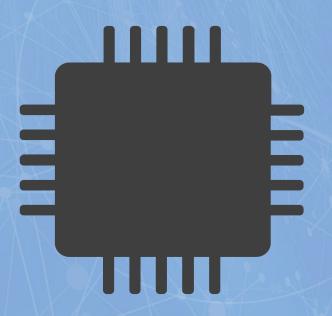
SOFTWARE PROJECT LAB



NAME: EFFAZ RAYHAN

ROLL: BSSE 1501

SUPERVISOR: DR. MD. NURUL AHAD TAWHID

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PROJECT DESCRIPTION

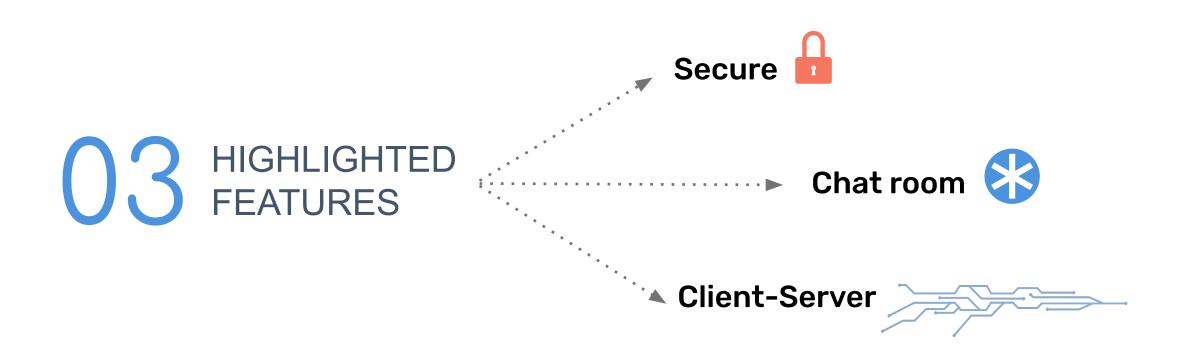
Connecto -

A Client-Server Based Chatting Application

The secure chat room application is a client-server based chat system that enables multiple users to communicate securely.

- <iostream>: For input and output operations (e.g., cin, cout).
- <fstream>: Handles file operations like reading from and writing to files.
- <string>: Provides support for string operations.
- <vector>: Offers a dynamic array implementation.
-

 bitset>: Allows manipulation of a fixed-size sequence of bits.
- <sstream>: Enables string stream operations for parsing and formatting.
- <iomanip>: Provides tools for stream manipulators (e.g., formatting outputs).
- <cstdlib>: Includes general utilities such as random number generation
 and memory management.
- <ctime>: Provides functionality to work with date and time.





Chat room 🛟

Secure 🗖

Client-Server



Chat room 🔀

Secure 🗖

Client-Server



Project Motivation

Growing Need for Secure Communication Cybersecurity threats such as data breaches and unauthorized access have highlighted the vulnerabilities of traditional communication systems. Connecto aims to address this concern by integrating robust encryption and secure user authentication, ensuring that user data and messages remain private and tamper-proof.

Simplified and Intuitive Interaction
By providing a command-based user interface,
Connecto caters to users seeking a lightweight,
efficient alternative to resource-intensive graphical
interfaces. This approach supports seamless
navigation and interaction, particularly for those

comfortable with terminal-based systems.



Support for Collaborative Spaces
Modern workflows often require team-based
discussions in dedicated environments.
Connecto's chatroom management feature
facilitates real-time collaboration, offering a
persistent and structured platform for
discussions.

Accessibility and Availability

Connecto incorporates features such as online availability checking, enabling users to see who is active and facilitating instant communication. This real-time connectivity fosters productivity and minimizes delays.

ANSWER TO HOW WORKING METHODOLOGY

WORKING METHODOLOGY

EASY TO OPERATE

TO ESTABLISH COMMUNICATION BETWEEN CO-WORKERS AND FRIENDS

WORKS ON SAME LAN



CHATTING APPLICATION



NO INTERNET DEPENDENCY



SECURE

WORKING METHODOLOGY



SOCKET PROGRAMMING



SHA-512 HASHING ALGORITHM

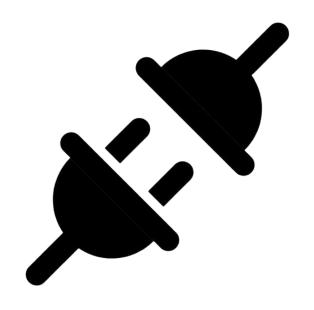


TERMINAL BASED
EASY USER INTERFACE

TECHNOLOGY

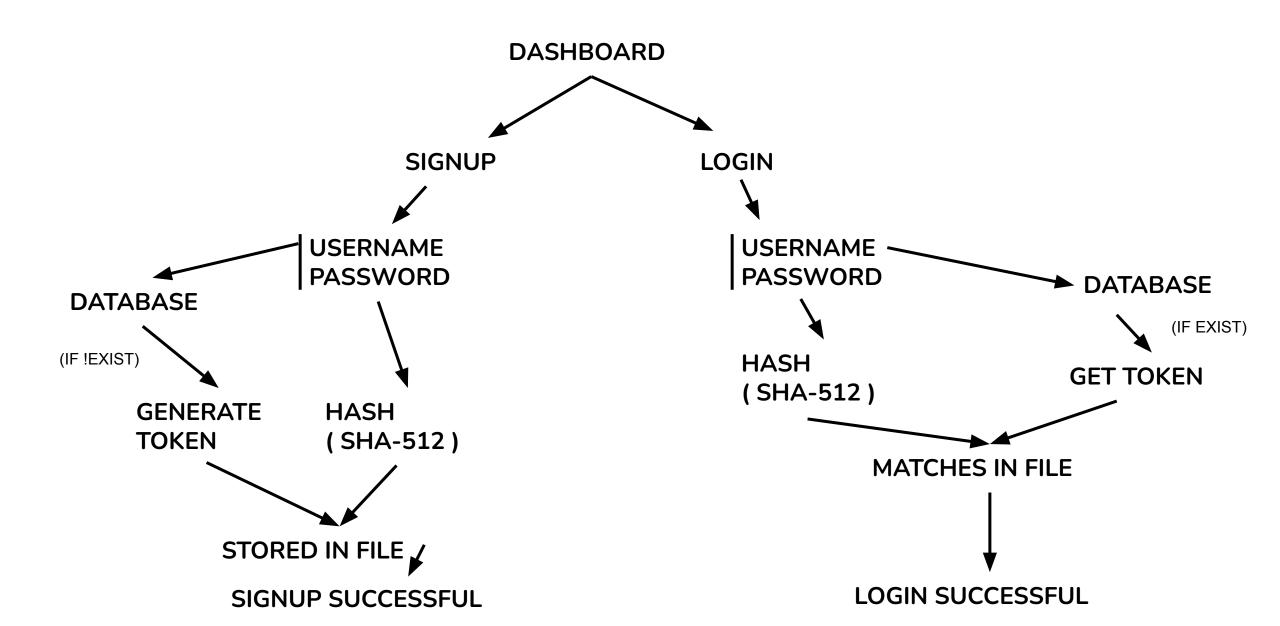
TECHNOLOGY





C++ PROGRAMMING LANGUAGE

SOCKET PROGRAMMING



```
• • •
void Connecto()
    int choice:
    cout << "Enter Your Choice" <<</pre>
endl:
    cout << "1. Login\n2. Signup\n";</pre>
    cin >> choice;
    switch (choice)
    case 1:
        clientLogin();
        break;
    case 2:
        clientSignup();
        break;
    default:
        cout << "Invalid input. Try</pre>
again!" << endl;
        Connecto();
        break;
```

```
// Token
string generateToken()
{
    srand(time(0));
    string token = to_string(rand());
    return token;
}
```

```
// Hash
string hashdata(string s)
{
   vector<unsigned long> block;
   block = convert_to_binary(s);
   block = pad_to_512bits(block);
   block = resize_block(block);
   string hash = compute_hash(block);
   return hash;
}
```

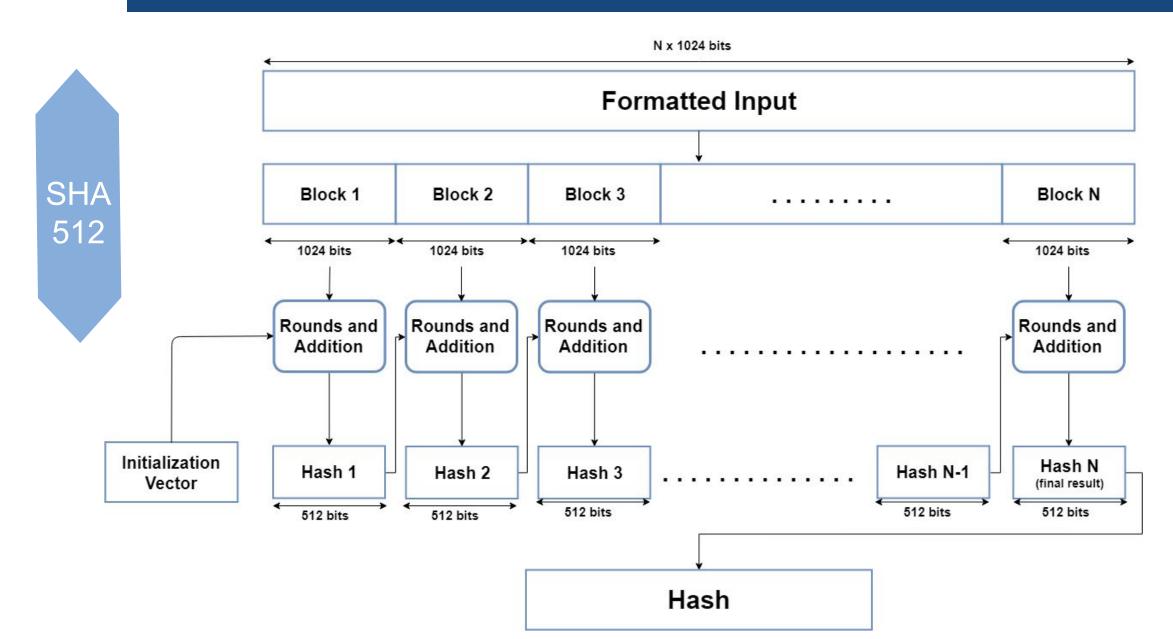
```
. .
bool userNameExists(string user)
    ifstream
userFile("user_tokens.txt");
    string username, token;
    while (userFile >> username >>
token)
        if (username == user)
            return true;
    return false;
```

```
bool storeUser(string user, string
pass)
   if (userNameExists(user))
        cout << "Username already</pre>
exists!" << endl;
        return false;
   string token = generateToken();
    ofstream
userFile("user_tokens.txt", ios::app);
   userFile << user << " " << token <<
endl:
   userFile.close();
    ofstream
passFile("token_passwords.txt",
ios::app);
    passFile << token << " " <<
hashdata(pass) << endl;</pre>
    passFile.close();
   cout << "Signup successful!" <<</pre>
endl;
    return true;
```

```
bool checkPass(int token, string hash)
    ifstream
passFile("token_passwords.txt");
    string storedToken, storedHash;
   while (passFile >> storedToken >>
storedHash)
       if (to_string(token) ==
storedToken && hash == storedHash)
           return true;
    return false;
```

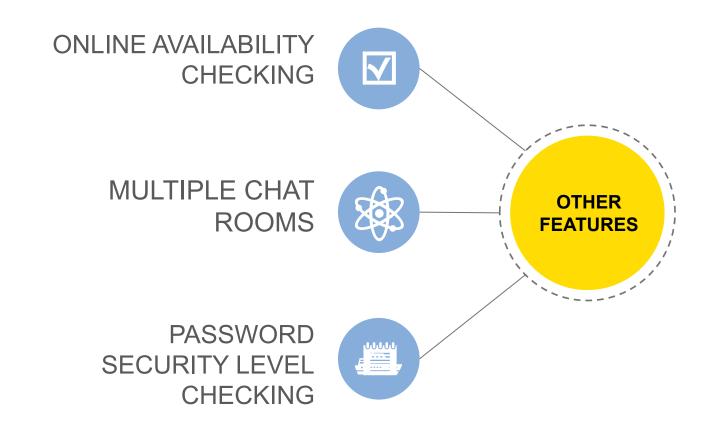
```
// Signup
void clientSignup()
{
    string user, pass;
    cout << "Enter Username: ";
    cin >> user;
    cout << "Enter Password: ";
    cin >> pass;

    if (storeUser(user, pass))
    {
        cout << "Signup successful. You
can now login." << endl;
    }
    else
    {
        cout << "Signup failed. Try
again." << endl;
    }
}</pre>
```

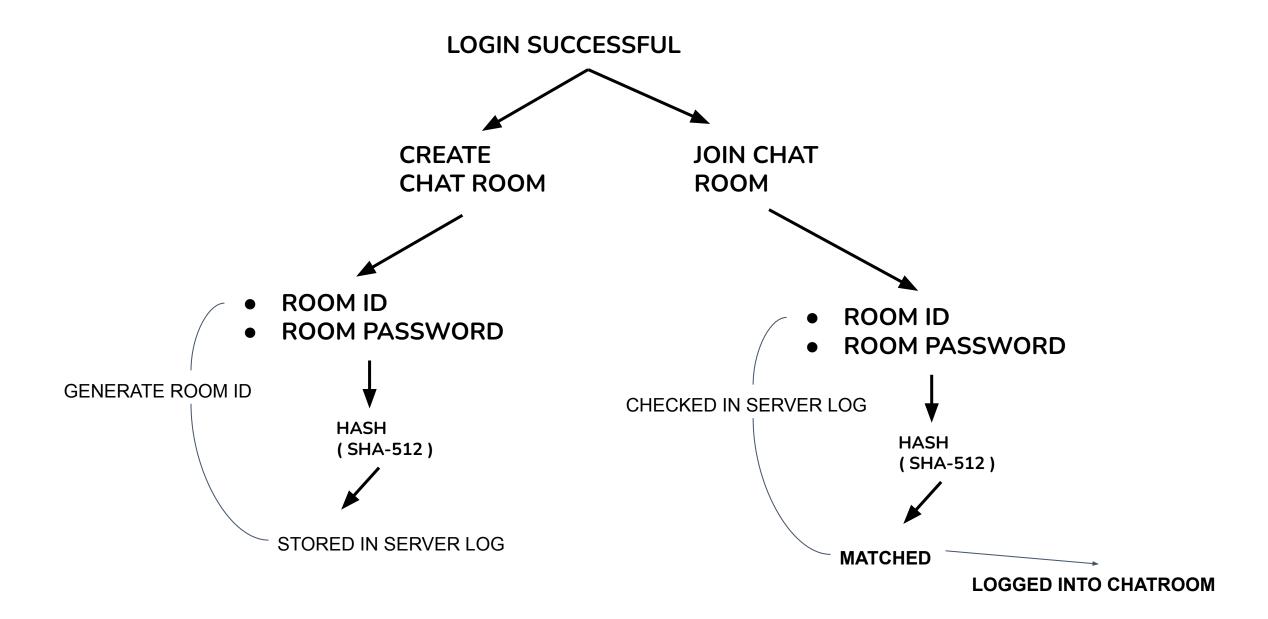


FURTHER PLAN o

FURTHER PLAN



FURTHER PLAN



CHALLENGES

CHALLENGES

CHALLENGES SO FAR

- First Time Working on a Big Project
- Explore Socket Programming
- Study encryption and decryption algorithms
- Implement RAW SHA-512 code

FURTHER CHALLENGES

- Learn MultiThreading
- Implement Secure
 Encryption Algorithm For
 Secure Communication
- Add Password Security
 Level Checking
- Merge The Dashboard with server-client

THANK YOU



NAME: <u>EFFAZ RAYHAN</u>

ROLL: BSSE 1501

MY GITHUB REPOSITORY:

https://github.com/effazrayhan/spl_one