Assignment 0x01

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1 Task 1

Snow is white.

Figure 1: ssh-keygen

```
[arc@arch-aro -]s ssh-copy-id kaiser@80.99,184.120
/usr/bin/ssh-copy-id-1 kibic attempting to log in with the new key(s), to filter out any that are already installed
/usr/bin/ssh-copy-id: IMFO: 2 key(s) remain to be installed -- if you are prompted now it is to install the new keys
kaiser@88.99,184.129's password:

Number of key(s) added: 2

Now try logging into the machine, with: "ssh 'kaiser@88.99,184.129'"
and check to make sure that only the key(s) you wanted were added.
```

Figure 2: save public key on server

2 Task 2 - Public-Key Authentication in SSH

2.1 GNU/Linux

To generate the ssh-key pair I used the command ssh-keygen which generates by default a 2048 bit long rsa key.

To copy the key on the server ssh-copy-id user@88.99.184.129 was used. Since I already had a public key for another server and the exercise was to create one, both keys got uploaded to the server as seen in the picture 2.

The following log-in worked without the user password for the server. Only the optional password for the private ssh key was required. The keys on the server are stored in ~/.ssh/authorized_keys. See figure 3

```
[aro@arch-aro -]s ssh kaiser@88.99.184.129
Linux psi-introsp 4.9.0-4-amd64 #1 SMP Debian 4.9.51-1 (2017-09-28) x86_64

Last login: Fri Nov 17 20:32:43 2017 from 188.194.245.11
kaiser@psi-introsp:-5 cd .ssh/
kaiser@psi-introsp:-5 cd .ssh/
kaiser@psi-introsp:-5.56 d.ssh/
kaiser@psi-introsp:-5.58h5 ta
authorized keys Known, Dost
authorized keys Known, Dost
suthorized keys
salver@psi-introsp:-7.ssh5 cat
suthorized keys
suthorized salver@psi-introspi-0.50
suthorized salver
```

Figure 3: location of keys on server

Figure 4: location of keys on local machine

```
martin@psi-introsp:~/.ssh$ ls
authorized_keys known hosts
martin@psi-introsp:~/.ssh$ ls -1
total 8
-rw-r--r- 1 martin martin 398 Nov 17 21:22 authorized_keys
-rw-r--r- 1 martin martin 215 Nov 6 18:00 known_hosts
martin@psi-introsp:~/.ssh$
```

Figure 5: permission check

The ssh-keys on your local machine are by default stored in ~/.ssh/id_rsa.pub for the public part and the private one in ~/.ssh/id_rsa. (Provided you did create a rsa key) See figure 4.

2.2 Windows

On a windows machine the same tools from openSSH were not available. That's why the procedure was a little bit different. Here PuTTY was used.

To generate the key the tool putty-gen was used. Then we logged into the server via ssh and created the file authorized_keys in ~/.ssh/ and pasted the key into it using nano. Lastly, we checked that only we have write access to the file by ls -1

In figure 6 you can see the successful login by using the ssh-key pair.

```
login as: martin
Authenticating with public key "rsa-key-20171117"
Passphrase for key "rsa-key-20171117":
Linux psi-introsp 4.9.0-4-amd64  $1 SMP Debian 4.9.51-1 (2017-09-28) x86_64
Last login: Fri Nov 17 20:55:56 2017 from 185.53.42.56
martin@psi-introsp:~$ [
```

Figure 6: windows ssh-key login

3 Task 3

```
The source code for the exercise can be found in the following file: Vigenere Cipher
   To compile: gcc -Wall vigenere_cipher.c -o "output-name" Optional flag:
-DDEBUG
   Below is the source code readable:
#include <ctype.h>
#include <stdio.h>
#include <string.h>
int getRotation(char c) {
  /*According to ascii 'A' transfers to 65
  and Z to 90. By subtracting 65 of the char we get
  the rotation. */
  return c - 65;
}
int main(int argc, char *argv[]) {
  char key [256];
  char word [256];
  printf("Type_in_the_key\n");
  fgets (key, sizeof (key), stdin);
  printf("What_do_you_want_to_encrypt?\n");
  fgets (word, sizeof (word), stdin);
  // Number of char that were not uppercase
  int cntSkipped = 0;
  // length of the key - 1 to know when to start from 0
  int \text{ keyLength} = strlen(\text{key}) - 1; // remove \setminus n
                                      // index of the key word
  int keyPosition = 0;
  for (int i = 0; i < strlen(word); i++) {
                 /* Set keyPosition to 0 when end of key is reached
                  i is substracted by the number of skipped chars
                  so the % operator works as intended */
    if ((i > 0) & ((i - cntSkipped) \% keyLength == 0)) {
       keyPosition = 0;
    }
    // ignore lowercases and whitespaces
    if (!isupper(word[i])) {
       cntSkipped++;
       continue;
    }
```

```
int rotation = getRotation(key[keyPosition]);
    keyPosition++;

#ifdef DEBUG
        printf("%i_", rotation);
#endif

    word[i] = ((word[i] - 'A' + rotation) % 26) + 'A';
}
    printf("%s", word);

return 0;
}
```

4 Task 4

Snow is white.