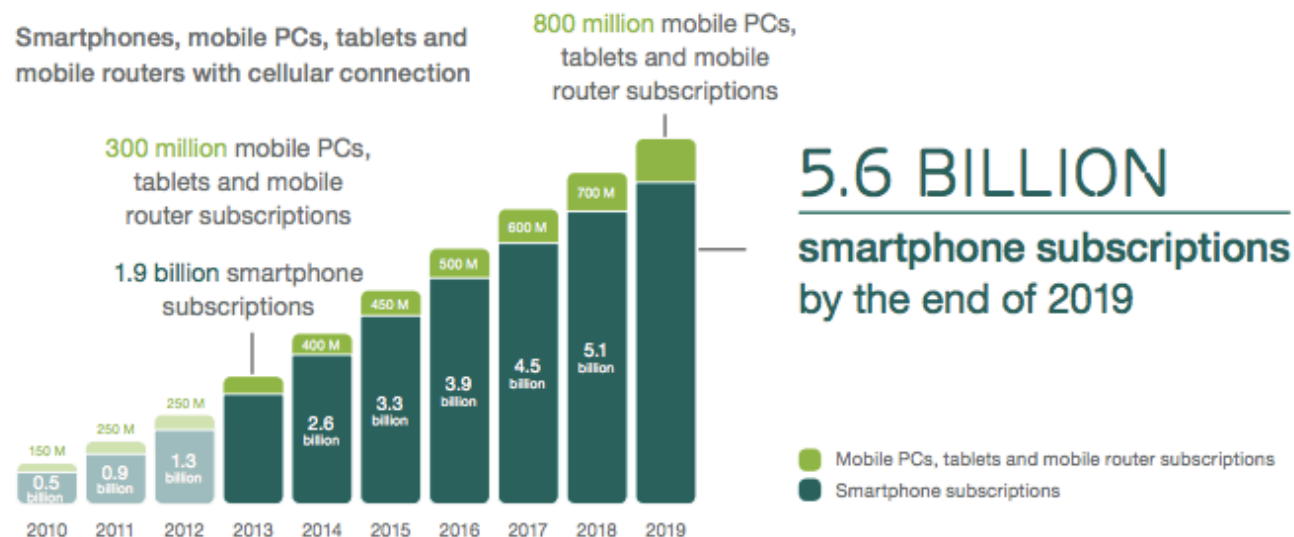


# Introduction

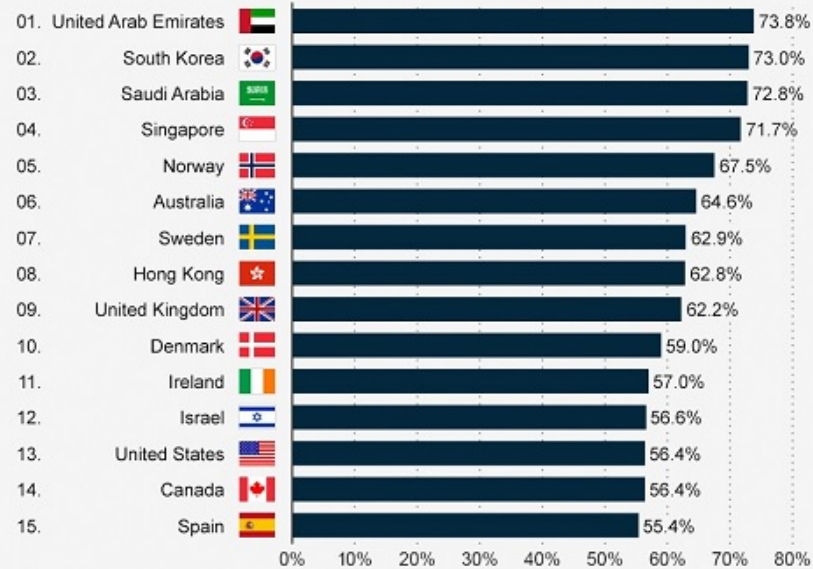
## Mobile Phone Users are rapidly switching over to Smartphones



# Introduction

## The United States Ranks 13th in Smartphone Penetration

Top 15 countries with the highest smartphone penetration in Q1 2013



\* sample sizes were 1,000 for all countries except Ireland at 900 and Saudi Arabia and UAE at 500

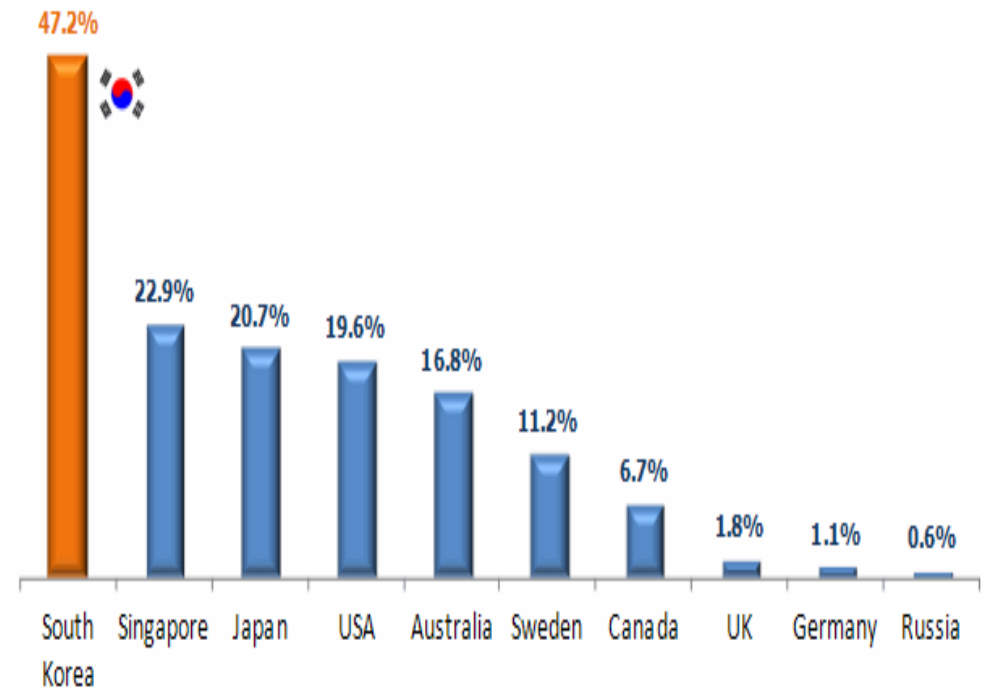
statista  
The Statistics Portal

Mashable

Source: Our Mobile Planet by Google

## Global mobile 4G (LTE) penetration in Q2 2013

source: Informa



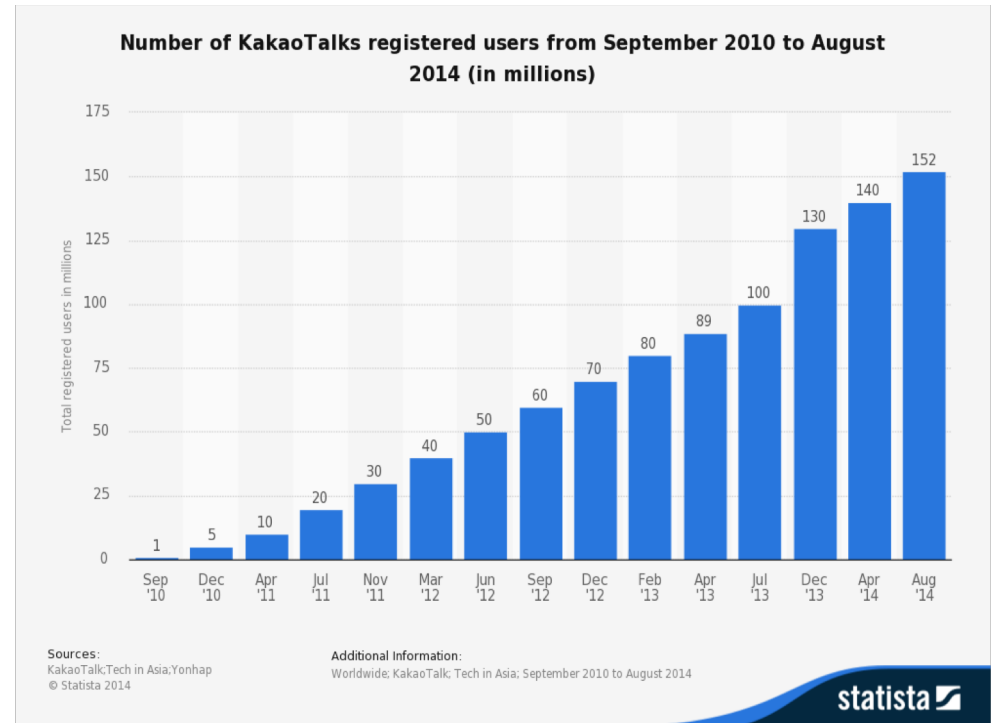
# Motivation

- Instant Message Application User Growth by using smartphone
- Some people buy smartphone to use Instant Message Application



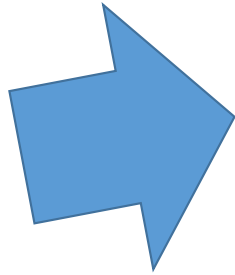
# Motivation

- A couple of months ago, Instant Message Application Security Issue in Korea
- No secure algorithm
- Monitor
- Eavesdrop?



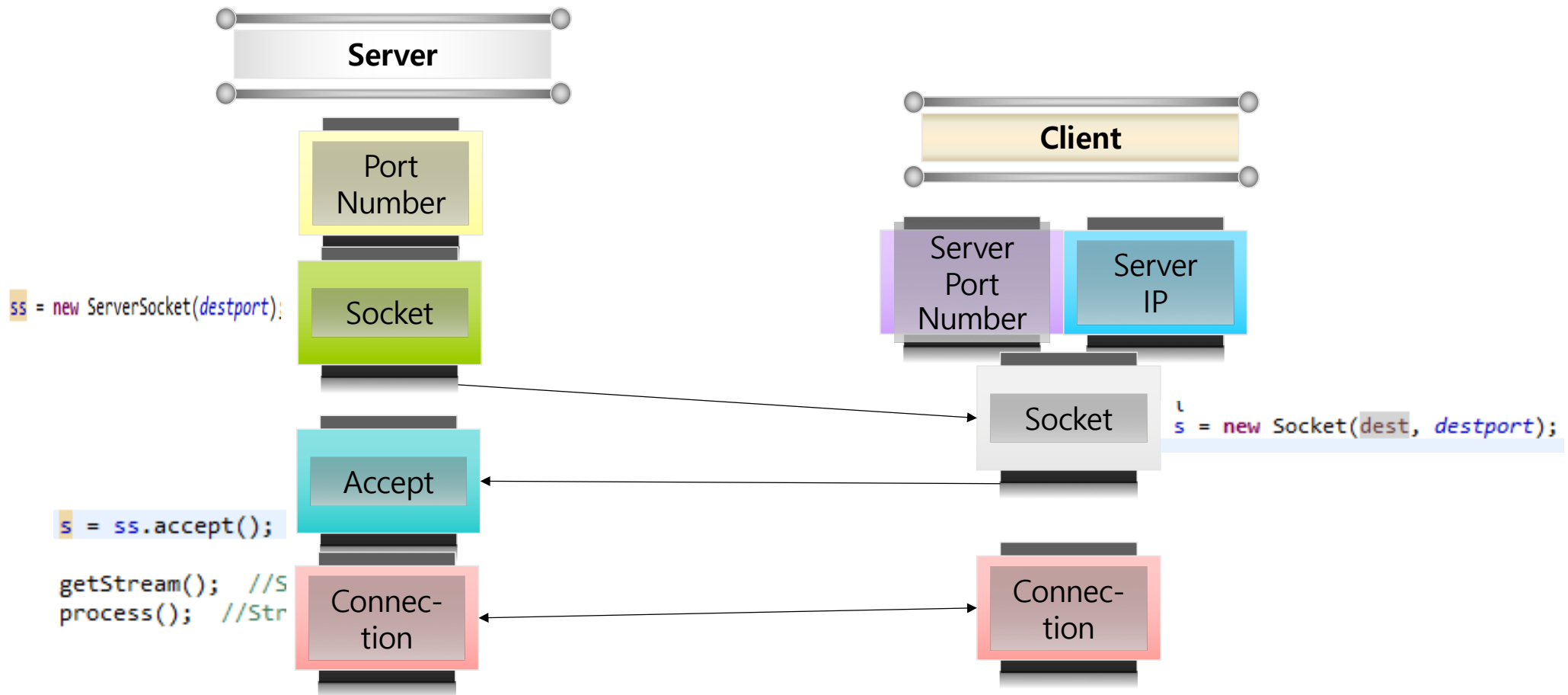
# Purpose

- Messenger program using RSA algorithm



- Messenger program using AES
- Because Key Exchange issue

# Socket Programming



# Secure Algorithm

## AES

- Encrypt message
- Decrypt message

```
raw1 = skey.getEncoded(); // Make Key
deskey = new SecretKeySpec(raw1, "AES");

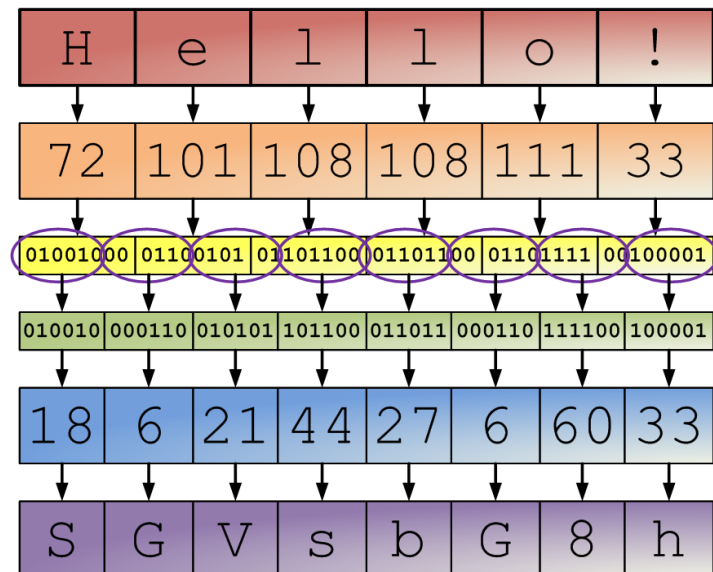
c = Cipher.getInstance("AES");
c.init(Cipher.ENCRYPT_MODE, deskey);

byte [] cipheroutput = message.getBytes();
byte [] ciphermessage = c.doFinal(cipheroutput);
```

```
String ciphertext = Base64.encode(ciphermessage);
String encryptedKey = Base64.encode(raw1);
```

## Base64

- Encoding / decoding encrypted message & key



# Demo

Demo



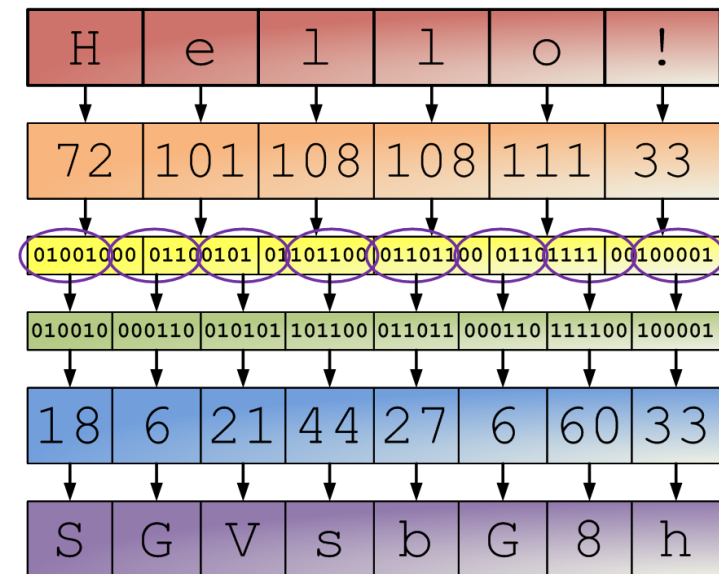
# Conclusion / Future Work

- When using instant message app, the provider can give message security using secure algorithm
- Complete RSA
- Add signature



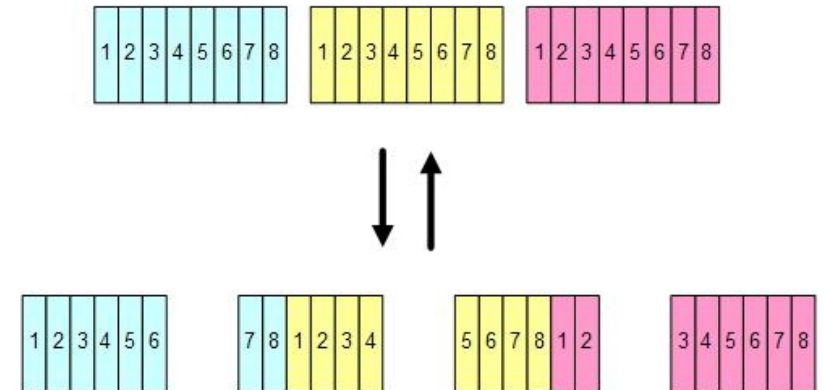
# Base64

- Binary-to-Text encoding schemes
- Use when there is a need to encode binary data
- Guarantee that data remains intact without modification during transport



# Base64

- 1. 8bits -> 6 bits
- 2. 6 bits character
- 3. If not 24 bits, use padding.



Byte character	a (97)								b (98)								c (99)							
8 bit value	0	1	1	0	0	0	0	1	0	1	1	0	0	0	1	0	0	1	1	0	0	0	1	1
6 bit value	0	1	1	0	0	0	0	1	0	1	1	0	0	0	1	0	0	1	1	0	0	0	1	1
6 bit character	Y (24)				W (22)				J (9)				j (35)											

# Encode vs Encrypt

- Encoding transforms data into another format **using a scheme** that is publicly available so that it can easily be reversed.
  - For maintaining data usability and uses schemes that are publicly available
- Encryption transforms data into another format in such a way that **only specific individual can reverse** the transformation
  - For maintaining data confidentiality and thus the ability to reverse the transformation (keys) are limited to certain people

# Key Exchange problem

- Whenever sending the message, the key creates.

```
textarea.append("\nSERVER>>> " + message);
```

```
KeyGenerator kgen = KeyGenerator.getInstance("AES");  
SecretKey skey = kgen.generateKey();  
kgen.init(128);  
raw1 = skey.getEncoded(); // Make Key  
deskey = new SecretKeySpec(raw1, "AES");
```

```
c = Cipher.getInstance("AES");  
c.init(Cipher.ENCRYPT_MODE, deskey);
```

```
byte [] cipheroutput = message.getBytes();  
byte [] ciphermessage = c.doFinal(cipheroutput);
```

```
//BASE64Encoder encoder = new BASE64Encoder();  
String ciphertext = Base64.encode(ciphermessage);  
String encryptedKey = Base64.encode(raw1);
```

```
textarea.append("\nSERVER(C)>>> " + ciphertext);
```

```
output.writeObject(ciphertext);  
output.writeObject(encryptedKey);
```

```
byte[] raw1 = Base64.decode(decKey);
```

```
skeySpec = new SecretKeySpec(raw1, "AES");  
c = Cipher.getInstance("AES");  
c.init(Cipher.DECRYPT_MODE, skeySpec);
```

```
//BASE64Decoder decoder = new BASE64Decoder();
```

```
byte[] decodedMessage = Base64.decode(message);  
byte[] clearmessage = c.doFinal(decodedMessage);
```

```
String cleartext = new String(clearmessage);
```

```
textarea.append("\nCLIENT>>> " + cleartext);
```