# About the CODE

### Why JAVA?

Portability
UNIX, WINDOWS...

Simplicity
Library, Graphical user interface, Server...

University
OOP, Team sync...



### Our project:

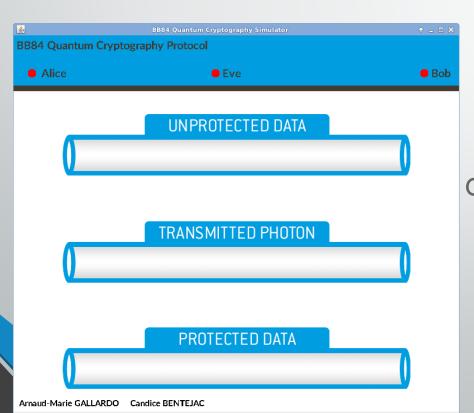
#### Implementation:

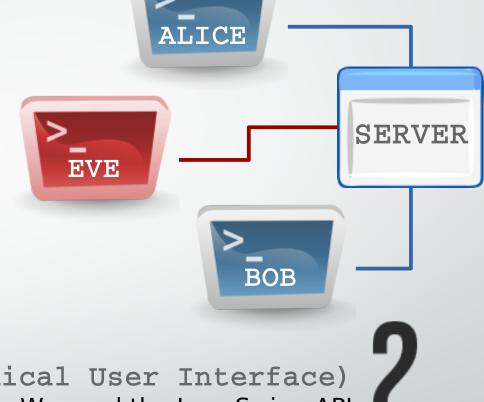
Server
Graphical User Interface
Quantum Physics
Cryptography/BB84

Total Lines of Code	1618
▼ src	1618
▼ (default package)	1618
Panel.java	307
Benchmark.java	271
BytesScheme.java	167
ServerCore.java	144
Window.java	120
Tests.java	120
Crypt.java	71
QuantumConnectionListener.java	67
FilterScheme.java	65
Filter.java	55
PhotonScheme.java	55
Main.java	40
Photon.java	37
BenchmarkGraph.java	34
Polarization.java	18
AbstractScheme.java	17
DebugConnectionListener.java	14
Basis.java	11
Scheme.java	5

## Quick explanation

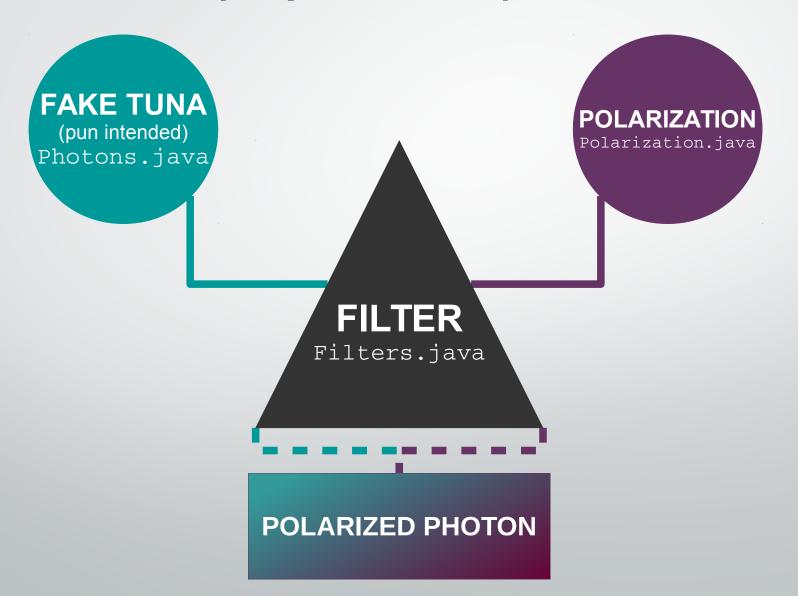
Client/Server
We used a library named JEXXUS, based on the Java Sockets API





GUI (Graphical User Interface)
We used the Java Swing API

## Quantum physics implementation



#### Team work



www.github.com/ArnaudGallardo/BB84
www.github.com/ArnaudGallardo/BB84-client



#### **Apache POI - the Java API for Microsoft Documents**

- Creating spreadsheets files
- Automatic simulation (21000 tests in 80 minutes with at the end more than 16 millions of photons simulated) and writing

Laureth of the managers	Number of Ohite cont by Alice	Number of Ohite compatity wood by Fre	Number of Ohite compatity wood by Dab	Number of accritical whaters	Fuele detection
Length of the message		Number of Qbits correctly read by Eve	Number of Qbits correctly read by Bob	Number of sacrificed photons	Eve's detection
1	16	10	7	1	. 0
2	32	13	22	6	1
3	48	27	25	1	. 0
4	64 80	29	27	1	. 0
5	96	38	31	1	. 0
0	112	51 62	44 66	10	_
0	128	60	61	10	1
0	144	85	71	1	. 0
10	160	89	75	1	. 0
11	176	91	95	7	1
12		93	86	1	1
13	208	111	108	1	. 0
14	224	122	124	12	
15	240	125	129	9	1
16	256	124		1	1
17	272	134		1	1
18	288	142	136	1	0
19	304	178			1
20		160		1	1
21	336	160		1	. 0
22		165	163	1	. 0
23		173			1
24		179		1	1

