the given file (small.txt, medium.pdf, and large.jpg) through a buffer and from the socket it writes it
- After it is read it goes to the Gzipclient and then goes to the write class(extends threads to avoid deadlocks) where it writes the file to the buffer and then sends to the local file system as a gzip file.
- This was all achieved through; threads, IO, BufferedStreams and sockets
- The Read class receives the local file and writes it and then the Write class reads from the socket and writes it as a compressed file and send it to its destination