

Lab 2: Implementation and Application of HMAC-SHA1

HMAC is a keyed-hash type of message authentication code (MAC), involving a hash function and a secret key. It can simultaneously provide the data integrity and the authentication of a message. According to the different underlying hash functions MD5, SHA-1, SHA-256, etc., the algorithm is termed HMAC-MD5, HMAC-SHA1, HMAC-SHA256, etc.

Task

It is an individual work using socket programming. Client *C* and Server *S* share a password in an offline manner (e.g., a local file). Server *S* first generates a random number (64-byte), keeps it locally, and sends it to Client *C*. Then Client *C* uses this random number as the key and combines the shared password to get the HMAC value by using the HMAC-SHA1 algorithm. After that, Client *C* sends this HMAC value to Server *S* and Server *S* runs the same process and then verifies the integrity of the received message by comparing two HMAC values.

Steps

1. *S* and *C* should share a password (no more than 56 bytes). You could write it by yourself and save it in a local file.
2. *S* and *C* set up a simple chat program. (Socket)
3. *S* sends the random generated number (64-byte) to *C* and stores it locally. This number should be displayed on screen. (Hint: it's better to generate it and save it in a local file. And then the server reads it, displays it, and sends it to the client.)
4. *S* and *C* both run the HMAC algorithm to generate the HMAC value. Then *C* sends the HMAC value to *S*.
5. *S* compares the received HMAC value and its own generated HMAC to check whether they are identical.
6. The programs on both sides should display *the shared password, the random number, the HMAC value*.

Submission

Submit a lab.zip to Canvas including two parts:

- a) All the code you have for completing the task.
- b) What you have learned about this lab.
- c) Steps of your work (e.g., the language and library you used, problems you encountered and how you solved them, etc.). Screen captures are recommended.