OpenSSL MessageBoard Assignment 6 Frederick William Lau (fredwlau) Rick Stolfzus (ras480) Nick Knight (njk43)

We have designed a multithreaded server in python that can handle multiple connections by spawning threads for each client connection it receives. This server generates an SSL certificate that the client can ask for and verify. This is done upon execution of the program. The server also maintains a storage of the username and passwords in a text file. The passwords are salted and hashed before they are stored in the text file. There is a maximum of 4 login attempts before the client must restart their connection and try again.

Compile Server \$ python server.py

Compile Client \$ python client.py

#the client will be asked to put in the hostname of the server to which the server.py code is running on, the port is hardcoded