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import socket

def encrypt(text, shift=3):
    return ''.join(chr(ord(c) + shift) for c in text)

def decrypt(text, shift=3):
    return ''.join(chr(ord(c) - shift) for c in text)

def load_users():
    try:
        with open("users.txt", "r") as f:
            return {line.split(',')[0]: line.split(',')[1].strip() for line in f}
    except FileNotFoundError:
        return {}

def save_user(username, password):
    with open("users.txt", "a") as f:
        f.write(f"{username},{encrypt(password)}\n")

plant_info = {
    "spider plant": "Water weekly. Indirect sunlight.",
    "snake plant": "Low water. Tolerates low light.",
    "peace lily": "Moist soil. Indirect light.",
    "pothos": "Water when dry. Low light ok.",
    "succulent": "Bright light. Water rarely."
}

server = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
server.bind(('127.0.0.1', 5050))
server.listen(1)
print("[SERVER] Waiting for connection...")

conn, addr = server.accept()
print(f"[CONNECTED] Client from {addr}")

users = load_users()

conn.send(encrypt("Username: ").encode())
username = decrypt(conn.recv(1024).decode())

conn.send(encrypt("Password: ").encode())
password = decrypt(conn.recv(1024).decode())

if username in users and decrypt(users[username]) == password:
    conn.send(encrypt("Login successful!").encode())
else:
    if username not in users:
        save_user(username, password)
        conn.send(encrypt("New user created!").encode())
    else:
        conn.send(encrypt("Invalid password.").encode())
        conn.close()
        exit()

while True:
    conn.send(encrypt("Enter a plant (or press Enter to quit): ").encode())
    plant = decrypt(conn.recv(1024).decode()).strip().lower()

    if plant == "":
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            conn.send(encrypt("Goodbye!").encode())
            break

        response = plant_info.get(plant, "Plant not found.")
        conn.send(encrypt(response).encode())

conn.close()
```