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

    java FinalServer <mode = 1/2/3 > <Server ip>
    java FinalClient <username> <Server ip> <mode = 1/2/3>