# **Jumble**

7261ded89<mark>0</mark>2973a3476f7bc3d1d68b78334a94e7

by LordBaryhobal

# Manual

Contents	
1 Introduction	2
2 Reference	3
2.1 SHA	3
2.2 MD	4
2.3 misc	5
2.4 base	7
2.5 utils	8

# 1 Introduction

This package provides several common hashing algorithms and other related functions. All functions are directly available in the package's namespace (i.e. no need to import sub-modules).

To use it, you can simply import the package as a whole:

```
#import "@preview/jumble:0.0.1"
...
#jumble.md5(msg)
```

or import specific functions (or all):

```
#import "@preview/jumble:0.0.1": md5
...
#md5(msg)
```

# 2 Reference

**Initial vector** 

Default: shal-default-iv

# 2.1 SHA

• sha1()

# 2.1.1 sha1

Secure Hash Algorithm 1

```
#bytes-to-hex(shal("Hello World!"))

Parameters
shal(
  message: str bytes,
  iv: array
) -> bytes

message str or bytes
Message to hash

iv array
```

jumble — v0.0.1

# 2.2 MD

- md4()
- md5()

# 2.2.1 md4

Message Digest 4

```
#bytes-to-hex(md4("Hello World!"))
```

b2a5cc34fc21a764ae2fad94d56fadf6

#### **Parameters**

```
md4(
  message: str bytes,
  iv: array
) -> bytes
```

# 2.2.2 md5

Message Digest 5

```
#bytes-to-hex(md5("Hello World!"))
```

ed076287532e86365e841e92bfc50d8c

```
md5(
   message,
   iv
) -> bytes
```

```
jumble — v0.0.1
```

# 2.3 misc

- hmac()
- ntlm()
- totp()

#### 2.3.1 hmac

Hash-based Message Authentication Code

```
#bytes-to-hex(hmac("Key", "Hello World!"))
                                              0 bec6d beb923f906fa3ec96433e00fa12fb91dec\\
Parameters
 hmac(
   key: str bytes,
   message: str bytes,
   hash-func: function,
   block-size: number
 ) -> bytes
 key
      str or bytes
 Hashing key
 message
            str or bytes
 Message to hash
 hash-func
              function
 Hashing function
 Default: sha1
 block-size
              number
 Block size
```

# 2.3.2 ntlm

Default: 64

New Technology LAN Manager (aka. Windows password hash)

```
#bytes-to-hex(ntlm("Bellevue")) f59d0692bf73b6381e85902a476f097b
```

```
ntlm(password) -> bytes
```

```
jumble — v0.0.1
```

# 2.3.3 totp

Time-based One-Time Password

```
#let epoch = datetime(
   year: 1970, month: 1, day: 1,
   hour: 0, minute: 0, second: 0
)
#let date = datetime(
   year: 2025, month: 1, day: 4,
   hour: 12, minute: 53, second: 30
)
#totp(
   b32-encode(bytes("YOUPI")),
   (date - epoch).seconds()
)
```

```
012345
```

#### **Parameters**

```
totp(
  secret: str bytes,
  time: int,
  t0: int,
  period: int,
  digits: int
) -> str
```

```
secret str or bytes
```

Secret key. Either bytes or a base32-encode value

```
time int
```

Current time (seconds since t0)

```
t0 int
Time origin
```

Default: 0

```
period int

Code duration

Default: 30
```

```
digits int
Code length
Default: 6
```

jumble — v0.0.1

# **2.4 base**

- b32-decode()
- b32-encode()

# 2.4.1 b32-decode

Decodes a base32-encoded value

```
#str(b32-decode("LFHVKUCJ")) YOUPI
```

# **Parameters**

```
b32-decode(encoded: str) -> bytes
```

#### 2.4.2 b32-encode

Encodes a value in base32

```
#b32-encode(bytes("YOUPI"))

LFHVKUCJ
```

```
b32-encode(decoded: bytes) -> str
```

```
jumble — v0.0.1
```

# 2.5 utils

- bin-to-int()
- bytes-to-hex()
- circular-shift()
- switch-endianness()
- utf8-to-utf16le()
- xor-bytes()
- z-fill()

#### 2.5.1 bin-to-int

Converts an array of bits into an integer

```
#let bits = (0, 0, 1, 0, 1, 0)
#bin-to-int(bits)
```

#### **Parameters**

```
bin-to-int(bin: array) -> number

bin array

Bit array
```

# 2.5.2 bytes-to-hex

Converts a byte array to a hexadecimal string

```
#let b = bytes((0xfa, 0xca, 0xde))
#bytes-to-hex(b)
facade
```

#### **Parameters**

```
bytes-to-hex(bytes: bytes) -> str
```

#### 2.5.3 circular-shift

Rotates a number to the left (wrapping the leftmost bits to the right)

```
#let a = 42
#let b = circular-shift(a, n: 20)
#let c = circular-shift(b, n: 11)
#b, #c
44040192, 21
```

```
circular-shift(
   X: number,
   n: number
) -> number
```

```
x number
```

Number to rotate

```
n numberShift amount
```

Default: 1

#### 2.5.4 switch-endianness

Switches the endianness of the given value (32-bit integer)

#### **Parameters**

```
switch-endianness(value: number) -> number
```

#### 2.5.5 utf8-to-utf16le

Converts a UTF-8 string to UTF-16LE

#### **Parameters**

```
utf8-to-utf16le(string: str) -> bytes
```

# 2.5.6 xor-bytes

Applies the XOR operation between two byte arrays

```
#let a = bytes((0b010, 0b0111))
#let b = bytes((0b011, 0b0101))
#array(xor-bytes(a, b)).map(
  b => z-fill(str(b, base: 2), 3)
)
```

```
("001", "010")
```

# **Parameters**

```
xor-bytes(
  bytes-a: bytes,
  bytes-b: bytes
) -> bytes
```

```
bytes-a bytes
```

First byte array

jumble-v0.0.1

```
bytes-b bytes
Second byte array
```

# 2.5.7 z-fill

Pads a string with 0s on the left to reach a certain length

```
#z-fill("1011", 8) 00001011
```

```
z-fill(
  string: str,
  length: number
) -> str
```