package com.chatapp;

import java.io.\*;

import java.net.\*;

public class client {

public static void main(String[] args) {

try {

Socket socket = new Socket("localhost", 1234);

System.out.println("Connected to the server.");

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

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

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

// Receive AES Key from Server

String secretKey = dis.readUTF();

AESutil.setSecretKey(secretKey);

System.out.println("Received AES Secret Key from Server.");

while (true) {

// Send message

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

String message = reader.readLine();

String encryptedMessage = AESutil.encrypt(message);

dos.writeUTF(encryptedMessage);

// Receive response

String encryptedResponse = dis.readUTF();

String decryptedResponse = AESutil.decrypt(encryptedResponse);

System.out.println("Server (Decrypted): " + decryptedResponse);

}

} catch (Exception e) {

e.printStackTrace();

}

}

}