

## Week 02

**Deadline: Saturday, February 25<sup>th</sup> 2017**

### Privacy Matters, Encryption and Digital Signature using GnuPG

1. Login to your badak account
2. create new directory named "work" right where you first login and directory named "work02" inside "work" directory

```
$ mkdir work  
$ cd work/  
$ mkdir work02
```

3. change your current directory to work02
4. you must copy 2 files for this week's task (you can download it on SCELE week02 forum) and put it in "work02" folder
  - a) 00-toc.txt  
this is the "command-oriented-version" file of this tutorial. Save it into a file named "00-toc.txt"
  - b) 01-public-osteam.txt  
this is osteam's public key, for. Save it into a file named "01-public-osteam.txt"

You can copy these two file by learning about **tunnels**, or using the "(win)SCP" steps ahead.
5. to copy files in step 4, you can learn how to do it by reading tutorial TutorialWinscp.pdf
6. Check whether the 2 files copied safely by using ls-al command.

```
$ ls -al | tee 02-ls-al.txt
```

7. we will use *Public-key Cryptography* to secure your works.

what is that? You can think it as a lock and key method.

"At the first, everyone has a lock (public key) and a key (private key). And then when you send a letter to someone, to make sure the letter cannot be read by someone else, you lock (encrypt) it using a 'new' lock that created based on your lock and recipient's lock. This 'new' lock is so secure that only recipient can open it using their key (even you cannot open it if you not define it in creating process)"

You can see more info and more accurate example in [wikipedia](http://wikipedia)

8. in this class, you will (always) encrypt your works so that only you, teaching-assistant and lecturers can see it. so, in this case the “*recipient*” is us, osteam
9. first, let’s create your own lock and key. We will use GnuPG tool to do that.

```
$ gpg --gen-key
```

create your GnuPG key using these details:

- a) RSA & RSA encryption method, 4096-bit long
  - b) 6 months’ key validity
  - c) Name: your complete name
  - d) Email: your UI email
  - e) Comment: any comment (example: "studying OS is ez!")
  - f) Passphrase is the same as password but for public key
10. if success, your key should be listed. Check it and put it into file named “03-list-keys1.txt”

```
$ gpg --list-keys | tee 03-list-keys1.txt
```

Inside the file, should be like this

```
/home/fasilkom/mahasiswa/i/ibad.rahadian/.gnupg/pubring.gpg
-----
pub  4096R/2B615FE5 2017-02-15 [expires: 2017-02-21]
uid                               Ibad Rahadian Saladdin (OS MANCAY)
<ibad.rahadian@ui.ac.id>
sub  4096R/3BEF4F02 2017-02-15 [expires: 2017-02-21]
```

\*pub, is for the primary to be used for signing.

\*sub is for subkeys, used to encryption.

11. before we start encrypting for this class, import osteam’s public key using command “gpg --import <key\_file>”

```
$ gpg --import 01-public-osteam.txt
```

12. check it and put it into file named “04-list-keys2.txt”

```
$ gpg --list-keys | tee 04-list-keys2.txt
```

13. export your public key to file named “mypublickey1.txt”

```
$ gpg --export --armor > mypublickey1.txt
```

\*to make sure, you can open "mypublickey#.txt". It should be filled with random strings.

14. copy the file "mypublickey1.txt" to your GitHub directory **on key folder (to make it easier to find)** using command "cp <file name> <filepath>/<filename>"

```
$ cp mypublickey1.txt ~/os171/key/mypublickey1.txt
```

\*Note that if you make new GnuPG key, you need to copy the file named as "mypublickey#.txt" with # as the number you have made the file.

## Intro to C

15. now before we continue our encryption learning session, we will learn about C programming.
16. in C, there are two kinds of files. The \*.h and \*.c
17. the \*.h file known as "*header file*". Simply put, you can think it as *interface* as in *java*. And the \*.c is the main file where you put your implementation code.
18. Let's write our first C program. Create a file named `hello.c` and edit it with the following code:

```
#include<stdio.h>
int main(void) {
    printf("hello world\n");
    return 0;
}
```

\* you can think "#include" as *import* as in *java*

You can easily create new files with your favorite text editor command "vi `hello.c`" or "nano `hello.c`"

19. just like in *java*, you must always compile it first **before** you can run it. To compile a \*.c program, use command "gcc <file> [-o <output\_name>]"

\* **note**, <output\_name> argument is optional, if not specified it will use name "a.out" (default)

```
$ gcc hello.c -o hello
```

now try to run it

```
$ ./hello
```

the function `printf` is similar to `print` in *java*, which will print the string inside the parameter to the console. In this case:

```
$ hello world
$
```

20. now for another example, we will learn a function from C called, `getpid()` and `getppid()`.

Create a file named `status.c` and edit it with the following code:

```
#include <stdio.h>
#include <sys/types.h>
#include <unistd.h>

void main() {
    printf("PID[%d] (PPID[%d])\n", getpid(), getppid());
    sleep(1);
}
```

21. we will use the header `stdio`, `sys/types`, and `unistd` (you can always ask uncle G about those header). Compile the program with the name `status` and run it. The function `getpid()` or “get process ID” will get the **process ID** of the current process, and `getppid()` or “get parent’s process ID” will get the **process ID of the current process’s parent process**. This may sound confusing, but you’ll learn about this later on in lesson **process & thread**.
22. now for the last example, we will learn about loop in C. Create a file named `loop.c` and edit it with the following code:

```
/*
 * (c) 2013-2016 Rahmat M. Samik-Ibrahim
 * This is free software.
 * REV00 Tue Sep 20 16:43:44 WIB 2016
 * START 2013
 */

#define LINETXT "=====\n"
#define OLOOPTXT "OL [%4.4d]\n"
#define OLOOP 3
#define ILOOP 4

#include <stdio.h>
void main() {
    int ii, jj;
    printf(LINETXT);
    for (ii=0; ii<OLOOP; ii++) {
        printf(OLOOPTXT, ii);
        for (jj=0; jj<ILOOP; jj++) {
            printf("    IL[%d]\n", jj);
        }
    }
}
```

```
printf(LINETXT);
}
```

23. compile the program with name `loop` and run it. The code above is an example of loop in C.

Pretty similar to *java*, no? The `#define` is used to make a constant variable (unchanging variable) and can be used throughout the code. The syntax `for` is similar to what you can find in *java*.

24. now for the exercise, create a program in C called `exercise.c` and edit it with the following template:

```
/*
 * Name: [YOUR_NAME]
 * NPM: [YOUR_NPM]
 * Class: [YOUR_CLASS]
 * Comment: [YOUR_COMMENT]
 */

#define LOOP //define me!

#include <stdio.h>

void main() {
    int input = //define me!

    // TO DO implement me!!
}
```

25. replace the `[YOUR_NAME]`, `[YOUR_NPM]`, `[YOUR_CLASS]` with the valid info, and `[YOUR_COMMENT]` with your comment about this lab (e.g. “What is this?” without quote sign)
26. then, create a program that can calculate the product of variable `input` and constant `LOOP` using **loop operation only (for or while), operator “\*” is not allowed** and then print with format “[input] times [LOOP] equals [THE\_PRODUCT]” ([THE\_PRODUCT] can be anything, as long as it holds the product of multiplication). For example, when the `input` is 5, `LOOP` is 4, thus it will print “5 times 4 equals 20”. For submission, you can define the value of `[input]` and `[LOOP]` to **any integer n that satisfies  $n > 0$**  so it can be used to prove that your program is correct (correctors will check your source code whether it matches the program’s output)
27. compile the program with name `exercise` and run it
28. congratulation, now you already know a small portion of how to program in C

## Back to Privacy Matters, Encryption and Digital Signature using GnuPG

29. now let's get back to our encryption learning session: sign your works so the other know it truly your works. First, we generate hash of all your works. So, instead we sign every file, we just need to sign the hash. We will use *SHA-1 algorithm* for now. (ask *uncle G* for more information about *hashing* and *SHA-1*). Execute the following commands

```
$ sha1sum * > SHA1SUM
$ sha1sum -c SHA1SUM
```

the first command is for creating `SHA1SUM` to all files in current directory (**work02**) and save it into a file named "`SHA1SUM`"

the second command is for verify the hash of your files. The "`OK`" output means there is no modification in your current files (try to modify some of your files and then verify it). So, **if you modify your files, you must generate the new hash of it.**

30. To sign a file, use command "`gpg --sign --armor --detach <file>`". The "`--sign --armor --detach`" argument means "*create detached signature with ASCII armored (human readable) output*"

```
$ gpg --sign --armor --detach SHA1SUM
```

after this, there should be a file called `SHA1SUM.asc`, the signature file. This file contains hash and information of the one who signing the file (again, checked by public key)

31. try to verify your signature. Use command "`gpg -verify <signature_file> [<file>]`". The "`<file>`" argument is optional. If not provided, it will try to use `<signature_file>` without "`.asc`" suffix (e.g `test.asc` → `test`)

```
$ gpg --verify SHA1SUM.asc
```

so, as long as the signature is good, we can ensure that the files in this folder (**work02**) is not being modified from the last time of your works

32. create a tar ball. Tar is a way to create an archive file. They will be a new file called "`work02.tbj`". You can ask uncle G for more information.

```
$ cd ..
$ tar cvfj work02.tbj work02/
```

\*Useful info: to untar the `.tbj` file, you can use command "`tar xvfj <file>`"

33. now you can start encrypting your files. To encrypt a file, use command `"gpg --encrypt [--recipient <recipient_identifier>] <file>"`.

The `"--recipient <recipient_identifier>"` argument define the one who can decrypt the file. You can define n many recipients.

\*Note you must import the recipient's public key before.

encrypt the tar file

```
$ gpg --output work02.tbj.gpg --encrypt --recipient OSTEAM --recipient  
your@email.com work02.tbj
```

\*Use the same email as your Email input on GnuPG key generator.

\*\*Usefull info: after this, there should be a file called `<file>.gpg`. That is the encrypted version of your `<file>` (try to read the content if you can). That file only can be decrypted using receipt's private key (in this case either use osteam's or yours). To decrypt a file, use command `"gpg <file>"`

```
$ gpg <file>.gpg
```

34. copy the file to your github account, under the file week02/

```
$ cp work02.tbj.gpg ~/os171/week02/work02.tbj.gpg
```

35. change your directory to `~/os171/key/`

36. check whether there is a file named `"mypublickey1.txt"` if you don't find it, do the copy once more from the `"work02"` directory

37. change your directory to `"~/os171/week02/"`

38. remove file named `"dummy"`

39. check whether there is a file named `"work02.tbj.gpg"` if you dont find it, do the copy once more from the `"work02"` directory

40. push the change to GitHub server. You can see GitHub tutorial in week01 forum

41. done

## Review your Work

Dont forget to check your files/folders. After this lab, your current `os171` folder should looks like:

```
os171
  key
    mypublickey1.txt
  log
    log01.txt
    log02.txt
  SandBox
    <some_random_name>
  week00
    laporan.txt
  week01
    lab01.txt
    laporan.txt
    myExpectation.txt
    what-time-script.sh
  week02
    work02.tbj.gpg
      *work02
        *00-toc.txt
        *01-public-osteam.txt
        *02-ls-al.txt
        *03-list-keys1.txt
        *04-list-keys2.txt
        *hello.c
        *hello
        *status.c
        *status
        *loop.c
        *loop
        *exercise.c
        *exercise
        *SHA1SUM
        *SHA1SUM.asc
  week03
    dummy
```



week04  
    dummy  
week05  
    dummy  
week06  
    dummy  
week07  
    dummy  
week08  
    dummy  
week09  
    dummy  
week10  
    dummy  
xtra  
    dummy

keep in mind for every files/folders with wrong name, you will get **penalty** point.

**\*means file that should be inside the archived file.**