package com.chatapp;

import java.io.\*;

import java.net.\*;

public class server {

public static void main(String[] args) {

try {

ServerSocket serverSocket = new ServerSocket(1234);

System.out.println("Server started. Waiting for client...");

Socket socket = serverSocket.accept();

System.out.println("Client connected.");

// Initialize AES Encryption

AESutil.generateKey();

String secretKey = AESutil.getSecretKey();

System.out.println("Generated AES Secret Key: " + secretKey);

// Send secret key to client

DataOutputStream dos = new DataOutputStream(socket.getOutputStream());

dos.writeUTF(secretKey);

// Setup streams

DataInputStream dis = new DataInputStream(socket.getInputStream());

BufferedReader reader = new BufferedReader(new InputStreamReader(System.in));

while (true) {

// Receive encrypted message from client

String encryptedMessage = dis.readUTF();

String decryptedMessage = AESutil.decrypt(encryptedMessage);

System.out.println("Client (Decrypted): " + decryptedMessage);

// Send response

System.out.print("You: ");

String message = reader.readLine();

String encryptedResponse = AESutil.encrypt(message);

dos.writeUTF(encryptedResponse);

}

} catch (Exception e) {

e.printStackTrace();

}

}

}