PES UNIVERSITY

TOPIC: EMAIL SYSTEM

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SYNOPSIS OF EMAIL SYSTEM

Socket programming allows for communication between processes on the same or different machines over a network.

Our email system will consist of a server-client architecture, where the server manages email transfer and storage, and clients interact with the server to send and receive.

Component:

Server: The server component will handle incoming email requests from clients. It will be responsible for managing user accounts, storing emails, and facilitating communication between clients.

Client: The client application will allow users to compose, send, receive, and manage emails.

Socket Programming: Both server and client components will utilize socket programming to establish connections and exchange data over the network.

User interface: implement for client application to enhance usability.

Implementation:

Server Implementation: The server will be implemented using socket module. It will listen for incoming connections, authenticate clients, and handle email-related requests.

Client Implementation: The client application will also be developed in using the socket module. It will establish a connection with the server, authenticate the user, and provide a command-line or graphical interface for interacting with the email system.

Protocol Design: A simple protocol will be designed to facilitate communication between the server and clients. This protocol will define the format of messages exchanged between the two parties.

Conclusion:

This mini-project aims to provide a hands-on learning experience in network programming and email system design using socket programming. By implementing a basic email system, participants will gain a better understanding of client-server communication, network protocols, and socket programming concepts.