

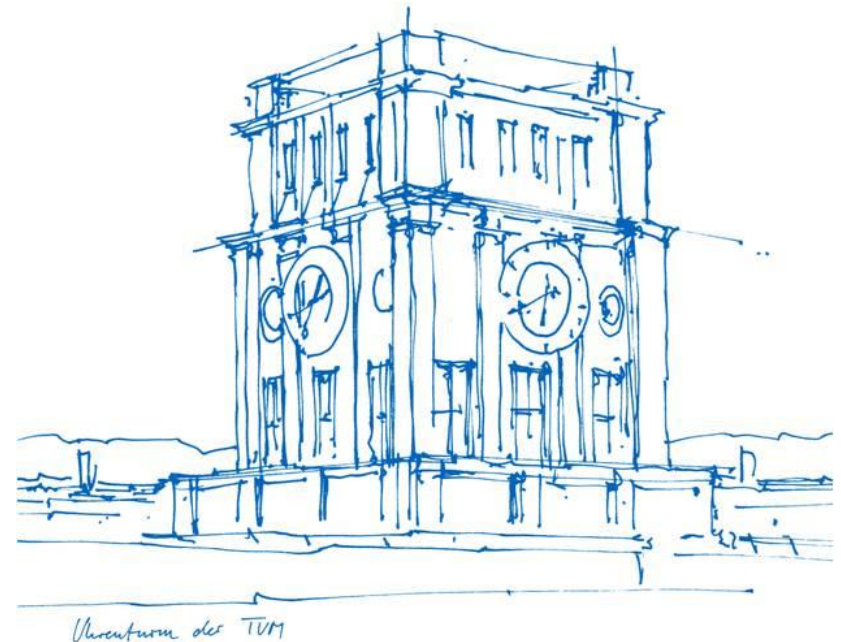
Assignment 2 Specification

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Key Exchange



Client-Hello-Handshake

0	4	8	24	56	88	120	152
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Type	Flags	Port	Client ID	Prime Number	Primitive Root	Pub Key	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
152	184	216	1000				
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Checksum	Username Length	Username	UNUSED				
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+

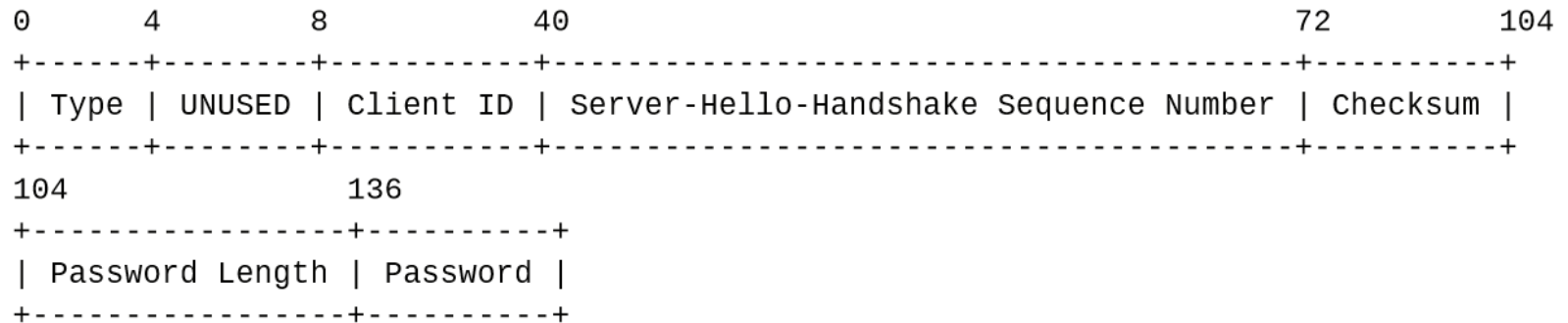
Server-Hello-Handshake

0	4	8	40	72	88	120	152
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
Type	Flags	Client ID	Sequence Number	Upload-port	Pub Key	Checksum	
+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+

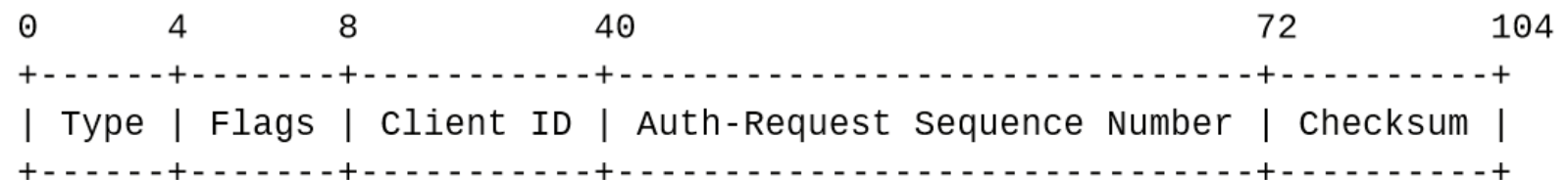
Client Auth



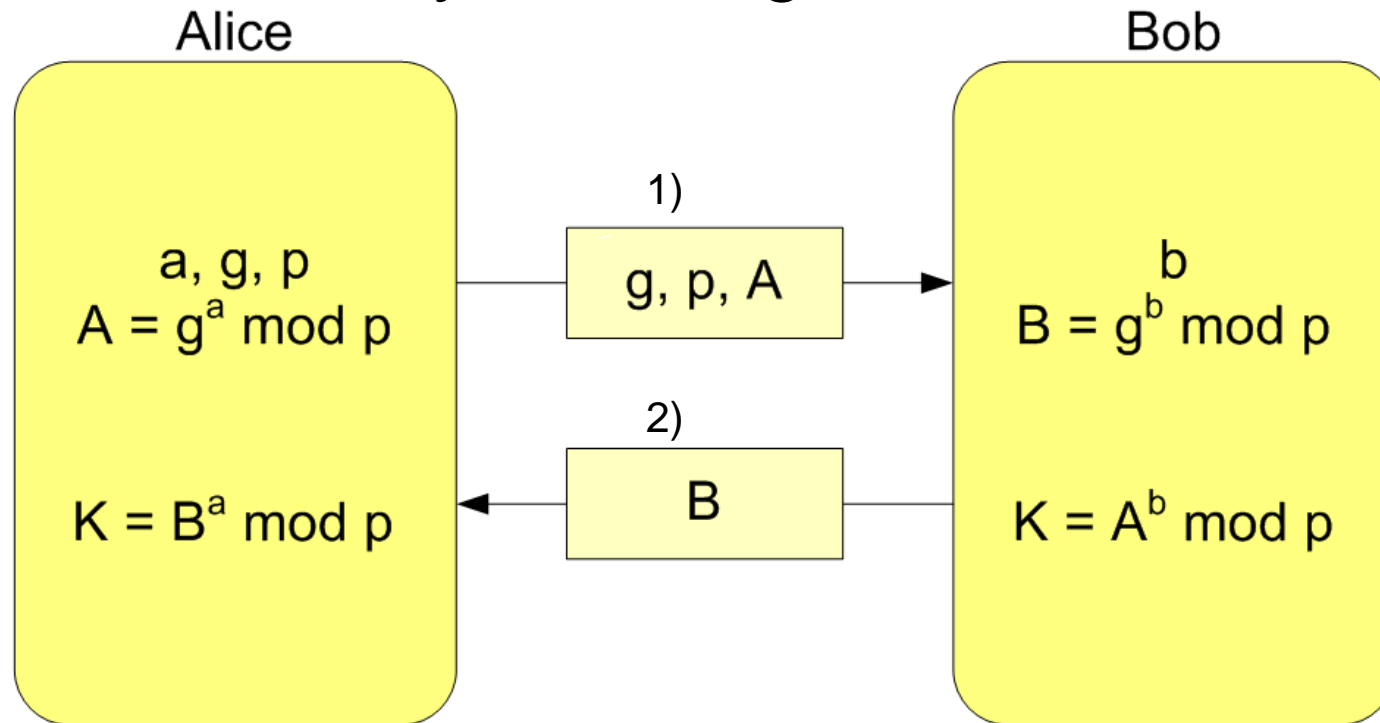
Auth-Request



Auth-Result



Diffie-Hellman Key Exchange



$$K = A^b \mod p = (g^a \mod p)^b \mod p = g^{ab} \mod p = (g^b \mod p)^a \mod p = B^a \mod p$$

- 1) DiffieHellman::clientStartConnection();
- 2) DiffieHellman::onServerReceive(G,P,A);

Delta Sync - Client

Looks for changed hashes of files:

Changed hash:

- ❑ Calcs CRC32 of every 900 byte blocks
 - If CRC32 block changed compared to the previous run
 - Part gets marked for transmission
 - CRC32 get's updated
 - If CRC32 is the same, compare all the other blocks
 - Update MD5

Delta Sync - Server

On file got changed by client:

- ❑ Server notes where changed and from who
- ❑ Server sends changes to all connected clients

