Client Server Chat Simulator (Java)

The goal is to implement decryption and encryption techniques in Client Server Chat Simulator. For the demo, we are able to do chatting as client or server. The server can send message and the client will receive the same message, due to add security feature in this application, we use decryption to convert the message which is sent by server into simple secret code. The secret code is generate using a very simple algorithm with ASCI code system. After message is sent by server, the client must receive the same message as the server sent, The client do encryption to read the message. As the opposite of decryption, encryption convert the secret code into real message which can be read by client.

Decryption and encryption are very common things in computer security. We decided to implement those algorithm into our project because they have the most simple yet secure system to sent and receive message with commonly used between server and client.

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