

Object Oriented Programming CS F213

Hepler Document

Project 6:-Client Server Authentication

You would have noticed on login bars, sign ups or any other requests you make on the internet. There is a vast framework of clients and servers behind it.

In simple language, any request you make on your laptop/PC (As a client) goes to the server, now it authenticates your request, it verifies whether the client is legit or not.

For this authentication, we have built this project to showcase the functionality of a basic client-server system.

We have used Netbeans as our Java IDE.

Resources we took help from include:- geeksforgeeks, stackoverflow, youtube, Oracle and w3schools.

Let us begin.

We have two different documents in this project client.java and server.java, these would be interlinked by a port. (This is done using a unique port number and localhost)

We have inbuilt a simple GUI for our application for easy user experience.

When we start, we start server.java, Then we move to client.java and input our request. Now the server starts its authentication process:

1. The server requests the client whether it sent a request or not, if the response is yes, then the process was a success and now the client can access that server, if not then, our request is blocked.
2. The server waits for the client to respond but if the client does not then the connection is terminated (around 15 seconds).

Pratham Oza 2020A7PS1679P

Yugal Joshi 2020A7PS0002P