

Computer Science 375

Project 4 Due Monday, April 4

For this project, you will implement an IMAP client that adheres to the IETF proposed standard (RFC 3501), which is provided with this assignment. The IMAP protocol is used to access electronic mail messages stored on a remote mail server. Communication between an IMAP client and an IMAP server is done via TCP/IP.

The interface and specific functionality of your client is left to you. However, your client needs to at least:

1. Connect to an IMAP server running on a host whose name is given on the command line.
2. Prompt the user for his or her username and password, and authenticate with the server.
3. Display one line headers of each message in a user's INBOX.
4. Allow the user to view the contents of any message in his or her INBOX.
5. Allow the user to delete messages on the server.
6. Allow the user to "quit", leaving the program and disconnecting from the server.

You should design a reasonable interface with ncurses, Qt, or some other suitable API.

I will set up an IMAP server on one of the Linux machines so you can test your program. Please **DO NOT** test your program on Denison's main IMAP server!

You may work in groups of two for this project. You may also work alone.

You will receive 90% for a fully functional project that adheres to the requirements above. To receive more points, you must implement additional functionality. A nice interface will get you a few points, but additional IMAP functionality is necessary for full credit.

Have fun!