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CSE Dept. S6

EXPERIMENT - 5

<u>AIM</u>: Implement simple mail transfer protocol using UDP (user datagram protocol).

THEORY:

SMTP stands for Simple Mail Transfer Protocol. SMTP is a set of communication guidelines that allow software to transmit an electronic mail over the internet is called Simple Mail Transfer Protocol. It is a program used for sending messages to other computer users based on e-mail addresses. It provides a mail exchange between users on the same or different computers. It can send a single message to one or more recipients. Sending message can include text, voice, video or graphics. It can also send the messages on networks outside the internet.

The main purpose of SMTP is used to set up communication rules between servers. The servers have a way of identifying themselves and announcing what kind of communication they are trying to perform. They also have a way of handling the errors such as incorrect email address.

EXECUTION:

Use four terminals, three for the clients and the other for the Server.

javac Server.java

java Server

javac Client.java

java Client 5000 8080

java Client 5001 8081

java Client 5002 8082

Emails with their username and password is given below.

Username: abc@gmail.com **Pass**: abc

Username: xyz@gmail.com Pass: xyz

Username: pqr@gmail.com Pass: pqr

OUTPUT:

```
C:\Windows\system32\cmd.exe
Microsoft Windows [Version 10.0.19041.804]
(c) 2020 Microsoft Corporation. All rights reserved.
C:\Users\Jacob>cd desktop
C:\Users\Jacob\Desktop>javac Server.java
C:\Users\Jacob\Desktop>java Server
Email Server open.
abc@gmail.com logged in.
xyz@gmail.com logged in.
pqr@gmail.com logged in.
Email sent from abc@gmail.com to xyz@gmail.com
Email sent from xyz@gmail.com to pqr@gmail.com
Email sent from pqr@gmail.com to abc@gmail.com
abc@gmail.com logged out.
xyz@gmail.com logged out.
pqr@gmail.com logged out.
C:\Users\Jacob\Desktop>
```

