(Comp2190)Netcentric Project 1

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### **Project Description**

The server and client program designed attempts to simulate Paillier encryption to create an electronic voting algorithim which uses socket programming concepts.. Upon users entering a port number for the server and they will be prompted to enter any two numbers which would then be multiplied and their product used in the generation of two keys, a private key which the server should keep and a public key that is sent to clients that are connected. The server also sends messages to clients indicating the options for the candidates to vote for and poll opening. The clients would then send the server a scrambled message back to the server containing the candidate chosen. The server would then unscramble this message and tally the votes for each candidate; sending a message to the clients with the winning candidate. The clients and server would then terminate.

#### Program Design

#### Server:

The server is designed to take in take in a port number inputted from the command line by the user. Upon starting the server prompts for two numbers which are used in the generation of two keys(public and private key). A Socket is then created to bind the port number entered by the user to the server and to accept incoming connections from clients. The server then sends messages to the clients after they connect. The server then listens for replies from clients.

### Clients:

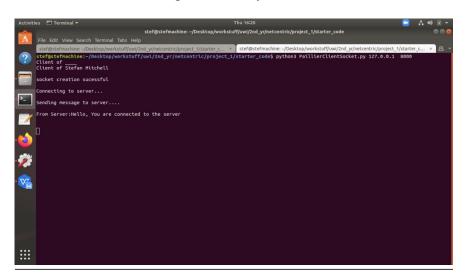
The clients are also designed to take in port number and host from the terminal to connect to the server. Upon entering the port number and host it will connect to the server and send a hello message. Afterwards it listens for messages from the server and replies with a scrambled message(this was not fully implemented in my python code solution, had trouble scrambling message with formula)

# Screenshots:

## Server starting successfully



## Client connecting successfully with server



Client and Server communicating

