



VSR://edu/2017/evs/

08 – Secure Sockets

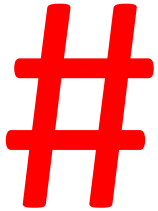
//// Design of Distributed Systems

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1 Repetition



We were looking for a solution so that a server application can actively send messages to a specific client at any time

→ WebSockets

Homework

Solutions?

Advantages

- Server can actively use the connection (bi-directional)
 - No HTTP overhead
 - No delay due to polling
 - Supported by many Web browsers
- Example: Google Chrome (JavaScript):

```
// Open Socket and receive data
var s = new WebSocket(host);
s.onmessage = function (e) {...};

...

// Send data
var xxx = inputBox.value;
s.send(xxx);
```

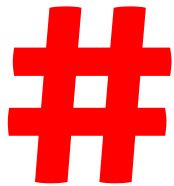


Secure Sockets



What is SSL / TLS

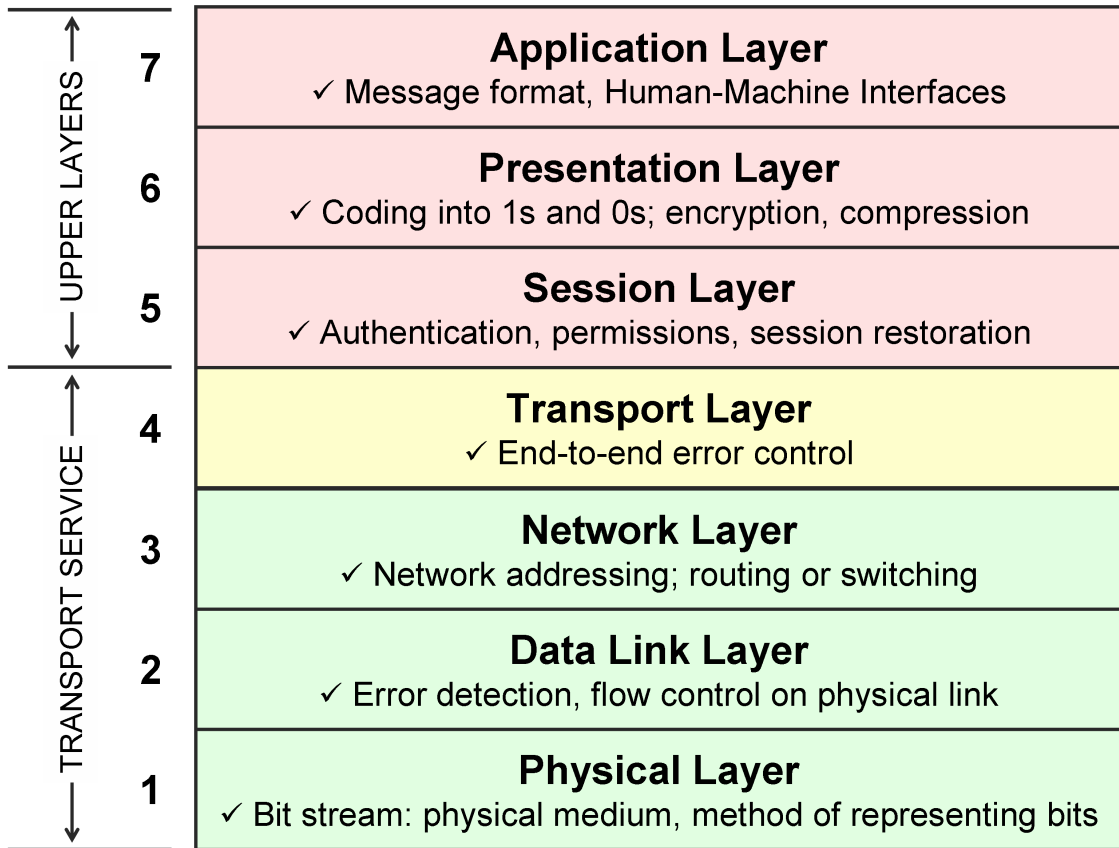
So far, we normally send application data as plain text



We want to establish an encrypted link between a server and a client

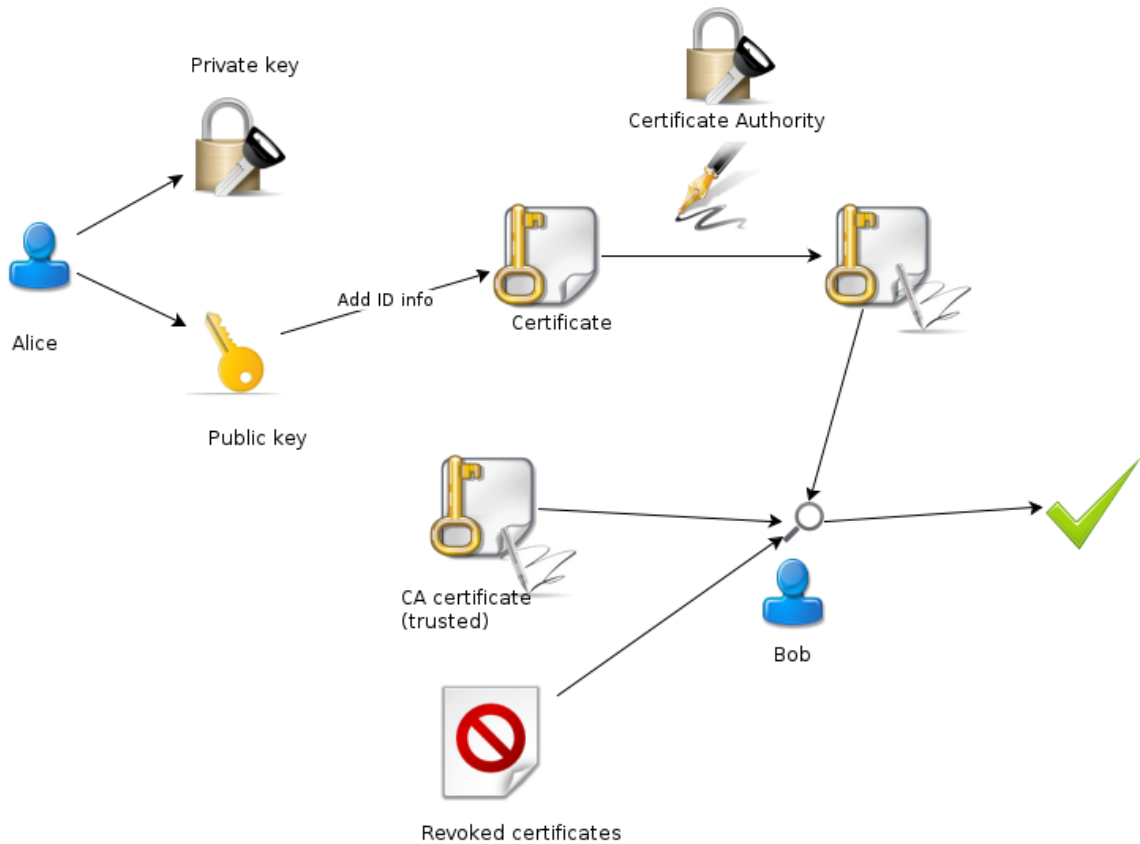
Therefore, we need a communication protocol that specifies how to secure the channel and encrypt our data

- Secure Sockets Layer (SSL)
 - Version 1.0 by Netscape Communications (1994)
- Transport Layer Security (TLS)
 - IETF-standard from the year 1999 (RFC 2246)
- Network protocol for secure data transfer
- Since Version 3.0 SSL is being further developed under the name TLS
 - Minor differences between SSL 3.0 & TLS 1.0
 - TLS 1.0 is presented as SSL 3.1
 - Currently TLS 1.2



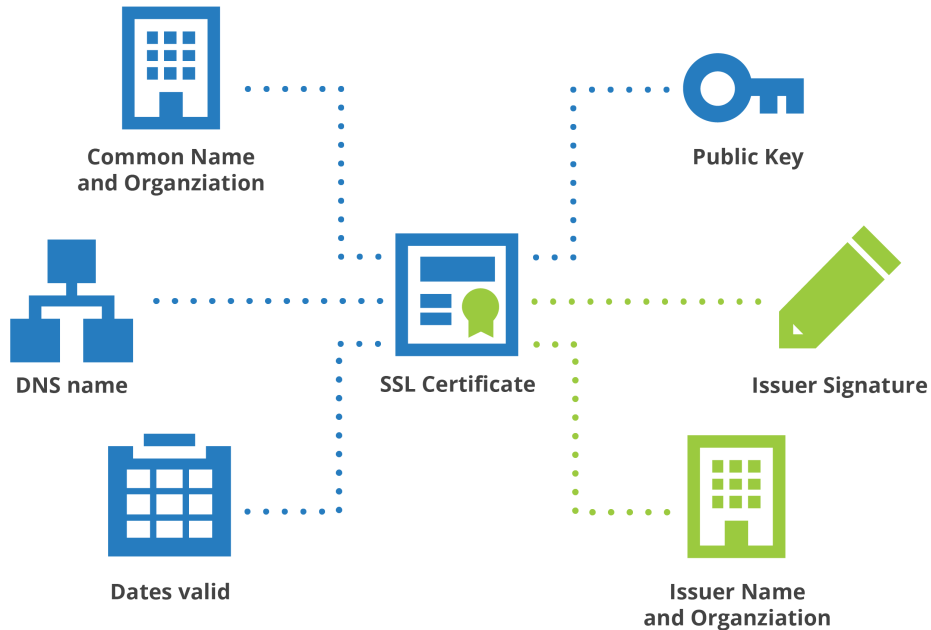
Source: <http://nhprice.com/wp-content/uploads/2013/03/1-tutorial-osi-7-layer-model1.gif>

- In OSI-model in layer 6
- In TCP/IP-model
 - Above the Transport layer (i.e. TCP,...)
 - Below the Application layer (i.e. HTTP,...)
- Basic idea: generic security layer

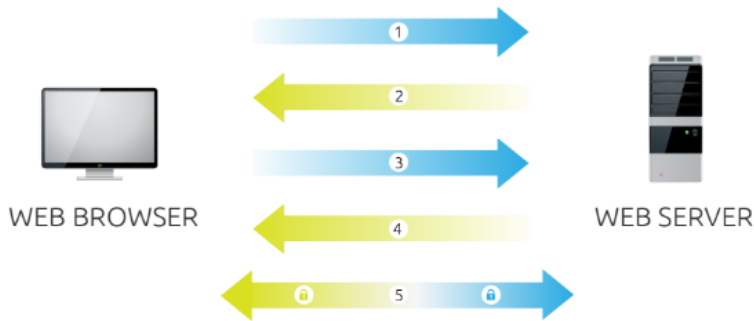


Source: http://swift.siphos.be/aglara/images/04-ca_certificate.png

The anatomy of a certificate

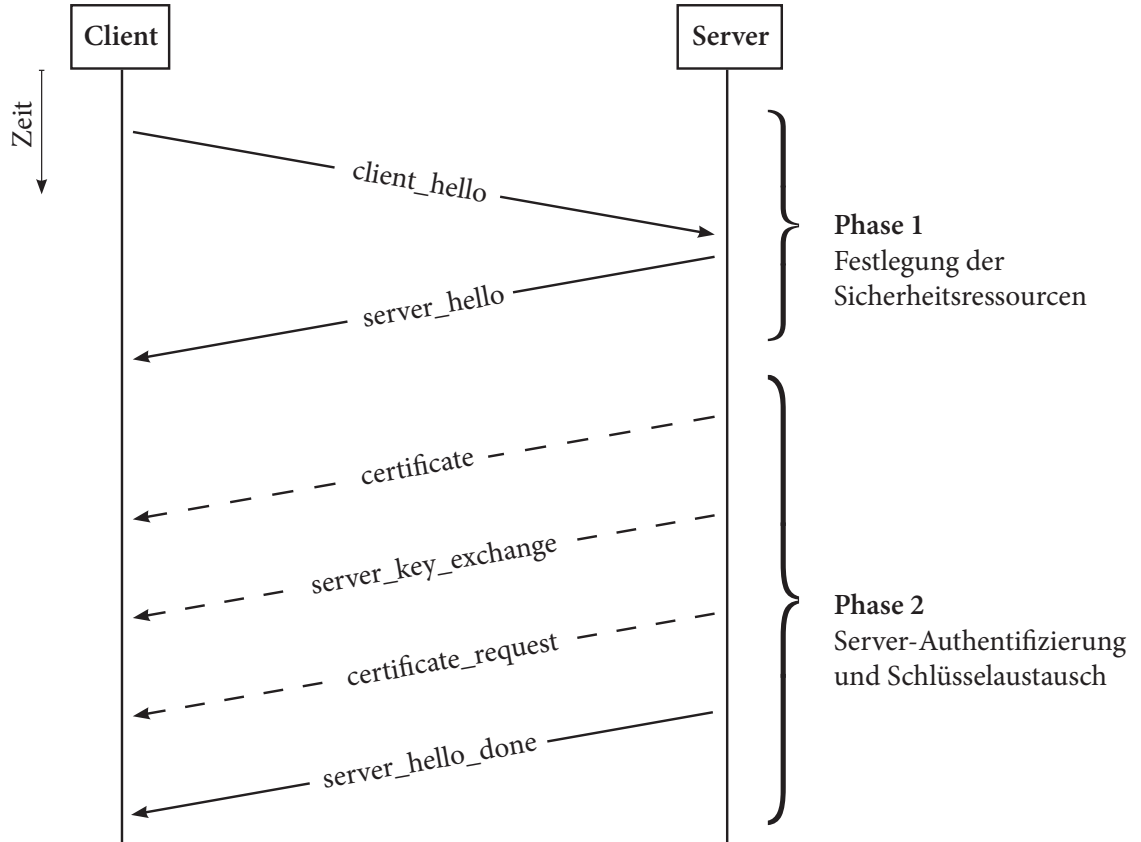


Source: <https://blog.cloudflare.com/content/images/2015/06/illustrations-ssl-blog-june-2015-02.png>

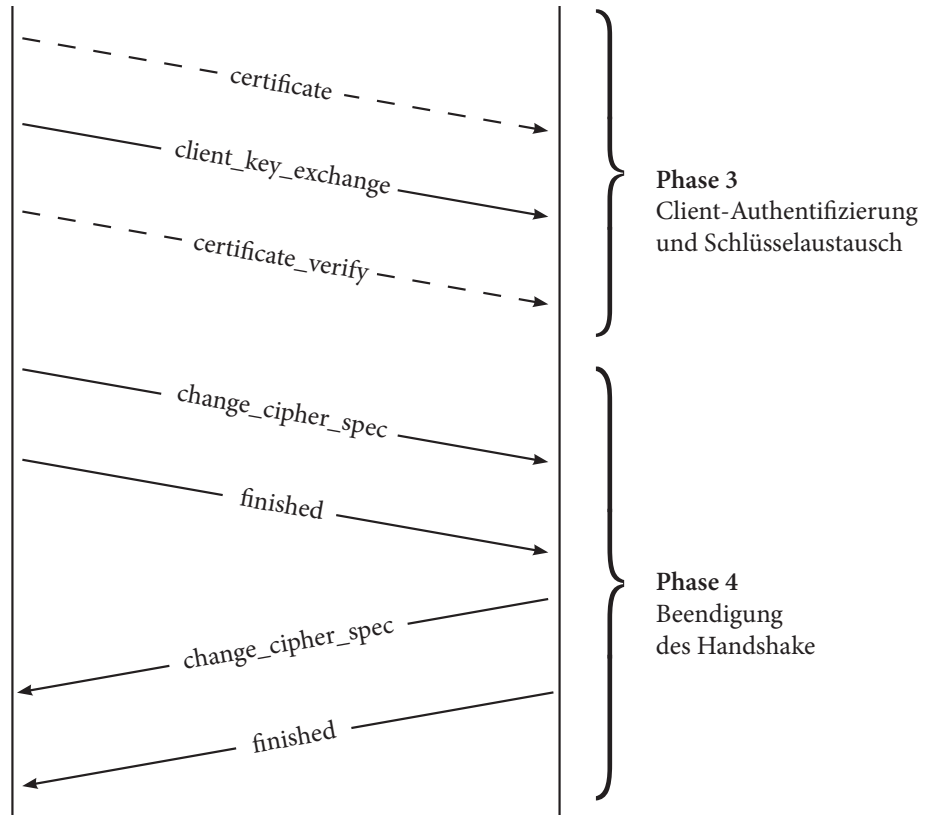


1. **Browser** connects to a web server (website) secured with SSL (https). Browser requests that the server identify itself.
2. **Server** sends a copy of its SSL Certificate, including the server's public key.
3. **Browser** checks the certificate root against a list of trusted CAs and that the certificate is unexpired, unrevoked, and that its common name is valid for the website that it is connecting to. If the browser trusts the certificate, it creates, encrypts, and sends back a symmetric session key using the server's public key.
4. **Server** decrypts the symmetric session key using its private key and sends back an acknowledgement encrypted with the session key to start the encrypted session.
5. **Server** and **Browser** now encrypt all transmitted data with the session key.

Handshake Protocol – Part 1

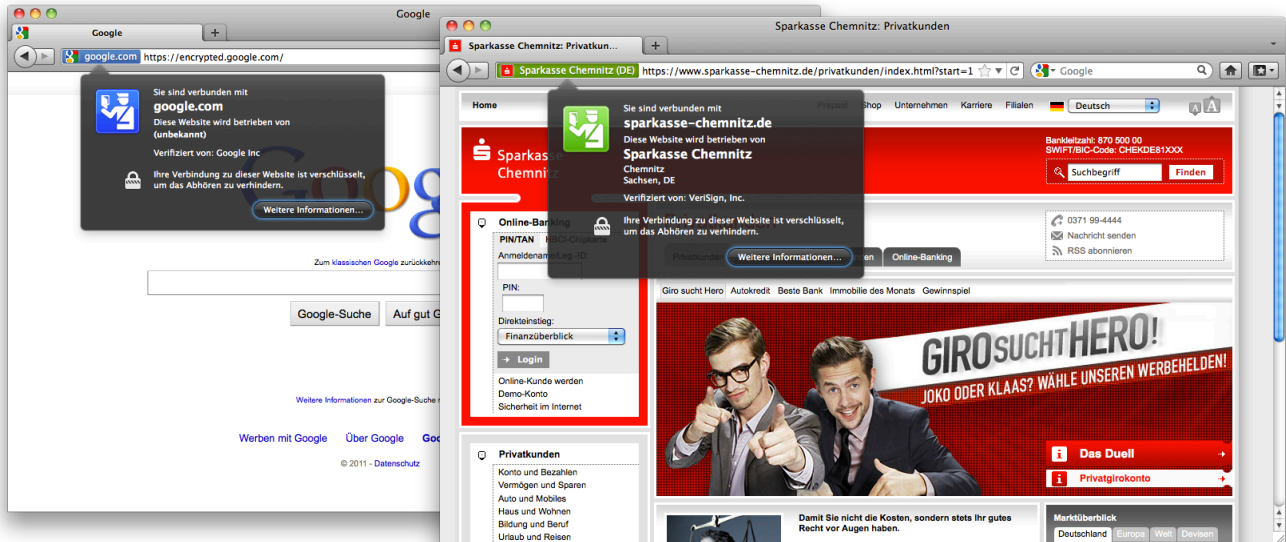


Handshake Protocol – Part 2



Hypertext Transfer Protocol Secure

- HTTP with additional transmission encryption by SSL/TLS
- Standard-Port: 443



4 WSS

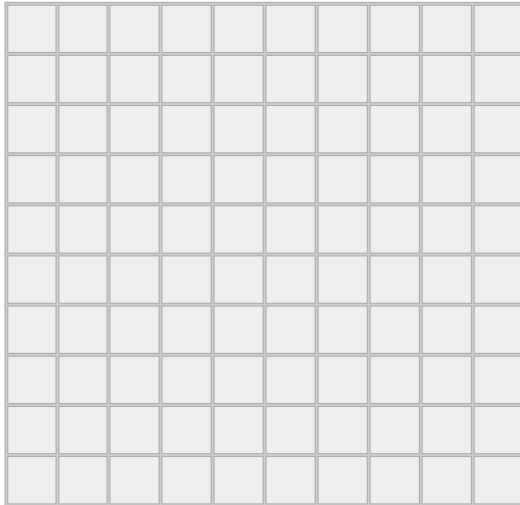
WSS

- WebSockets over SSL/TLS
- Prefer `wss://` over `ws://`
- Protects against man-in-the-middle attacks

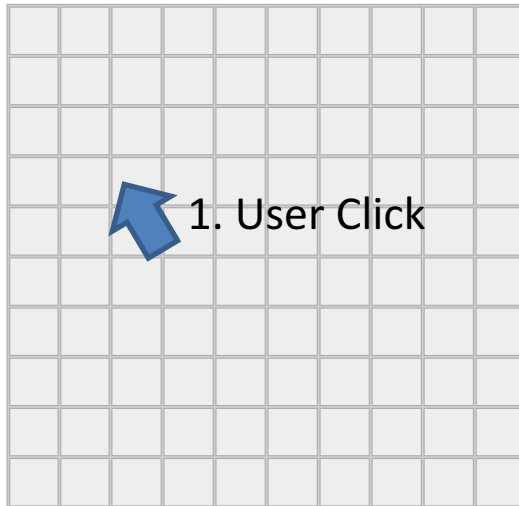
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The Click Game

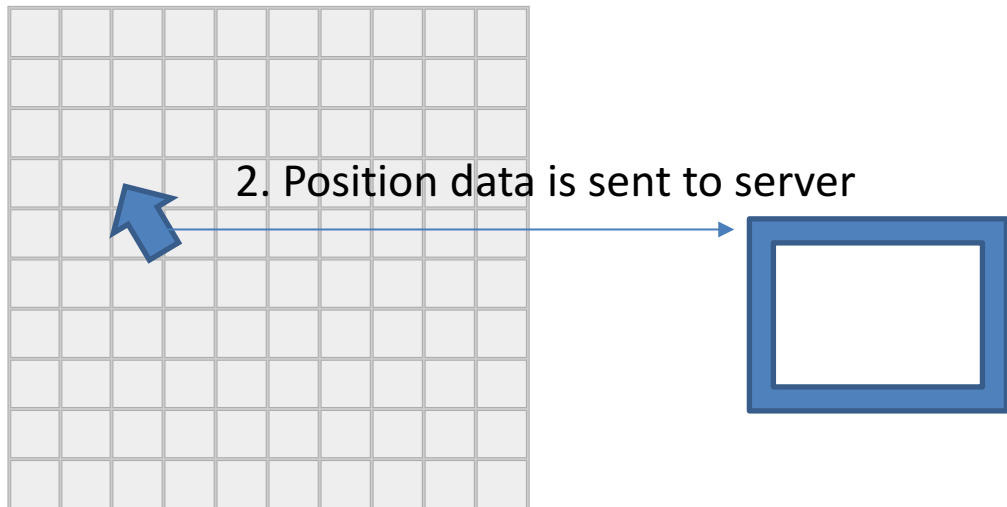
Basic Scenario



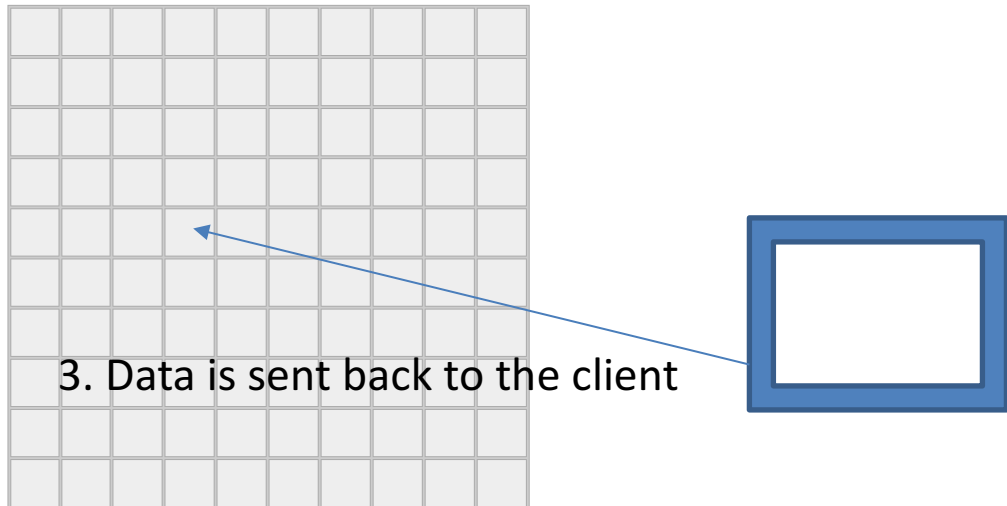
Basic Scenario



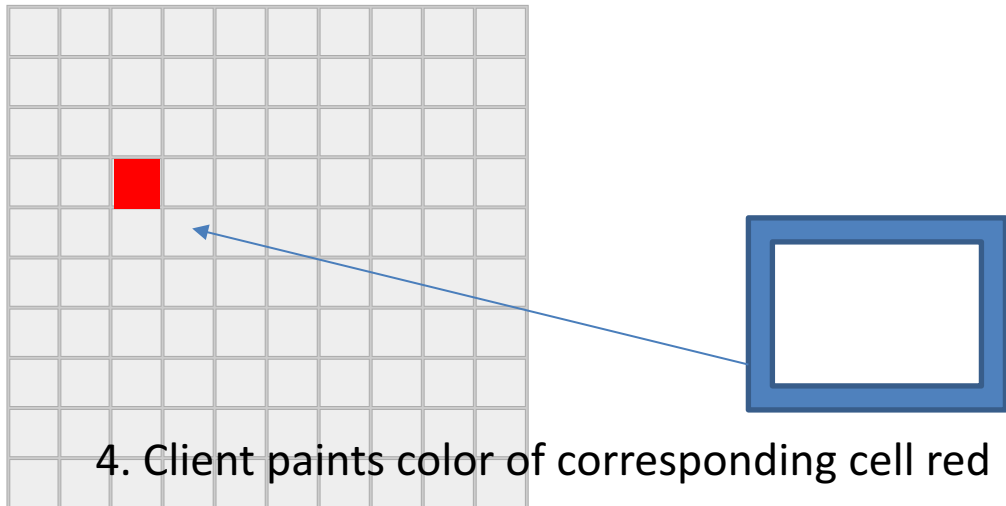
Basic Scenario



Basic Scenario



Basic Scenario



Simple Task:

- Implement the requirement using AJAX and traditional server side technologies

Advanced Task:

- Implement the requirement using WebSockets

6 ToDo

Next week, we will talk about server-side development

- ! Please bring a **laptop** with you and install Microsoft **Visual Studio**
- Community 2017 in advance



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Thank You!

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