

README

#Description of files used

Three versions of Server and Client each are coded

1. Server.java & Client.java (Mode 1)

Implements “User Registration”, “Message Sending”, “Message Forwarding” and “User Unregistration”

2. EncryptedClient.java & EncryptedServer.java(Mode 2)

Implements “User Registration”, “Message Sending”, “Message Forwarding” and “User Unregistration”

Message is encrypted.

3. EncryptedSignatureServer.java & EncryptedSignatureClient.java

Implements “User Registration”, “Message Sending”, “Message Forwarding” and “User Unregistration”

Message is encrypted. User Signature is added to verify identity of sender.

#Compilation

./compile.sh

#Running Clients and Servers

Method 1

```
java {Name of compiled Server File} {Server IP to bind to}  
java {Name of compiled Client File} {username} {server ip}
```

Method 2

```
java FinalServer {mode:-1/2/3} {Server ip}
```

```
java FinalClient {username} {mode:- 1/2/3} {Server ip}
```

e.g. java FinalServer 1 127.0.0.2