```
import socket

# Encryption
def encrypt(text):
    return ''.join(chr(ord(c) + 2) for c in text)

def decrypt(text):
    return ''.join(chr(ord(c) - 2) for c in text)

# Connect once
client = socket.socket()
client.connect(('localhost', 8888))

# Receive welcome message
print(client.recv(1024).decode())
current_user = None

while True:
    print("\n1. Register")
    print("2. Login")
    print("3. Search Destinations")
    print("4. Exit")

    choice = input("Choose an option: ")

    if choice == "1":
        username = input("Enter username: ")
        password = input("Enter password: ")
        message = f"REGISTER,{username},{password}"
        client.send(encrypt(message).encode())

        response = decrypt(client.recv(1024).decode())
        print("Server:", response)

    elif choice == "2":
        username = input("Enter username: ")
        password = input("Enter password: ")
        message = f"LOGIN,{username},{password}"

        client.send(encrypt(message).encode())
        response = decrypt(client.recv(1024).decode())
        print("Server:", response)

        if response == "Login successful":
            current_user = username

    elif choice == "3":
        if current_user is None:
            print("You must login first.")
            continue
        budget = input("Enter budget (low/medium/high): ")
        travel_type = input("Enter type (beach/city/nature): ")
        message = f"SEARCH,{current_user},{budget},{travel_type}"
        client.send(encrypt(message).encode())
```

```
        response = decrypt(client.recv(1024).decode())
        print("Server:", response)

    elif choice == "4":
        print("Thank you for visiting!")
        break

    else:
        print("Invalid choice")
        continue


client.close()
```