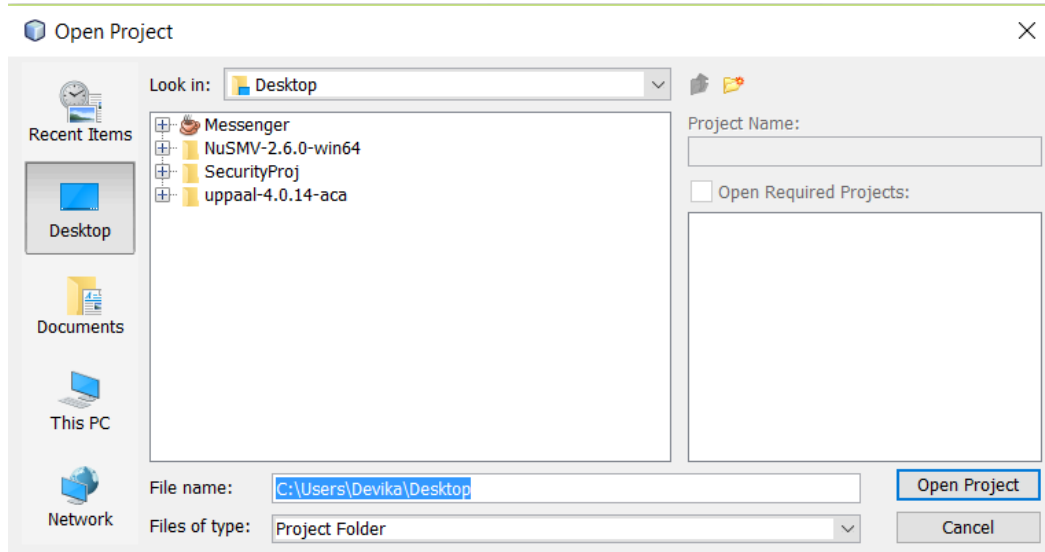## Instructions for Messenger File Use:

1. Download NetBeans IDE 8.2
2. Unzip Messenger file, place unzipped folder somewhere you can easily navigate to
3. Open NetBeans navigate to "File" → "Open Project" → Navigate to the unzipped file, it should appear similarly shown below:

4. Click the Messenger file to open in NetBeans
5. Expand the folder → Expand "Source Packages" → Expand "Messenger" → You should see three files: Messenger.java, Client.java, Server.java.
   - Messenger.java was auto-generated when I made the project, I haven't used it
   - Client and Server are what we will aim to work in
6. To run the Server GUI, right click on server.java and click "Run File"
7. To run the Client GUI, right click on client.java and click "Run File"
   - This can be done for as many clients as you wish to add
8. You must first click "Connect" on the server for it to begin running
9. Then add a username to each client and click connect when you are ready
10. You can now send messages back and forth between clients; the server will display what is happening internally (Some print statements may be unnecessary but I left them in as I was afraid to modify the output and get an error)
11. Disconnect works for both clients but Disconnect does not really work well for the server. The clear button on server simply clears the content window.
12. There is a password field that I intend to use for the password hashing possibly?? Maybe this can also be used to show in the demo that when the shared password between "Alice" and "Bob" is verified, an intruder such as Trudy, with the incorrect password would just view the Ciphertext.

Side Note: To edit the source code, there are three tabs for each .java file: "Source", "Design", and "History". Source has all the code and Design has all the GUI design stuff; feel free to edit anything!