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* VerifyUser.java
 * Created by Matthew A. Crist on March 28, 2013.
 * This file is designed to replace the verify-user.sh script for more flexibility.
 * PREVIOUS DOCUMENTATION:
  # verify-user.sh
      # Created on March 23, 2013 by Matthew A. Crist.
      # This file will invoke the script required to verify that a user should
      # have access to an inbox and open a connection to send those files to the
      # client.
      # THIS MODULE RELIES HEAVILY ON THE CREATED DIRECTORIES FOR MAIL FOLDERS
      # ON USER REGISTRATION. IF THIS FOLDER DOES NOT EXIST, THE VERIFICATION
      # PROCESS IS POINTLESS. A RESPONSE WILL BE USED ON THE SERVER SIDE
      # ACCEPT(user.verify) or REJECT(user.verify) TO RESPOND BACK TO THE CLIENT
      # IF IT IS ACCEPTABLE TO SEND/RECIEVE THE EMAIL IN THEIR INBOX. WHEN THAT
      # EMAIL IS SENT, IT IS REMOVED FROM THE SERVER ENTIRELY.
      # ^^^^^^^^^^^^^^^^
      # CHANGE LOG:
      # -----
      # 2013-03-31 - Changed the purpose of the script to acquire emails.
      # 2013-03-29 -
                         Converted file from shell script to java program.
                         Initial conception of this file.
      # 2013-03-23 -
*/
package modules.user.verify;
import java.io.*;
import java.util.*;
import java.net.*;
import lib.*;
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public class VerifyUser {
       public static void main(String[] args) {
               boolean listening = true;
               try {
                      ServerSocket server = new ServerSocket(20002);
                      while(listening) {
                              System.out.println("User verification bound to post 20002.\n");
                             Socket client = server.accept();
                             System.out.println("User verification request accepted. Processing...");
                              BufferedWriter out = new BufferedWriter(new OutputStreamWriter(client.
   getOutputStream()));
                             BufferedReader in = new BufferedReader(new InputStreamReader(client.
   getInputStream()));
                             String input, store = "", request = "";
                             // For all input received, write it to the request buffer.
                             while((input = in.readLine()) != null) {
                                     request += input;
                                     // end while loop
                              // Need to acquire the contents of the address book
                             book/address-book.xml"));
                             while((input = reader.readLine()) != null) {
                                     store += input;
                              }
                                     // end while loop
                              // The ACL2 command that will be executed.
                             String acl2 = "(include-book \"modules/user/verify/verify-user\")" +
                                                             "(in-package \"ACL2\")" +
                                      "(set-state-ok t)" +
                                                              "(set-guard-checking :none)" +
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// Proceed to spur the ACL2 process and place a wrapper on the IO
                            System.out.println("Executing ACL2 runtime for User Verification...");
                            ProcessBuilder processBuilder = new ProcessBuilder("acl2");
                            File log = new File("logs/user/verify/acl2_log.txt");
                            processBuilder.redirectErrorStream(true);
                            processBuilder.redirectOutput(log);
                            Process process = processBuilder.start();
                            PrintWriter procIn = new PrintWriter(process.getOutputStream());
                            // Write the ACL2 to the process, exit ACL2 and close the socket
                            procIn.println(acl2);
                            procIn.println("(good-bye)");
                            procIn.flush();
                            procIn.close();
                            // Flag for the security check
                            boolean proceed = false;
                            // Read in the contents of the file and see if one line contains ACCEPT
                            BufferedReader tRead = new BufferedReader(new FileReader("incoming/user/
verify/server-action.xml"));
                            String failBuffer = "";
                            System.out.println("Determining if login information is correct.");
                            while((input = tRead.readLine()) != null) {
                                    // Because I am lazy and don't want to parse the XML
                                    if(input.contains("ACCEPT")) {
                                            proceed = true;
                                            System.out.println("User verified successfully!");
                                    } else {
                                            failBuffer += request;
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"(testUser \"" + request + "\" \"" + store + "\" state)";

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// end if-else
                                 // end while
                          tRead.close();
                          // Determine if the login ws good!
                          if(proceed) {
                                 String name = request.substring(request.indexOf("<name>")+6,
request.indexOf("</name>"));
                                 String domain = request.substring(request.indexOf("<domain>")+8,
request.indexOf("</domain>"));
                                 File emailDirectory = new File("store/email/" + domain + "/" + name ✔
+ "/");
                                 ());
                                 // It better be a damn directory, but incase someone has leet hacks
                                 if(emailDirectory.isDirectory()) {
                                         File[] emails = emailDirectory.listFiles();
                                         String transmit = "";
                                         System.out.println("Writing emails to client.");
                                         // Read the contents of each email and transmit them to the 🗹
 client.
                                         for(int i = 0; i < emails.length; i++) {</pre>
                                            if(!emails[i].isHidden()){
                                                   BufferedReader eRead = new BufferedReader(new
FileReader(emails[i]));
                                                   String eTmp = "";
                                                   while((eTmp = eRead.readLine()) != null) {
                                                          transmit += eTmp;
                                                        // end while
                                                   eRead.close();
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// Write email to client
                                                       out.write(transmit);
                                                       out.newLine();
                                                       // Reset the buffer
                                                       transmit = "";
                                                 // end if
                                           }
                                                   // end for
                                            out.write("END");
                                    } else {
                                            // Create the directory since it should be there!!!
                                            emailDirectory.mkdirs();
                                            System.out.println("There was an internal server error:
Inbox does not exist!\n");
                                            out.write("END");
                                   }
                                           // end if-else
                            } else {
                                    out.write(failBuffer);
                                   out.newLine();
                                   out.write("END");
                            }
                                   // end if-else
                            // Close our connections
                           out.close();
                            in.close();
                            client.close();
                   }
                           // end while loop
                    server.close();
                   System.exit(0);
            } catch(Exception e) {
                    System.out.println(e.getMessage());
```

e.printStackTrace();

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} // end try/catch
} // end function main
} // end class VerifyUser
```