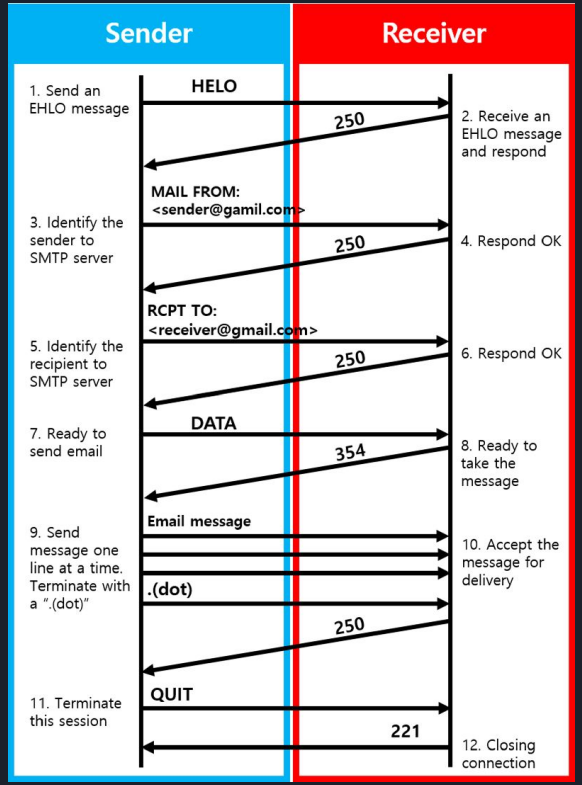
SMTP Protocol-Building Python Mail Client

Reiyyan Tariq Nizami
Alize De Matas

Simple Mail Transfer Protocol

- SMTP: Simple Mail Transfer Protocol
- A Standardized Internet Communication Protocol
- Used to send emails (Only)
- POP or IMAP for retrieval

SMTP Steps



Lee D., Kang J., Dahouda M.K., Joe I., Lee K. (2020) DTN-SMTP: A Novel Mail Transfer Protocol with Minimized Interactions for Space Internet. In: Gervasi O. et al. (eds) Computational Science and Its Applications – ICCSA 2020. ICCSA 2020. Lecture Notes in Computer Science, vol 12249. Springer, Cham. https://doi.org/10.1007/978-3-030-58799-4_24

Our Approach

- Two Options
  - Use Sockets
  - Use SMTP Library
- We chose Sockets
- Using Gmail SMTP Server

Gmail Settings

- SMTP username: Your Gmail address
- SMTP password: Your Gmail password
- SMTP server address: smtp.gmail.com
- Gmail SMTP port (TLS): 587
- SMTP port (SSL): 465
- SMTP TLS/SSL required: yes
- Enable “Less Secure Apps” from Google Settings

https://www.androidauthority.com/gmail-smtp-settings-801100/

Step 1 & 2

- Setup a debugger flag

```
6   # Debug
7   verbose = False
```

- Created optional overridable inputs from system arguments

```
# Mail Details
if(len(sys.argv) == 2):
    receiver = sys.argv[1]
    msg = "\r\nI love computer networks!"
elif(len(sys.argv) == 3):
    receiver = sys.argv[1]
    msg = f"{sys.argv[2]}\r\n"
else:
    receiver = "reiyyan@gmail.com"
    msg = "\r\nI love computer networks!"

endmsg = "\r\n.\r\n"
```

Step 3 & 4

- Setup details for our Gmail Mail Server using SSL Port

```
# Choose a mail server (e.g. Google mail server) and call it mailserver
#Fill in start
mailserver = ("smtp.gmail.com", 465)
#Fill in end
```

- Wrap our socket in SSL Wrapper and try to connect

```
# Create socket called clientSocket and establish a TCP connection with mailserver
# Wrap socket with TLS wrapper to get security
#Fill in start
clientSocket = ssl.wrap_socket(socket(AF_INET, SOCK_STREAM), ssl_version=ssl.PROTOCOL_TLSv1)
clientSocket.connect(mailserver)
#Fill in end

recv = clientSocket.recv(1024).decode()
print(recv)
if recv[:3] != '220':
    print('220 reply not received from server.')
```

Step 5

- Send HELO Message

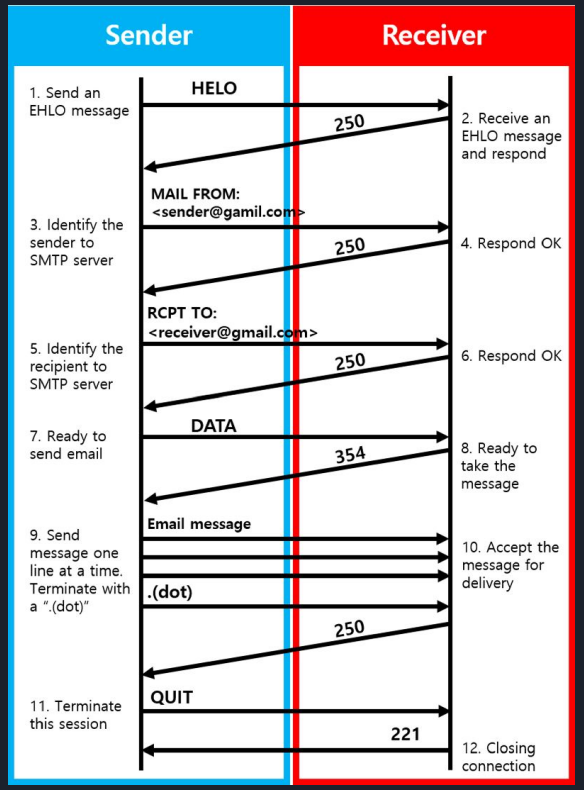
```
# Send HELO command and print server response.
heloCommand = 'HELO Alice\r\n'
clientSocket.send(heloCommand.encode())
recv1 = clientSocket.recv(1024).decode()
print(recv1)
if recv1[:3] != '250':
    print('250 reply not received from server.')
```

And Repeat!

- Repeat for all messages

```
# Authentication
authMesg = 'AUTH LOGIN\r\n'
crlfMesg = '\r\n'

# Tell server we are trying to authenticate
clientSocket.send(authMesg.encode('utf-8'))
recv2 = clientSocket.recv(2048).decode()
if verbose:
    print(recv2)
```



Lee D., Kang J., Dahouda M.K., Joe I., Lee K. (2020) DTN-SMTP: A Novel Mail Transfer Protocol with Minimized Interactions for Space Internet. In: Gervasi O. et al. (eds) Computational Science and Its Applications – ICCSA 2020. ICCSA 2020. Lecture Notes in Computer Science, vol 12249. Springer, Cham. https://doi.org/10.1007/978-3-030-58799-4_24

Final Step

- Say Goodbye to the Server :)

```
# Send QUIT command and get server response.
# Fill in start
quitMail = "QUIT\r\n"
clientSocket.send(quitMail.encode())
recv9 = clientSocket.recv(2048).decode()
print(recv9)
# Fill in end

clientSocket.close()
```

Final Result!