**ADVANCED ENCRYPTION STANDARD**

Derive the set of round keys from the cipher key

Copy the final state array out as the encrypted data (ciphertext).

Perform nine rounds of state manipulation.

Perform the tenth and final round of state manipulation.

Add the initial round key to the starting state array.

Initialize the state array with the block data (plaintext)

**CLIENT-SERVER PROGRAM**

**CLIENT SERVER**

create a stream socket with the socket () call.

create a stream socket with the socket () call.

closes socket ns with the close() call

closes socket s and end the TCP/IP session with the close() call

Accepts another connection from client, or close the original socket with close()

reads and writes data on socket, client reads and writes data on sockets, by using send() and recv() calls, until all data has been exchanged.

reads and writes data on socket, client reads and writes data on sockets, by using send() and recv() calls, until all data has been exchanged.

accepts the connection and receives a second socket.

connects socket s to a foreign host with the connect ()

With listen () call, alert the TCP/IP machine of the willingness to accept connections.

bind sockets to a local address with the bind () ca

bind sockets to a local address with the bind () ca