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LAUNCHING THE CLIENT:

Execute the java program *CipherTCPClientMain.java*. The server (*serverv2.jar*) must be launched beforehand, or else an error message will appear inviting you to launch it and restart the client. An interactive menu will appear, offering you different request choices. Each request choice can be asked by **typing the corresponding number** in the console.

INTERACTING WITH THE CLIENT:

At the beginning of your session, **send the HELLO request**, by typing 0 in the console main menu (as shown on the right). You only need to do it once during the session, but if you don't an error message will appear and you will be invited to choose your request again. After each request (successful or not), you shall be automatically taken back to the main console menu. If your request is not correct (wrong id, wrong file, wrong key ...) an error message will appear and you will be taken back to the main console menu.

Once you have finished with your requests, you can either :

- Terminate your connection with the server by typing 5 in the console main menu (if you want to re-open it later on);
- Terminate your connection with the server by typing 5 in the console main menu and then closing the link between the client and the server by typing 6 in the console main menu (in that order).

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The client app for the CS Project
What is your request?
0 for HELLO
1 for LIST
2 for ADD
3 for REMOVE
4 for GET
5 for BYE
6 to leave client
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To show the list of the different files on the server:

Type 1 on the console main menu. The list of the ids of the stored files will appear, and that list will also be available in .txt format in the *id_data* folder (*id_data/ids.txt*). **Please do not delete that file**, at any moment.

```
2
ADD
enter the name of the file you want to convert and store.
That file has to be in the data folder of this project.
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To encrypt and add a file on the server:

Type 2 on the console main menu. A prompt should appear (as shown on the right). Type the name of your file (*file.txt*) in the console. Be sure the file is in the *toSend_data* folder of this project, otherwise an error message will come out, telling you the file doesn't exist.

Then, a menu similar to the main menu will appear, asking you which encryption mechanism you wish to use. Enter the corresponding number and the key (without any special character or duplication) or the shift (if needed). You should be given the id of your stored file. Do not forget that id, the encryption mechanism (and the key if given).

To remove a file from the server:

Type 3 on the console main menu. A prompt should appear asking you for the id of the file you wish to delete. Please enter that id. A message confirming the removal should appear.

To get a file from the server, decrypted:

Type 4 on the console main menu. A prompt should appear asking you for the id of the file you wish to get. Enter the id. Another prompt should appear, similar to that of the adding requesting, asking you which decryption mechanism you wish to use, and the possible key (without any special character or duplication) or shift. After that, your file should be written in the *recovered_data* folder (*recovered_data/recovered_file.txt*). **Please do not delete that file**, at any moment.