## Implementation of SMTP protocol

In this assignment you will be simulating simple mail transfer protocol (SMTP) and a mail access protocol. You code will have following components
1) Mail servers (Sender side SMTP server and Receiver side SMTP server)
2) Client programs (sender and receiver)

Functionality required:

1.   Clients login to the SMTP server with which it is registerd (Server should maintain a list of users and their passwords).

2.   Client should be able to create a text message and be able to send it to any of the users associated with any other server.

3.   For this client sends the message to the SMTP server (sender) logged/registered with and where it is placed in a message queue (list of messages).

4   Sender side SMTP server makes a connection to the receiver side SMTP server and verfies the validity of the user names with each other.

5   If the users are valid, then the sender SMTP server delivers the message to the receiver   SMTP server and receiver SMTP keeps the message in the mail box of the receipient.

6   The message will be read by the receipient (client) whenever he logs into the receiver SMTP server
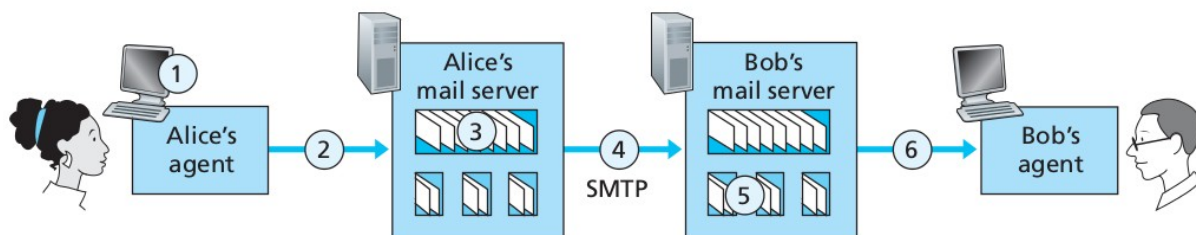
Your implementation must allow connection from multiple client to either of the servers.

Message format should be as follows:

From: sender@abc.com

To: receiver@xyz.com

message body

Submit your code and design document to moodle with following naming conventions. IF you are not submitting your code without proper naming as mentioned, your code will not be evaluated.

1) 3_B130***SMTP.c

2) 3_B130***Client.c

3) 3_design

ZIP all the above with a name 3_B130***SMTP