```
1 import java.io.*;
 2 import java.net.Socket;
3 import java.nio.charset.StandardCharsets;
4 import java.util.zip.GZIPOutputStream;
 5
6 public class client {
       public static void main(String[] args) {
 7
 8
           try {
 9
               System.out.println("Connecting to the
   server...");
10
               // Create a socket and connect to the
11
   server on localhost, port 8080
12
               Socket socket = new Socket("localhost",
   8080);
13
14
               System.out.println("Connected to the
   server.");
15
16
               // Create output stream for communication
    with the server
17
               ObjectOutputStream objectOutputStream =
   new ObjectOutputStream(
18
                       new GZIPOutputStream(socket.
   getOutputStream());
19
               // Specify the folder path on the client
20
   side
21
               String desktopPath = System.getProperty("
   user.home") + "/Desktop" + "/Files";
22
               File folder = new File(desktopPath);
23
               // List files in the folder
24
               File[] files = folder.listFiles();
25
               if (files == null) {
26
27
                   System.err.println("No files found in
    the folder: " + desktopPath);
28
                   return;
29
               }
30
31
               // Send the number of files to expect
```

```
32
               objectOutputStream.writeInt(files.length
   );
33
               objectOutputStream.flush();
34
35
               // Send up to 20 files at a time
36
               int filesToSend = Math.min(20, files.
   length);
               for (int i = 0; i < filesToSend; i++) {</pre>
37
                   File file = files[i];
38
39
40
                   // Send the compressed file content
   to the server
41
                   byte[] compressedContent = compress(
   readFileContent(file));
                   objectOutputStream.writeObject(
42
   compressedContent);
43
                   objectOutputStream.flush();
44
               }
45
46
               // Close the streams and socket
47
               objectOutputStream.close();
               socket.close();
48
49
50
           } catch (IOException e) {
               System.err.println("Connection failed.
51
   Make sure the server is running and check your
   firewall settings.");
52
               e.printStackTrace();
53
           }
54
       }
55
       private static byte[] compress(String content)
56
   throws IOException {
           ByteArrayOutputStream byteArrayOutputStream
57
    = new ByteArrayOutputStream();
           try (GZIPOutputStream gzipOutputStream = new
58
   GZIPOutputStream(byteArrayOutputStream)) {
59
               gzipOutputStream.write(content.getBytes(
   StandardCharsets.UTF_8));
60
61
           return byteArrayOutputStream.toByteArray();
```

```
62
63
64
       private static String readFileContent(File file
   ) throws IOException {
           StringBuilder fileContent = new
65
   StringBuilder();
           try (BufferedReader fileReader = new
66
   BufferedReader(new FileReader(file))) {
               String line;
67
               while ((line = fileReader.readLine
68
   ()) != null) {
69
                   fileContent.append(line).append("\n"
   );
               }
70
71
72
           return fileContent.toString();
73
       }
74 }
75
```