AIO : File Type Conversion

Synopsis submitted in partial fulfillment of the requirement for the degree of



B. Tech.

In

###### Computer Science and Engineering

Under the Supervision of

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**DECLARATION**

This is to certify that Synopsis Report Entitled “AIO: File Type Conversion” which is submitted in partial fulfillment of the requirement for the award of degree B.Tech. in Computer Science and Engineering to JIMSEMTC, Greater Noida affiliated to Guru Gobind Singh Indraprastha University, Delhi comprises only original work and studies carried out by students himself. The matter embodied in this synopsis has not been submitted for the award of any other degree.

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**ABSTRACT**

During the last two decades, the use of internet has been changing every domain of technology. It has also led to the tremendous development and implementation of software using web technologies from the last few years. There are lots of platform for converting file types online but has data privacy issue, and some software offline but has size limitation, platform requirements. Therefore, AIO: File Type Conversion is only one platform or PWA (Progressive Web App), which is small in size, work completely offline, and platform independent (only web browser required) to convert various file types to respective formats. There will be no usage of server other then first-time website launch in browser. This platform only uses open-source framework and library, and some self-created combinational algorithms to perform file type conversion.

***Keywords:*** open format; offline PWA, propriety format,

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**LIST OF ACRONYMS**

ALS Area localization scheme

PKI Public key infrastructure

CSP Cloud Service Providers

SSO Single Sign in

AES Advanced Encryption Standard

DES Data Encryption Standard

MD5 Message Digest algorithm 5

RSA Rivest-Shamir-Adleman algorithm

**Chapter 1**

**Introduction**

* 1. Background

**A Computer File** is a blob of information stored on a memory device. These files are used for recording data discretely and are managed and organized by a File system.

**Data conversion** is the process of conversion of computer data from one format to another. We often need to convert a file to a different format based on our needs.  Throughout a computer environment, data is encoded in a variety of ways. For example, computer hardware is built on the basis of certain standards, which requires that data contains, for example, parity bit checks. Similarly, the operating system is predicated on certain standards for data and file handling. Furthermore, each computer program handles data in a different manner. Whenever any one of these variables is changed, data must be converted in some way before it can be used by a different computer, operating system or program. Even different versions of these elements usually involve different data structures. For example, the changing of bits from one format to another, usually for the purpose of application interoperability or of capability of using new features, is merely a data conversion. Data conversions may be as simple as the conversion of a text file from one-character encoding system to another; or more complex, such as the conversion of office file formats, or the conversion of image formats and audio file formats.

There are many ways in which data is converted within the computer environment. This may be seamless, as in the case of upgrading to a newer version of a computer program. Alternatively, the conversion may require processing by the use of a special conversion program, or it may involve a complex process of going through intermediary stages, or involving complex "exporting" and "importing" procedures, which may include converting to and from a tab-delimited or comma-separated text file. In some cases, a program may recognize several data file formats at the data input stage and then is also capable of storing the output data in a number of different formats. Such a program may be used to convert a file format. If the source format or target format is not recognized, then at times a third program may be available which permits the conversion to an intermediate format, which can then be reformatted using the first program. There are many possible scenarios.

Successful data conversion requires thorough knowledge of the workings of both source and target formats. In the case where the specification of a format is unknown, reverse engineering will be needed to carry out conversion. Reverse engineering can achieve close approximation of the original specifications, but errors and missing features can still result.

#### **Proper Planning:**

Successful data conversion requires proper planning. Any data conversion project needs to start with defining the boundaries of the project. You can plan your project by asking a variety of questions to define these boundaries. These include:

* + What kind of data needs to be converted?
  + What is the quality of data and its availability? Does it require full or partial conversion?
  + Which data should be moved to the new database?
  + Which data should not be moved?
  + What kinds of formats are needed for data conversion? For example, your project may require SGML, XML, HTML, and other formats. An efficient [SGML conversion](https://www.invensis.net/data-entry/outsource-sgml-conversion-services/?utm_source=invensis-blog&utm_campaign=blog-post&utm_medium=content-link&utm_term=5-key-strategies-successful-data-conversion) outsourcing provider may execute this task and deliver the product quickly. You can then use this data for your SGML-compatible databases.
  + What is the original data format and what is the final format?
  + What would be the extent of digitization?
  + Is the destination database compatible with the software used for data and [HTML conversion](https://www.invensis.net/data-entry/outsource-html-conversion-services/?utm_source=invensis-blog&utm_campaign=blog-post&utm_medium=content-link&utm_term=5-key-strategies-successful-data-conversion)?
  + What are the data conversion standards to be used, if any, for the successful completion of data conversion projects?
  + What are the guidelines for the process?
  + What would be the tentative duration of project?
  + How frequently would do you need to carry out the data conversion?
  + The cost of data conversion is one of the limiting factors for a data conversion project.

#### **Ensure Business Engagement:**

Sometimes, those in the business side of the organization do not understand the importance of data conversion. It is important to make them understand the importance of data conversion in data processing and management: about how the quality of data conversion can affect subsequent processes that makes use of this data. Data conversion is thus, a task critical from both business and technical perspectives.

#### **Implement Data Standards:**

Defining and implementing data quality standards helps to ensure consistency across the different databases. Consistently measure and track data quality and constantly check the effect on the business value. (hyperlink to article on data quality impact on business value).

#### **Data Profiling and Cleansing:**

Ensure that proper data profiling and data cleansing procedures are in place so that the original data is of high quality. This helps to smoothen out the subsequent data conversion procedures.

#### **Data Management and Data Governance:**

Following data conversion, ensure that the duplicate master data is eliminated, reducing the risk of incorrect transactions and unreliable reports. The project should satisfy all principles of data management and data governance.

But there are many challenges and principals involved in the conversion of file from one format to another:

* **Simple or Complex**: A conversion can be as simple as converting a text file from one-character encoding system to another (for e.g. converting a markdown file to html or converting a colored image to grayscale). It can also be as complex as conversion between different image formats, which requires deeper understanding of compression and encoding algorithms.
* **Seamless or processing involvement: A** conversion can be as seamless as upgrading a file to a newer version of a computer program (like converting a WordStar 2 file (ws2) to WordStar 3 (ws3)). Alternatively, a conversion can require processing by the use of a special conversion program.
* **Single or multiple stages**: A conversion could happen in a single stage or it may involve a complex process of going through intermediary stages.
* **Export/Import procedures:** A conversion may involve complex "exporting" and "importing" procedures.

**1.2. Problem Statement**

During the last two decades, the use of internet has been changing every domain of technology. It has also led to the tremendous development and implementation of software using web technologies from the last few years. There are lots of platform for converting file types online but has data privacy issue, and some software offline but has size limitation, platform requirements. Therefore, AIO: File Type Conversion is only one platform or PWA (Progressive Web App), which is small in size, work completely offline, and platform independent (only web browser required) to convert various file types to respective formats. There will be no usage of server other than first-time website launch in browser. This platform only uses open-source framework and library, and some self-created combinational algorithms to perform file type conversion.

**Objective**: Creating a secure and free platform for the file format conversion which supports document, audio, image conversion along with the added feature for the file compression.

**1.3. Purpose and Goals**

The main purpose of the project is to implement a platform (*aio.io*) for converting files from one format to another **without the use of any server.** Various image (png, jpeg, svg,gif), video(mp4,flv) , audio(mp3,ogg) and file formats (docx,pdf,odf,txt,html,etc) would be converted interoperability between the same file type

**Features**:

* **Completely offline**: Files are converted and stored on the user device only
* **Free to use**
* **Better Security**: No logs are created on the Website Server
* **Faster file conversions:** Since user’s device is being used to perform conversions, we get incredible speeds without compromising on efficiency
* **Small Application Size**

**Chapter 2**

**Litrature Survey**

**\*\*Some research paper abstract and publication\*\***

# **A General Methodology for Data Conversion and Restructuring**

Publisher: IEEE, Author: V.Y.Lum, N.C.Shu, B.C.Housel

**Published in:**[IBM Journal of Research and Development](https://ieeexplore.ieee.org/xpl/RecentIssue.jsp?punumber=5288520) ( Volume: 20 , [Issue: 5](https://ieeexplore.ieee.org/xpl/tocresult.jsp?isnumber=5391092) , Sep. 1976 )

**Abstract:**

This paper presents a methodology and a model for data conversion or translation. The model assumes that both source and target systems are available and that conversion interfaces may be required to interact between these systems and the conversion system. To achieve data conversion or translation using this approach, two languages are needed: 1) a language to describe the data structures, and 2) a language to specify the mapping between source and target data. This paper describes these two languages, DEFINE and CONVERT and gives numerous examples to show the capabilities of these languages and how they can be used in data conversion and restructuring. Both languages are high level and nonprocedural and have the power to deal with most situations encountered in data conversion processes. In addition, the paper also describes some of the facilities in the languages specifically designed for data checking in a data conversion process.

1. **A Comparative Study of Data Migration Techniques**

**Publisher**: Ajeet Ghodeswar , Trupti Shah , Amruta Mhatre , Santosh Dodamani

**Published** **in**: IOSR Journal of Engineering (IOSRJEN), Volume 9, PP 77-82

**Abstract**: Abstract: This Paper Gives the Overview of the Data Migration And Its Basic Concepts. The Need for the Data Migration In Terms Of Business Needs, Different Environments And The Criticality Of The Legacy Databases Are Discussed. The Data Migration Process Generally Carried Out In Three Steps: Plan, Migrate, And Validation. An Automated ETL (Extract-Transform-Load) Process/Tools Is Use To Move The Data From Source To Target Database. ETL Is The Process Of Data Cleaning, Transforming And Finally Loading It Into A New Target Database. Existing Methodologies Like Line Of Code, Sampling Techniques And MINUS Queries Are Briefly Discussed In The Paper. During The Process Of The Data Migration (DM), Too Much Data Is Extracted, Transformed, Structured, And Loaded (ETL) From Legacy/Source Database Into A Newer Structure That Is The Target Database. This Process Leads To Various Types Of Changes In Data, Known As Data Inconsistencies /Quality Issues

1. **Decoding and Conversion of TFD Logging Data Format Based on Java**

**Publisher:** Mingxing Liang \*, Peipei Zhang

**Published in**: International Conference on Logistics Engineering, Management and Computer Science (LEMCS 2015)

**Abstract:**Matrix logging system is widely used in coal-bed methane (CBM) reservoir. TFD is the extension of Matrix

output file which is a structured format comprised a mix of

ASCII and binary. WellCAD is the only logging software

which can be used because of the confidentiality format, so

that the processing and interpretation results of CBM

reservoir are less effective. This paper decodes the TFD

format and analyzes the storage pattern. Based on this, Java

programming language is used to develop a format

conversion program. The application can accurately convert

the TFD format data to LAS (Log ASCII Standard), which

can be loaded into the majority of well logging software

platform. Result shows that the description of DAT structure

and outcome of DAT file conversation are completely

accurate. With the help of those powerful software, the

efficiency of CBM well logging data processing and

interpretation will be extremely improved.

**Chapter 3**

**Real World Application**

**Real world examples for PKI**:

Authentication/validation (signing):

- Identity cards - a number of governments are requiring certs on ID cards as the physical card can be replicated - the cert cannot.

- Validating servers - the cert is signed by a trusted CA that you trust, so you validate you are talking to the correct server. If a site was being redirected, then they would not have the cert. This is for web servers and internal use, say for database replication - you want to make sure you are sending your SQL data to a legit box!

- Validating visitors - "client certificate authorization" is used to issue a cert from your PKI to your customers or employees when they access a resource, typically a web site. Passwords can be hacked - certs are much more difficult. Also, can use certs for VPN authentication.

- Workstation logon - here is one of your AD things - use a smartcard cert to logon instead of a password. Much more secure. From a low-level sense, it is also a straighter shot to Kerberos than password-based authentication, but I won't get into that.

- Document signing - proves that the document was unmodified and signed by the person who signed it. When using a certificate, the properly asserts the 'non-repudiation' bit it has legal significance just like a handwritten signature. Note that just having that bit set doesn't mean that your CA is supposed to allow it - if your PKI isn't independently audited it won't hold water in court. Yes, many lawmakers sign bills with their smart card.

- Email signing - shows the recipient that you actually sent that email and that it wasn't intercepted and modified. See above note about non-repudiation - applies here too.

- Machine authentication - domain controllers, workstations, networking devices, etc. can be authenticated to be allowed onto the network.

Use Case of SSO:

SSO is limited to authentication only. For this, all you're saying is that you can use whatever your FB/twitter credentials are for logging into your Liferay system (authentication is delegated to their systems, not handled by yours).

SSO was initially for enterprise users as the proliferation of logins/passwords they'd have in an office was a quick path to a security breach. Implementing an SSO solution like NTLM would have a user authenticate once and access any protected resources.

SSO for the web grew out of the same thing - one user trying to manage and maintain accounts across many different systems, which are also a quick path to a security breach. Here the SSO options allow you to use a third party credentialing system for authentication. You still have an account locally, but rely on the third party system for authentication. That way the user doesn't have to have separate accounts all over the place, they use their FB or twitter or one of the other SSO solutions.

**Chapter 4**

**Inferences from Literature**

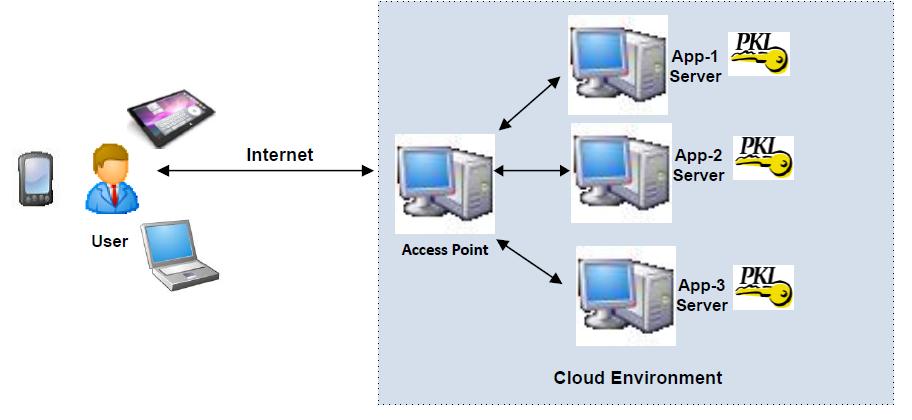
4.1 Overview of Cloud Architecture Model

This chapter describes the architecture of a cloud security system, which is designed for

delivering authentication and authorization services to cloud-based application service

providers. Those services are designed considering the solutions and security

standards outlined in the second chapter.



**Figure 4.1: Cloud Architecture Model**

Figure shows logical representation of a cloud environment: different applications

running on a cloud platform deliver different services to end-users through the Internet

End-users can be people or other business entities; however, regardless of the user type,

communication channel should be secure. As the picture shows, users interact with an access point entity through the Internet. Here, the access point is the logical representation of a cloud access point acting as an entry point to cloud-based services (practically, there is not only one access point, but application servers run behind different types of access points and proxy servers). As the communication is managed through message exchanges, there may be a need for message encryption, decryption, digital signature, etc., according to enterprise requirements and needs. This means that both communicating parties will need public-private key pairs to protect resources; and as different service providers (enterprise entities) may exist and run their applications within the same cloud environment, appropriate PKI system should be adopted for that

environment.

4.2. Security System Design Approach

As mentioned in the previous chapter, SOA implementations, such as Web Services, are

focused on the definition of services and delivery of those services in an interoperable manner between multi-domain environments. Practically, those services are software blocks that are capable to provide some functionality and business logic to service consumers through a service delivery model. In order to provide security solutions as services, there is a need to define an architecture consisting of entities that handle the security system functionality. Those system entities act as security service providers, which constitute secure environment for cloud-based systems. This research focuses on two types of security services: authentication and authorization. Both services are implemented using Web Service technology and interoperability is one of the main

features of the designed security system for delivering those services.

4.3 Authentication Techniques

In every secure communication system particularly in wide spread network such as cloud computing, authentication is a central part. It prevents shared information from unauthorized access. The management module for authentication, authorization and accounting is AAA. If a user tries to access cloud service provider, then the AAA verifies the user's authentication information. Additionally, authentication method assures that the communicating entity is the one claimed.



Figure 4.2 Authentication Methods in Cloud Computing

There are a number of authentication schemes which have been characterized into three types as:

a) Something a user knows − PIN based authentication scheme, username and password and Implicit Password Authentication System (IPAS)

b) Something a user has − smart cards or electronic tokens

c) Something a user is − biometric authentication [1].

These three are further categorized into six types discussed as under:

*A.* ***Username and Password Authentication***

In this technique of authentication, confidentiality and privacy can be maintained up to some level. In order to access the information in the CSP, the username and password are required to be entered by the user to the system. It is observed that this authentication technique fails in providing a higher and reliable security because it is tough to check whether the request is from the authorized user. Furthermore, most of the users choose very easy passwords for a machine to guess. Also, there is a possibility of the best password to get stolen by brute force and dictionary attacks. In cloud computing environment, the input constraints make it difficult for users to use complex passwords which lead to the usage of easy and short passwords. Moreover, users reuse their passwords for recognizing in many different servers which increases the risks to the security of user’s pooled information. Strong passwords help in making brute force attacks impracticable as well as help in avoiding the dictionary attacks. It is believed that the length of the password decides the security it delivers.

Various protocols have been presented that can allow a user to use a single password authentication to recognize in numerous services securely [5]. These protocols prevent users against dictionary attack, cross-site attack, malware and phishing. The main idea of these proposed protocols is that the user’s password remains secure even if the mobile device gets stolen.

*B.* ***Multifactor Authentication***

To make information more secure in cloud computing environment, a combination of authentication techniques needs to be used. This scheme is more secure because it does not just validate the username and password pair but also requires another factor e.g. biometric authentication. It is one of the stronger authentication techniques. Actually, the expectation of authenticity rises exponentially when additional factors are involved in the process of verification.

For cloud computing environment, a multifactor biometric authentication system was proposed that includes finger print and palm vein [6]. The aim is to handle the biometric data in a protected fashion by keeping the data of fingerprint in the central database of the cloud security server and the biometric data of palm vein in multi-component smart cards.

*C.* ***Mobile Trusted Module***

A set of conditions to store, measure, and report software and hardware integrity were introduced by Trusted Computing Group (TCG) through a hardware root-of-trust, that are the Mobile Trusted Module (MTM) and Trusted Platform Module (TPM). Unlike Trusted Platform Module (TPM) which is for PCs, MTM is a security aspect employed in mobile devices, [7]. The integrity and reliability of a mobile platform is ensured by the MTM [8].

Three main issues have been identified in the MTM with their promising solutions as well. The first issue is related to the requirement of balancing more or less distinct goals at the system-level designs. The second issue is the cryptographic algorithms that should be supported by MTM. The third issue is linked to the application of cryptographic primitives.

*D.* ***Single Sign On***

The SSO is a method of accessing the multiple independent software system in such a manner that when a user logs in a system, without being provoked to re-login in each application, gains the access to all the system [9]. This process supports the users to access numerous services and reduce the threat for the administrators to direct users practically. By preventing the user to remember many passwords, it helps to improve user efficiency and decreases the amount of time the user puts in typing numerous passwords to login.

*E.* ***Public Key Infrastructure***

Traditional authentication scheme is based on the secret key and mainly supports the placement of traditional asymmetric cryptographic algorithms, for example, RSA. To prove the identity of user, a private key is used. In the design of security protocols such as Secure Electronic Transaction (SET) and Secure Socket Layer (SSL/TLS), PKI has been used in order to be responsible for authentication. PKI mechanism has to ensure data integrity, data confidentiality, non-repudiation, strong authentication, as well as authorization. The security characteristics of cloud environment have been proposed that uses combination of SSO, Public Key Infrastructure, cryptography techniques, as well as LDAP, to guarantee the integrity, authentication and confidentiality of data and communications [10]. Thus, this model presented benefits of both single technologies and combination of them. PKI plays a key role in security and authentication of users in a distributed environment like that of mobile cloud computing, cloud computing and wireless sensor network.

*F.* ***Biometric Authentication***

It is the process of validating if a user is whom he is demanding to be. There are three important factors of information security that are supported by biometric authentication. These factors include identification, authentication and non-repudiation. It is derived from the Greek word bios meaning "life" and metron meaning “measure". Recognition of an individual’s behavioural and physiological attributes provides the basis for this authentication technique. Besides, it is a strong authentication technique by providing the biological proof of what we are and what we know [11].

Biometric authentication is classified into two types: behavioural and physiological.

• Behavioural biometric: It depends on the behaviour of the user. In this type of biometric authentication, signatures, keystrokes and voice prints are used.

• Physiological biometric: It is based on the physical characteristics of human. In this type of biometric authentication, hands, faces, iris, finger prints, palm-print and retina are used.

Palm-print is getting highly popular nowadays because this biometric modality is easy to capture and implement. It involves coarse lines which can be easily detected in the images that have been captured even by using low resolution camera. Moreover, it can be easily integrated into some already existing biometric recognition system because it does not require some special capture device. Thus it proves to be a perfect choice for implementation of multifactor authentication system.

4.4. Authorization System

As already mentioned earlier, different application services may be hosted in a cloud

environment and may use the same physical resources. However, each application service

is logically separated from others. Different types of system entities consume those

services; therefore, application service provider should manage a proper mechanism for

access control decisions. This means that various users, after being successfully

authenticated, should request and access those resources and services for which they are

authorized in a particular enterprise security domain. As the number of the services and

service consumers grow, management of access control mechanism becomes more

complex and expensive: each service provider needs to implement independent access

control mechanism by means of self-governing security policies and policy enforcement

points. Decoupling policies from application services and managing them independently

from application services results in a solution which is more effective for an authorization

system. Applications focus only on system functionality and business value. Having a

single security policy management point makes the entire authorization system more

flexible and secure, meaning that it can be administered, configured and protected

separately from application services. In this way, it is easy to configure and apply

common policies for every application service in a single security domain.

**Chapter 5**

**Requirements**

5.1 Hardware Requirements

* Computer System – Laptop, desktop, mobile device
* Web browser ­– Chrome, Firefox, Edge

5.2 Software Requirements

* Web Technologies – NodeJS, ReactJS, Cache Storage
* Other – Git, Github, VSCODE Editor, etc

Bit About Software Technologies Used:

* [Node.js](https://nodejs.org/en/) was initially built for Google Chrome, and later open-sourced by Google in 2008. It is built on Chrome’s V8 JavaScript engine. It’s designed to build scalable network applications, and can execute JavaScript code outside of a browser.Node.js works without an enclosing HTML page, instead using its own module system based on CommonJS, to put together multiple JavaScript files.
* [React](https://reactjs.org/).js was originally created by a software engineer at Facebook, and was later open-sourced. It is maintained by Facebook, as well as a community of development companies and individual developers.

The React library can be used for creating views rendered in HTML. React views are declarative. This means that developers don’t have to worry about managing the effects of changes in the view’s state (the object that determines how components behave) or changes in the data.

.

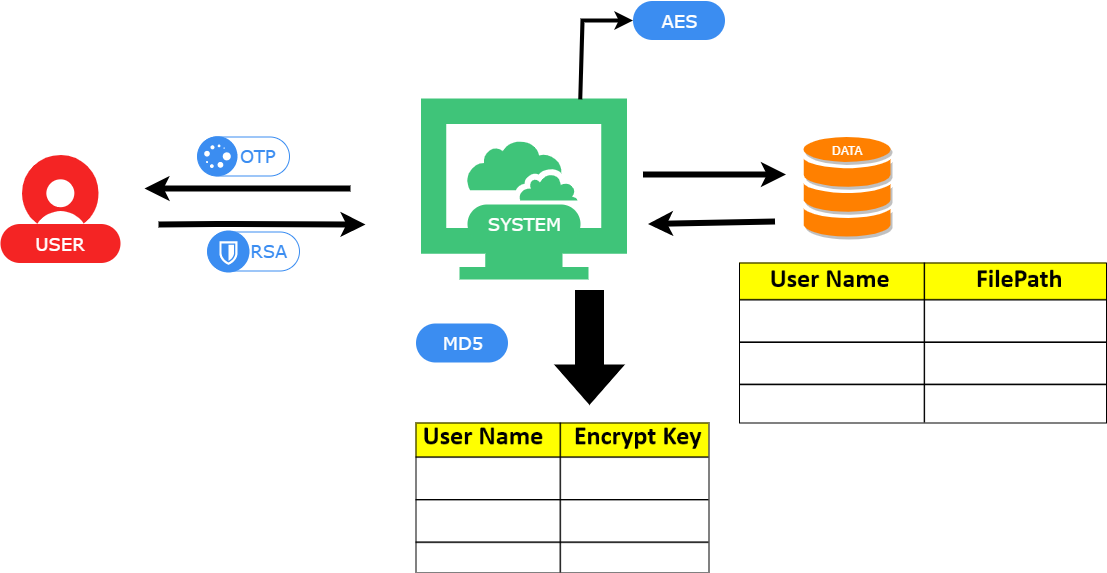
**Chapter 6**

**Problem Statement and solution**

6.1 Proposed work

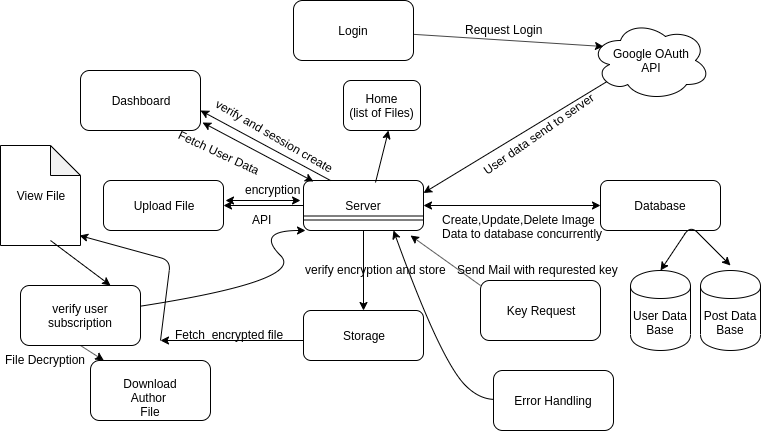
In our proposed model we have worked with the following security algorithms:

* DES algorithm for secured storage
* AES for Secured file encryption
* MD5 hashing for cover the tables from user
* One-time password/google oauth for authentication

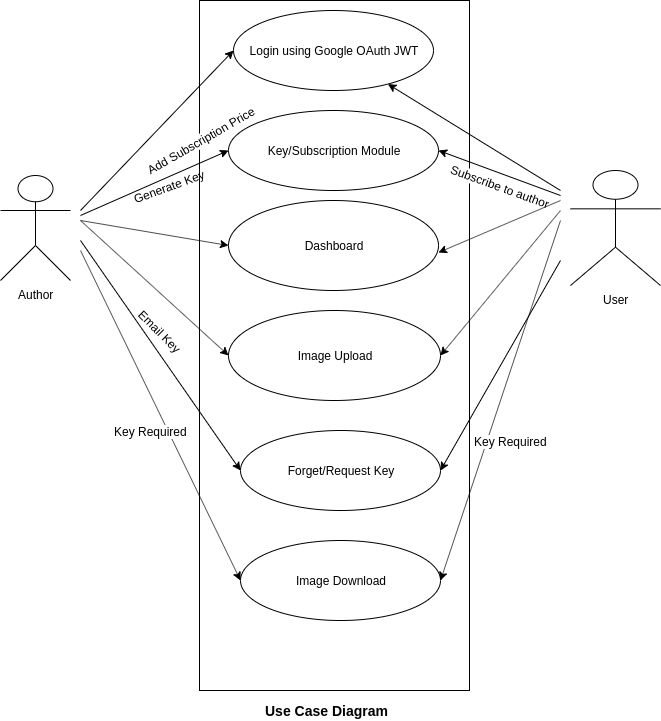


6.2 System Design and use case diagram

**Data Flow Diagram:**



**Use Case Diagram:**

****

Methodology

* DES for Secure Storage

The Data Encryption Standard (DES) is a symmetric-key block cipher published by the National Institute of Standards and Technology (NIST).

The block size is 64-bit. Though, key length is 64-bit, DES has an effective key length of 56 bits, since 8 of the 64 bits of the key are not used by the encryption algorithm (function as check bits only).

DES is a previously dominant algorithm for encryption, and was published as an official Federal Information Processing Standard (FIPS). DES is now considered to be insecure due to the small key size.

Triple DES applies DES three times to each block to increase the key size. The algorithm is believed to be secure in this form.

* AES for Data Security

The Advanced Encryption Standard, or AES, is a symmetric block cipher chosen by the U.S. government to protect classified information and is implemented in software and hardware throughout the world to encrypt sensitive data.

The National Institute of Standards and Technology (NIST) started development of AES in 1997 when it announced the need for a successor algorithm for the Data Encryption Standard (DES), which was starting to become vulnerable to brute-force attacks.

This new, advanced encryption algorithm would be unclassified and had to be "capable of protecting sensitive government information well into the next century," according to the NIST announcement of the process for development of an advanced encryption standard algorithm. It was intended to be easy to implement in hardware and software, as well as in restricted environments (for example, in a smart card) and offer good defences against various attack techniques.

* MD5 for Hash Table

The MD5 hashing algorithm is a one-way cryptographic function that accepts a message of any length as input and returns as output a fixed-length digest value to be used for authenticating the original message.

The MD5 hash function was originally designed for use as a secure cryptographic hash algorithm for authenticating digital signatures. MD5 has been deprecated for uses other than as a non-cryptographic checksum to verify data integrity and detect unintentional data corruption. Although originally designed as a cryptographic message authentication code algorithm for use on the internet, MD5 hashing is no longer considered reliable for use as a cryptographic checksum because researchers have demonstrated techniques capable of easily generating MD5 collisions on commercial off-the-shelf computers.

6.3 Implementation:

Complete Project Code: <https://github.com/MasterKN48/college_mini_project>

AES Algorithm Code:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

class Aes {

static cipher(input, w) {

const Nb = 4;

const Nr = w.length/Nb - 1;

let state = [ [], [], [], [] ];

for (let i=0; i<4\*Nb; i++) state[i%4][Math.floor(i/4)] = input[i];

state = Aes.addRoundKey(state, w, 0, Nb);

for (let round=1; round<Nr; round++) {

state = Aes.subBytes(state, Nb);

state = Aes.shiftRows(state, Nb);

state = Aes.mixColumns(state, Nb);

state = Aes.addRoundKey(state, w, round, Nb);

}

state = Aes.subBytes(state, Nb);

state = Aes.shiftRows(state, Nb);

state = Aes.addRoundKey(state, w, Nr, Nb);

const output = new Array(4\*Nb);

for (let i=0; i<4\*Nb; i++) output[i] = state[i%4][Math.floor(i/4)];

return output;

}

static keyExpansion(key) {

const Nb = 4;

const Nk = key.length/4;

const Nr = Nk + 6;

const w = new Array(Nb\*(Nr+1));

let temp = new Array(4);

for (let i=0; i<Nk; i++) {

const r = [ key[4\*i], key[4\*i+1], key[4\*i+2], key[4\*i+3] ];

w[i] = r;

}

for (let i=Nk; i<(Nb\*(Nr+1)); i++) {

w[i] = new Array(4);

for (let t=0; t<4; t++) temp[t] = w[i-1][t];

if (i % Nk == 0) {

temp = Aes.subWord(Aes.rotWord(temp));

for (let t=0; t<4; t++) temp[t] ^= Aes.rCon[i/Nk][t];

}

else if (Nk > 6 && i%Nk == 4) {

temp = Aes.subWord(temp);

}

for (let t=0; t<4; t++) w[i][t] = w[i-Nk][t] ^ temp[t];

}

return w;

}

static subBytes(s, Nb) {

for (let r=0; r<4; r++) {

for (let c=0; c<Nb; c++) s[r][c] = Aes.sBox[s[r][c]];

}

return s;

}

static shiftRows(s, Nb) {

const t = new Array(4);

for (let r=1; r<4; r++) {

for (let c=0; c<4; c++) t[c] = s[r][(c+r)%Nb];

for (let c=0; c<4; c++) s[r][c] = t[c];

}

return s;

}

static mixColumns(s, Nb) {

for (let c=0; c<Nb; c++) {

const a = new Array(Nb);

const b = new Array(Nb);

for (let r=0; r<4; r++) {

a[r] = s[r][c];

b[r] = s[r][c]&0x80 ? s[r][c]<<1 ^ 0x011b : s[r][c]<<1;

}

s[0][c] = b[0] ^ a[1] ^ b[1] ^ a[2] ^ a[3]; // {02}•a0 + {03}•a1 + a2 + a3

s[1][c] = a[0] ^ b[1] ^ a[2] ^ b[2] ^ a[3]; // a0 • {02}•a1 + {03}•a2 + a3

s[2][c] = a[0] ^ a[1] ^ b[2] ^ a[3] ^ b[3]; // a0 + a1 + {02}•a2 + {03}•a3

s[3][c] = a[0] ^ b[0] ^ a[1] ^ a[2] ^ b[3]; // {03}•a0 + a1 + a2 + {02}•a3

}

return s;

}

static addRoundKey(state, w, rnd, Nb) {

for (let r=0; r<4; r++) {

for (let c=0; c<Nb; c++) state[r][c] ^= w[rnd\*4+c][r];

}

return state;

}

static subWord(w) {

for (let i=0; i<4; i++) w[i] = Aes.sBox[w[i]];

return w;

}

static rotWord(w) {

const tmp = w[0];

for (let i=0; i<3; i++) w[i] = w[i+1];

w[3] = tmp;

return w;

}

}

Aes.sBox = [

0x63, 0x7c, 0x77, 0x7b, 0xf2, 0x6b, 0x6f, 0xc5, 0x30, 0x01, 0x67, 0x2b, 0xfe, 0xd7, 0xab, 0x76,

0xca, 0x82, 0xc9, 0x7d, 0xfa, 0x59, 0x47, 0xf0, 0xad, 0xd4, 0xa2, 0xaf, 0x9c, 0xa4, 0x72, 0xc0,

0xb7, 0xfd, 0x93, 0x26, 0x36, 0x3f, 0xf7, 0xcc, 0x34, 0xa5, 0xe5, 0xf1, 0x71, 0xd8, 0x31, 0x15,

0x04, 0xc7, 0x23, 0xc3, 0x18, 0x96, 0x05, 0x9a, 0x07, 0x12, 0x80, 0xe2, 0xeb, 0x27, 0xb2, 0x75,

0x09, 0x83, 0x2c, 0x1a, 0x1b, 0x6e, 0x5a, 0xa0, 0x52, 0x3b, 0xd6, 0xb3, 0x29, 0xe3, 0x2f, 0x84,

0x53, 0xd1, 0x00, 0xed, 0x20, 0xfc, 0xb1, 0x5b, 0x6a, 0xcb, 0xbe, 0x39, 0x4a, 0x4c, 0x58, 0xcf,

0xd0, 0xef, 0xaa, 0xfb, 0x43, 0x4d, 0x33, 0x85, 0x45, 0xf9, 0x02, 0x7f, 0x50, 0x3c, 0x9f, 0xa8,

0x51, 0xa3, 0x40, 0x8f, 0x92, 0x9d, 0x38, 0xf5, 0xbc, 0xb6, 0xda, 0x21, 0x10, 0xff, 0xf3, 0xd2,

0xcd, 0x0c, 0x13, 0xec, 0x5f, 0x97, 0x44, 0x17, 0xc4, 0xa7, 0x7e, 0x3d, 0x64, 0x5d, 0x19, 0x73,

0x60, 0x81, 0x4f, 0xdc, 0x22, 0x2a, 0x90, 0x88, 0x46, 0xee, 0xb8, 0x14, 0xde, 0x5e, 0x0b, 0xdb,

0xe0, 0x32, 0x3a, 0x0a, 0x49, 0x06, 0x24, 0x5c, 0xc2, 0xd3, 0xac, 0x62, 0x91, 0x95, 0xe4, 0x79,

0xe7, 0xc8, 0x37, 0x6d, 0x8d, 0xd5, 0x4e, 0xa9, 0x6c, 0x56, 0xf4, 0xea, 0x65, 0x7a, 0xae, 0x08,

0xba, 0x78, 0x25, 0x2e, 0x1c, 0xa6, 0xb4, 0xc6, 0xe8, 0xdd, 0x74, 0x1f, 0x4b, 0xbd, 0x8b, 0x8a,

0x70, 0x3e, 0xb5, 0x66, 0x48, 0x03, 0xf6, 0x0e, 0x61, 0x35, 0x57, 0xb9, 0x86, 0xc1, 0x1d, 0x9e,

0xe1, 0xf8, 0x98, 0x11, 0x69, 0xd9, 0x8e, 0x94, 0x9b, 0x1e, 0x87, 0xe9, 0xce, 0x55, 0x28, 0xdf,

0x8c, 0xa1, 0x89, 0x0d, 0xbf, 0xe6, 0x42, 0x68, 0x41, 0x99, 0x2d, 0x0f, 0xb0, 0x54, 0xbb, 0x16,

];

Aes.rCon = [

[ 0x00, 0x00, 0x00, 0x00 ],

[ 0x01, 0x00, 0x00, 0x00 ],

[ 0x02, 0x00, 0x00, 0x00 ],

[ 0x04, 0x00, 0x00, 0x00 ],

[ 0x08, 0x00, 0x00, 0x00 ],

[ 0x10, 0x00, 0x00, 0x00 ],

[ 0x20, 0x00, 0x00, 0x00 ],

[ 0x40, 0x00, 0x00, 0x00 ],

[ 0x80, 0x00, 0x00, 0x00 ],

[ 0x1b, 0x00, 0x00, 0x00 ],

[ 0x36, 0x00, 0x00, 0x00 ],

];

}

export default Aes;

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

DES Algorithm Code:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

const

PC1 = [

57, 49, 41, 33, 25, 17, 9,

1, 58, 50, 42, 34, 26, 18,

10, 2, 59, 51, 43, 35, 27,

19, 11, 3, 60, 52, 44, 36,

63, 55, 47, 39, 31, 23, 15,

7, 62, 54, 46, 38, 30, 22,

14, 6, 61, 53, 45, 37, 29,

21, 13, 5, 28, 20, 12, 4

],

PC2 = [

14, 17, 11, 24, 1, 5,

3, 28, 15, 6, 21, 10,

23, 19, 12, 4, 26, 8,

16, 7, 27, 20, 13, 2,

41, 52, 31, 37, 47, 55,

30, 40, 51, 45, 33, 48,

44, 49, 39, 56, 34, 53,

46, 42, 50, 36, 29, 32

],

IP = [

58, 50, 42, 34, 26, 18, 10, 2,

60, 52, 44, 36, 28, 20, 12, 4,

62, 54, 46, 38, 30, 22, 14, 6,

64, 56, 48, 40, 32, 24, 16, 8,

57, 49, 41, 33, 25, 17, 9, 1,

59, 51, 43, 35, 27, 19, 11, 3,

61, 53, 45, 37, 29, 21, 13, 5,

63, 55, 47, 39, 31, 23, 15, 7

],

E = [

32, 1, 2, 3, 4, 5,

4, 5, 6, 7, 8, 9,

8, 9, 10, 11, 12, 13,

12, 13, 14, 15, 16, 17,

16, 17, 18, 19, 20, 21,

20, 21, 22, 23, 24, 25,

24, 25, 26, 27, 28, 29,

28, 29, 30, 31, 32, 1

],

S = [

[

14, 4, 13, 1, 2, 15, 11, 8, 3, 10, 6, 12, 5, 9, 0, 7,

0, 15, 7, 4, 14, 2, 13, 1, 10, 6, 12, 11, 9, 5, 3, 8,

4, 1, 14, 8, 13, 6, 2, 11, 15, 12, 9, 7, 3, 10, 5, 0,

15, 12, 8, 2, 4, 9, 1, 7, 5, 11, 3, 14, 10, 0, 6, 13

],

[

15, 1, 8, 14, 6, 11, 3, 4, 9, 7, 2, 13, 12, 0, 5, 10,

3, 13, 4, 7, 15, 2, 8, 14, 12, 0, 1, 10, 6, 9, 11, 5,

0, 14, 7, 11, 10, 4, 13, 1, 5, 8, 12, 6, 9, 3, 2, 15,

13, 8, 10, 1, 3, 15, 4, 2, 11, 6, 7, 12, 0, 5, 14, 9

],

[

10, 0, 9, 14, 6, 3, 15, 5, 1, 13, 12, 7, 11, 4, 2, 8,

13, 7, 0, 9, 3, 4, 6, 10, 2, 8, 5, 14, 12, 11, 15, 1,

13, 6, 4, 9, 8, 15, 3, 0, 11, 1, 2, 12, 5, 10, 14, 7,

1, 10, 13, 0, 6, 9, 8, 7, 4, 15, 14, 3, 11, 5, 2, 12

],

[

7, 13, 14, 3, 0, 6, 9, 10, 1, 2, 8, 5, 11, 12, 4, 15,

13, 8, 11, 5, 6, 15, 0, 3, 4, 7, 2, 12, 1, 10, 14, 9,

10, 6, 9, 0, 12, 11, 7, 13, 15, 1, 3, 14, 5, 2, 8, 4,

3, 15, 0, 6, 10, 1, 13, 8, 9, 4, 5, 11, 12, 7, 2, 14

],

[

2, 12, 4, 1, 7, 10, 11, 6, 8, 5, 3, 15, 13, 0, 14, 9,

14, 11, 2, 12, 4, 7, 13, 1, 5, 0, 15, 10, 3, 9, 8, 6,

4, 2, 1, 11, 10, 13, 7, 8, 15, 9, 12, 5, 6, 3, 0, 14,

11, 8, 12, 7, 1, 14, 2, 13, 6, 15, 0, 9, 10, 4, 5, 3

],

[

12, 1, 10, 15, 9, 2, 6, 8, 0, 13, 3, 4, 14, 7, 5, 11,

10, 15, 4, 2, 7, 12, 9, 5, 6, 1, 13, 14, 0, 11, 3, 8,

9, 14, 15, 5, 2, 8, 12, 3, 7, 0, 4, 10, 1, 13, 11, 6,

4, 3, 2, 12, 9, 5, 15, 10, 11, 14, 1, 7, 6, 0, 8, 13

],

[

4, 11, 2, 14, 15, 0, 8, 13, 3, 12, 9, 7, 5, 10, 6, 1,

13, 0, 11, 7, 4, 9, 1, 10, 14, 3, 5, 12, 2, 15, 8, 6,

1, 4, 11, 13, 12, 3, 7, 14, 10, 15, 6, 8, 0, 5, 9, 2,

6, 11, 13, 8, 1, 4, 10, 7, 9, 5, 0, 15, 14, 2, 3, 12

],

[

13, 2, 8, 4, 6, 15, 11, 1, 10, 9, 3, 14, 5, 0, 12, 7,

1, 15, 13, 8, 10, 3, 7, 4, 12, 5, 6, 11, 0, 14, 9, 2,

7, 11, 4, 1, 9, 12, 14, 2, 0, 6, 10, 13, 15, 3, 5, 8,

2, 1, 14, 7, 4, 10, 8, 13, 15, 12, 9, 0, 3, 5, 6, 11

]

],

P = [

16, 7, 20, 21,

29, 12, 28, 17,

1, 15, 23, 26,

5, 18, 31, 10,

2, 8, 24, 14,

32, 27, 3, 9,

19, 13, 30, 6,

22, 11, 4, 25

],

FINAL\_IP = [

40, 8, 48, 16, 56, 24, 64, 32,

39, 7, 47, 15, 55, 23, 63, 31,

38, 6, 46, 14, 54, 22, 62, 30,

37, 5, 45, 13, 53, 21, 61, 29,

36, 4, 44, 12, 52, 20, 60, 28,

35, 3, 43, 11, 51, 19, 59, 27,

34, 2, 42, 10, 50, 18, 58, 26,

33, 1, 41, 9, 49, 17, 57, 25

],

NUM\_OF\_LEFT\_SHIFTS = [1, 1, 2, 2, 2, 2, 2, 2, 1, 2, 2, 2, 2, 2, 2, 1];

const chunkString = (str, len) => str.match(new RegExp('.{1,' + len + '}', 'g'));

const hexToBin = (hex) => ("00000000" + (parseInt(hex, 16)).toString(2)).substr(-8);

const decToBin = (dec) => ("0000" + (parseInt(dec, 10)).toString(2)).substr(-4);

const binToHex = (bin) => parseInt(bin, 2).toString(16);

const bin = key => chunkString(key, 2).map(hex => hexToBin(hex)).join("");

const shiftString = (str, shift) => str.slice(shift, str.length) + str.slice(0, shift);

const keySchedule = (key) => {

let subkeys = [];

let perm = PC1.map(index => key[index - 1]).join("");

let C0 = perm.substr(0, perm.length / 2);

let D0 = perm.substr(perm.length / 2);

let prevC0 = C0, prevD0 = D0;

NUM\_OF\_LEFT\_SHIFTS.forEach((shift, i) => {

C0 = shiftString(prevC0, shift);

D0 = shiftString(prevD0, shift);

prevC0 = C0;

prevD0 = D0;

let pair = C0 + D0;

subkeys.push(PC2.map(index => pair[index - 1]).join(""));

});

return subkeys;

};

const expandBlock = block => E.map(index => block[index - 1]).join("");

const stringXOR = (str1, str2, len) => {

let xor = Array(len);

for (let i = 0; i < len; i++) {

xor[i] = (str1[i] === str2[i] ? 0 : 1);

}

return xor.join("");

}

const sBoxOutput = bits => {

return chunkString(bits, 6).map((group, sBox) => {

let row = parseInt(group[0] + group[5], 2);

let col = parseInt(group.slice(1, 5), 2);

return decToBin(S[sBox][16 \* row + col]);

}).join("");

};

const des = (msg, key, subkeys) => {

let perm = IP.map(index => msg[index - 1]).join(""); // init permute (IP)

let L0 = perm.substr(0, perm.length / 2);

let R0 = perm.substr(perm.length / 2);

let prevL0 = L0, prevR0 = R0;

for (let i = 0; i < 16; i++) {

L0 = prevR0;

let sBoxOut = sBoxOutput(stringXOR(subkeys[i], expandBlock(R0), 48));

let finalPerm = P.map(index => sBoxOut[index - 1]).join("");

R0 = stringXOR(prevL0, finalPerm, 32);

prevL0 = L0;

prevR0 = R0;

}

let pair = R0 + L0;

let enc = FINAL\_IP.map(index => pair[index - 1]).join("");

return chunkString(enc, 4).map(binToHex).join("").toUpperCase();

}

// sample example

const encode = (msg, key) => des(msg, key, keySchedule(key));

const decode = (msg, key) => des(msg, key, keySchedule(key).reverse());

let key = bin("133457799BBCDFF1"); // hex

let msg = bin("0123456789ABCDEF"); // hex

let enc = encode(msg, key);

console.log(enc); // => 85E813540F0AB405

console.log(decode(bin(enc), key)); // => 0123456789ABCDEF

let key2 = bin("0DAE3BF4ECCAD161");

let tripleEnc = encode(msg, key);

tripleEnc = decode(bin(tripleEnc), key2);

tripleEnc = encode(bin(tripleEnc), key);

console.log(tripleEnc); // => DDF3FFA6F0FC22DC

let tripleDec = decode(bin(tripleEnc), key);

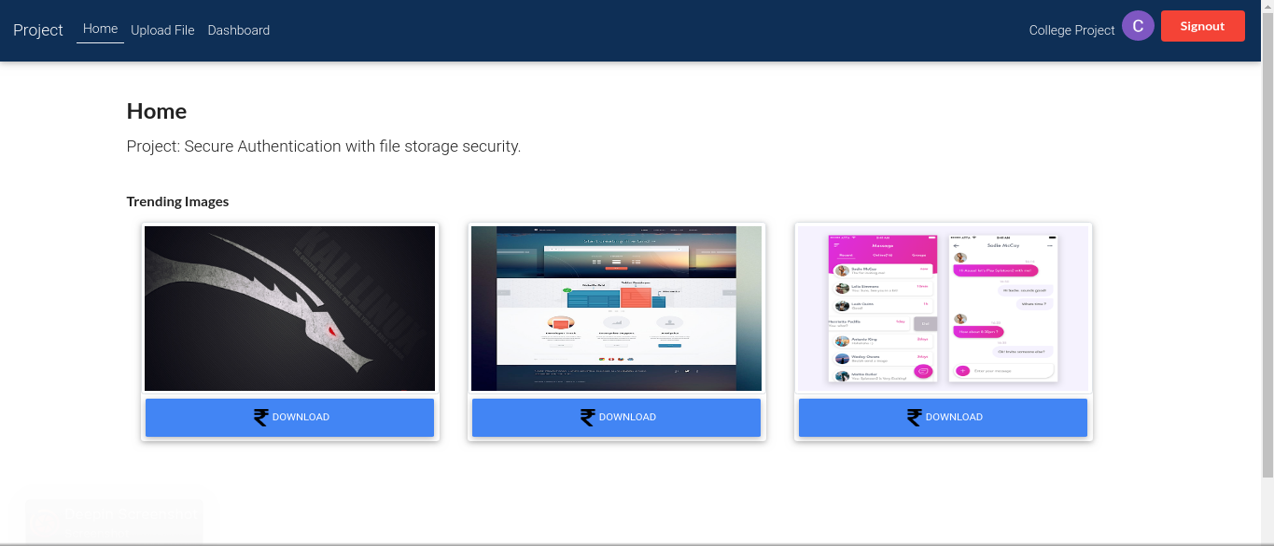
tripleDec = encode(bin(tripleDec), key2);

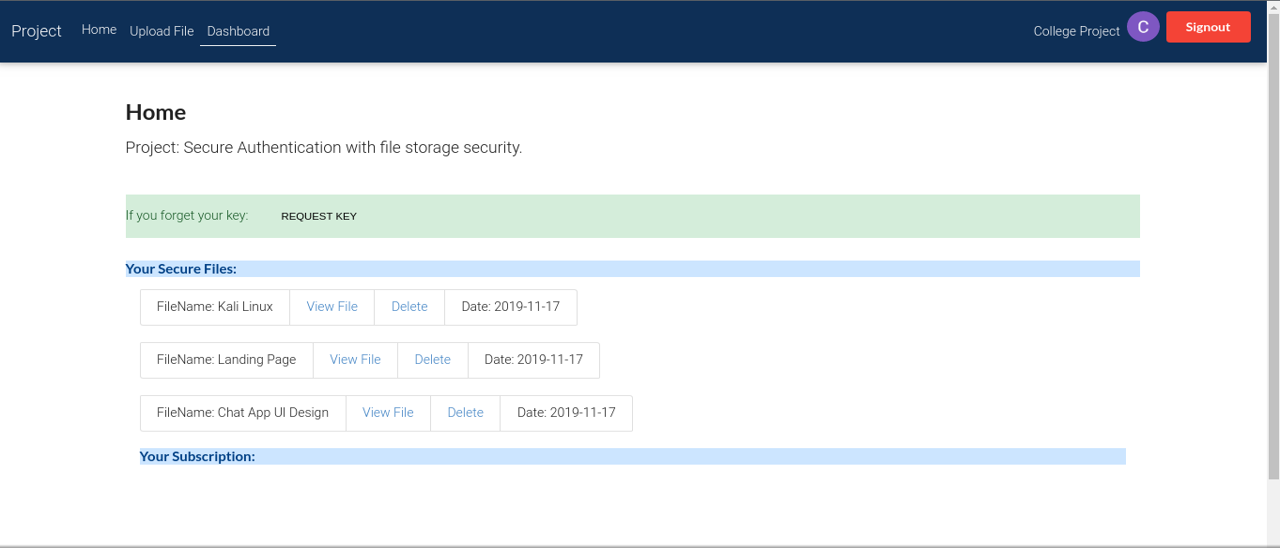
tripleDec = decode(bin(tripleDec), key);

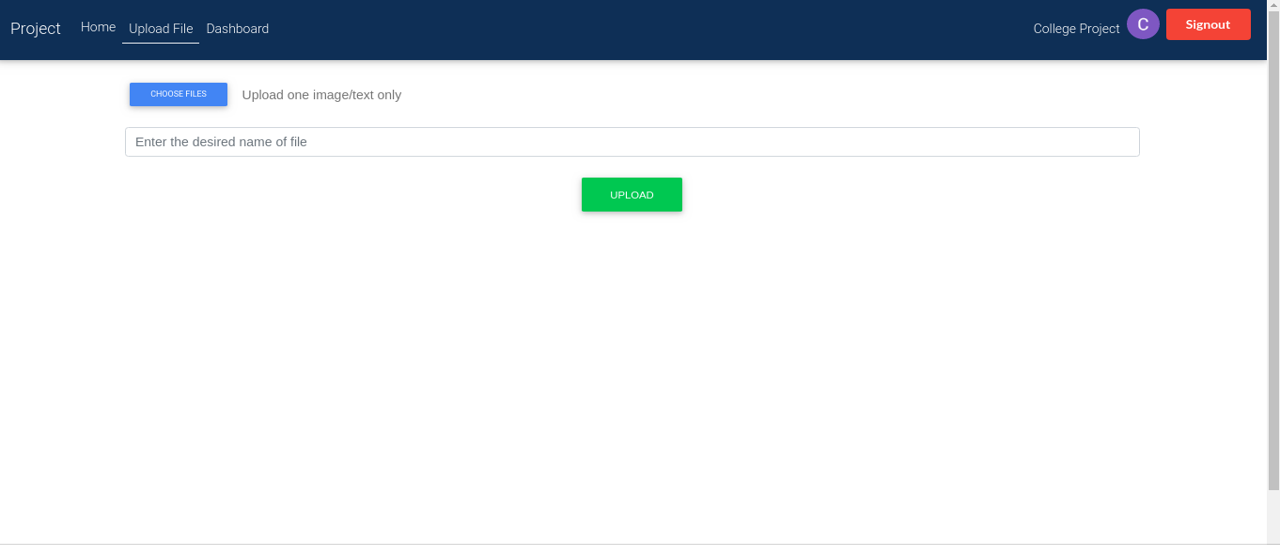
console.log(tripleDec);

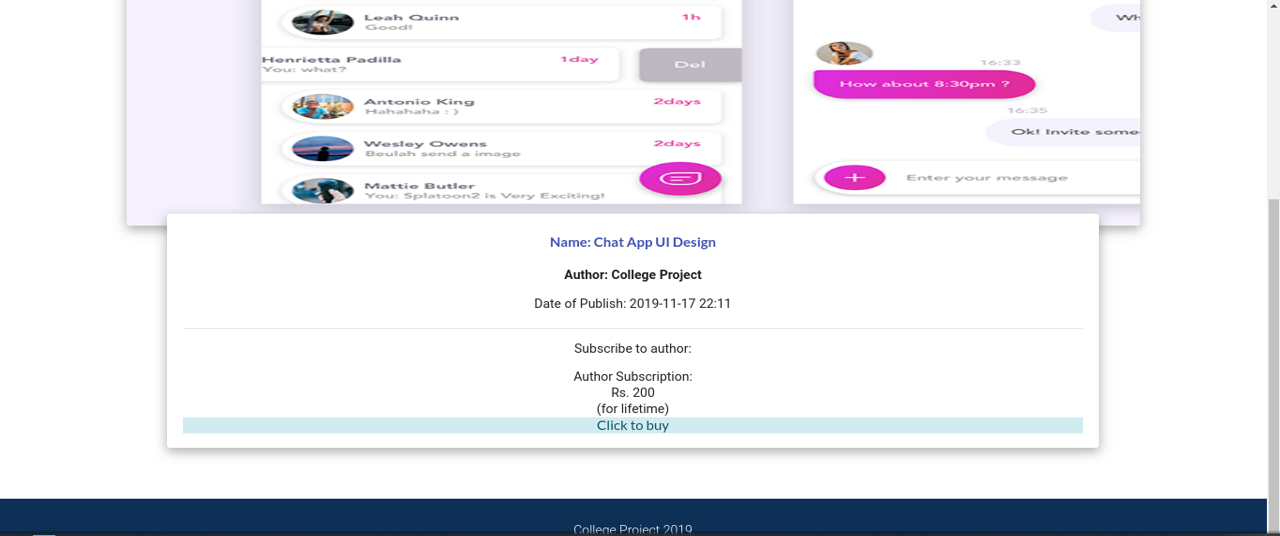
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

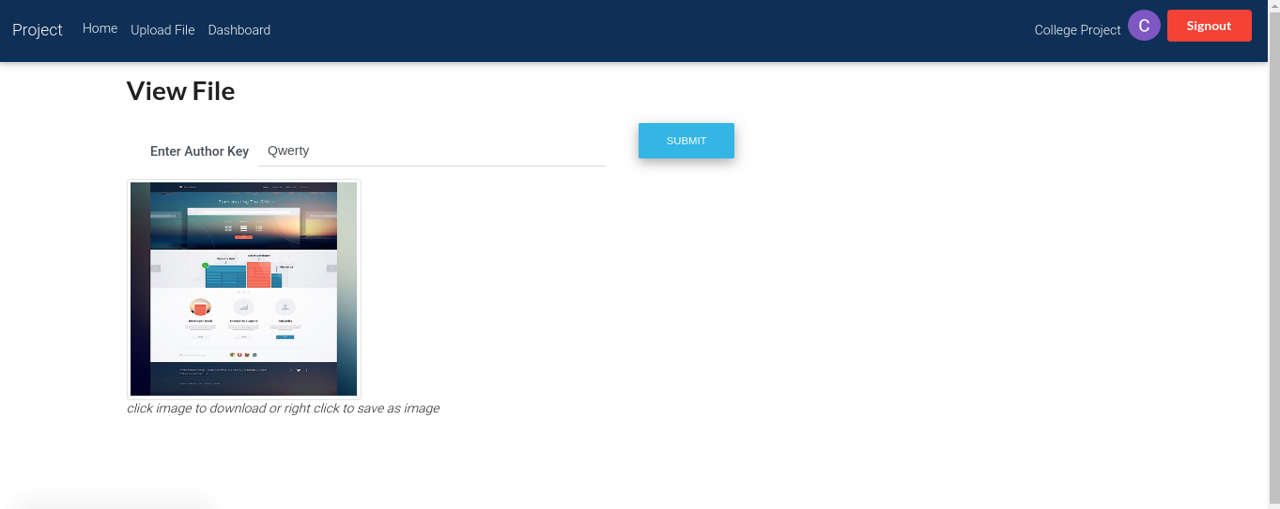
6.4 Sample/Screenshot:











6.5 Performance Metrics

**Web Service Security and Integration Advantages**

Both SSO and authorization services are designed using Web Service technology. As

mentioned in the first chapter, cloud computing platform is completely service-oriented

and is accessed through high level Web API. That is why the integration of these security

services within a cloud environment does not cause technology incompatibility issues.

Moreover, it can effectively be deployed and exploited through utilizing all the benefits

of service-oriented architecture.

Here are the main Web Service advantages that the proposed cloud security system

obtains from the service-oriented architectural design:

1. **Loosely coupling** – the security services are self-encapsulated software modules

which deliver service functionalities through standard Internet communication

protocols. Their implementation details are hided from service requesters, thus

any internal system modification will not affect the requester side. Besides, the

underlying system complexity does not impede other systems to consume those

services, because they are accessible only through high level interface.

2. **Standardized protocols** – Web Service protocol stack comprises four layers:

service transport layer, XML messaging layer, service description layer, and

service discovery layer. This gives the possibility to choose from broad collection

of well-defined standard protocols for particular system implantation.

3. **Interoperability** – the most significant advantage that the security system

benefits from the Web Service technology is interoperability. The system delivers

its services through public network, such as Internet, in an interoperable manner

independent of its implementation platform. Platform-independent service

provider and requester communicate with each other without any obstacles.

4. **Usability** – Web Service are used by client applications. Regardless what tools

and programming languages are used for its implementation, the client application

connects to the service end-point and makes service calls on that endpoint. The

communication takes place by means of serialized request-response messages

using standard data formats, like XML.

5. **Deploy ability** – security services are deployed over standard Internet

technologies on application servers and all incoming and outgoing messages can

easily pass through firewalls, using SSL over HTTP channel security mechanism.

Web Service technology facilitates managing security solutions for our system through

different built-in security mechanisms provided by Web Services Security protocol. All

these advantages make the system less costly to implement and deploy.

The only disadvantage that the Web Service technology may cause to the security system

is the stateless interaction between the service requester and provider. That is why

additional mechanisms may be required in order to keep track of service requests.

**Evaluation of System Security**

Security evaluation is based on the attack-oriented threat model. Threat model gives a

formal approach to order potential security issues that makes the system security

evaluation easy to understand. The proposed security system is analysed for possible

security threats, considering security considerations for both authentication and

authorization systems, highlighted in Chapter 3. There are five defined possible attacks

for both services: replay attacks, message information disclosure (confidentiality),

message modification, impersonation, and repudiation. Table 1 shows whether both

services are protected against those security threats. Replay attacks can be prevented

using randomly generated session IDs (assertion IDs) in messages for both services.

Message confidentiality is also protected for both services: in case of authentication

service, messages are transmitted over a secure channel, such as SSL/TLS and in case of

authorization service, messages can be encrypted using XML encryption standard.

Message modification and repudiation are prevented using XML digital signature

standard for both services. Impersonation attack is also prevented for both services using

XML digital signature standard, as it can also provide information that the message is

originated from intended entity.

Table 1: System Security Evaluation

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Security Services** | **Security Threats** | | | | |
| ***Replay Attacks*** | ***Message Information Disclosure*** | ***Message Modification (Tampering)*** | ***Impersonation*** | ***Repudiation*** |
| ***Authentication*** | **+** | **+** | **+** | **+** | **+** |
| ***Authorization*** | **+** | **+** | **+** | **+** | **+** |

**Chapter 7**

**Proposed Time bound progress**

7.1 Progress Sheet

**Proposed Project Activity Chart\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

|  |  |  |  |
| --- | --- | --- | --- |
| **S.No.** | **Activity to be Done** | **Date(From)**  **DD-MM-YYYY** | **Date( to)**  **DD-MM-YYYY** |
| 1. | Project title selection |  |  |
| 2. | feasibility study |  |  |
| 3. | Literature survey |  |  |
| 4. | problem statement |  |  |
| 5. | requirement elicitation |  |  |
| 6. | Solution approach |  |  |
| 7. | Designing solution |  |  |
| 8. | Hardware/tool implementation |  |  |

**Chapter 8**

**Conclusion and Future Work**

7.1. Conclusions

Implementations of cloud security solutions under the concept of Security as a Service

are in their awaking phase. This research has proposed a cloud security system based on

that concept and made contributions in the area of authentication and authorization

services for a cloud environment. The problem has been solved and the goals have been

achieved.

Through this project, we have proposed a newer security structure for cloud computing environment which includes AES, DES file encryption system, Onetime password to authenticate users and MD5 hashing for hiding information. Centralization and sharing of those identity services in a separate security infrastructure This model ensures security for whole cloud computing structure. The authorization service is implemented using Web Service technology and access control administration is implemented with simplified functionality as a user-friendly web-based application.

In our proposed system, an intruder cannot easily get information and upload the files because he needs to take control over all the servers, which is quite difficult.

7.2. Future Work

In this research a cloud security system has been designed for managing authentication

and authorization services applying quite new cloud service paradigm, such as Security

as a Service. As such, there is a need to do more comprehensive observations and

activities within this area and here are some of them:

* In our proposed model we have used RSA encryption system which is deterministic. For this reason, it becomes fragile in long run process. But the other algorithms make the model highly secured.
* In future we want to work with ensuring secure communication system between users and system, user to user.
* We also want to work with encryption algorithms to find out more light and secure encryption system for secured file information preserving system.
* Centralization of the identity services for a cloud environment represents another

two issues: single point of failure and single target of attack. Therefore, there is a

need to conduct extra work related to data replication and protection for solving

those mentioned problems.

* The proposed system supports delivery of only two identity services. Therefore,

more identity service features can be added, such as single log out, session

refreshment, etc.

System performance should be evaluated in a scalable environment in order to

measure how responsive it is in case of large amount of service requests. This will

also show how resistant the system is against denial of service attacks.

The prototype implementation has some limitations: user can be assigned only

one role at a time, there is no policy set concept applied for this system, and there

is no separately implemented Policy Information Point service. Therefore, more

features can be added to the prototype authorization system. Besides, a prototype

of authentication system can be implemented according to the designed system.

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