1. client.cpp --> Client-side c++ code

2. server.cpp --> Server-side c++ code

3. clientTOserver.txt --> Whenever client wants to send data to server it will put data in this file

4. serverTOclient.txt --> Whenever server wants to send data to client it will put data in this file

5. mean\_Of\_EachPixel.txt --> Storing a mean of each pixel of all Images.

6. test.txt --> Storing test\_images

7. New\_test.txt --> Storing images that are stored in the server database.

How to do authentication process:

Execute client.cpp using below command line

* g++ -o client client.cpp -lpari -fpermissive

Execute server.cpp using below command line

* g++ -o server server.cpp -lpari -fpermissive

Finally, Run client code using below command line

* ./client 1