



# Java Card 3 Programming

# Presentation objectives

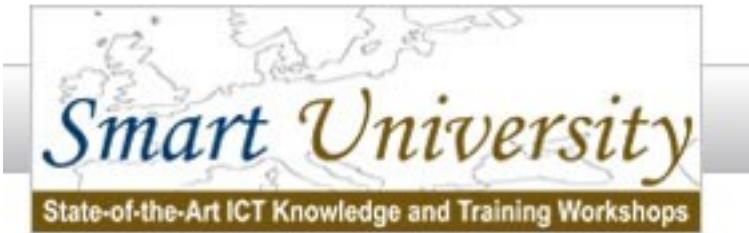


- Introducing the concepts and the technology of the smart cards
- Describing the protocols between cards and terminals
- Describing how to program the Java Cards
- Exploring the tools and the environments provided by the manufacturers to develop solutions with smart cards



# Presentation content

- Introduction
- ISO7816 Protocol
- Java Card
- The basic rules for Java Card programming
- Cyphering
- SIM Card
- Smart Card Web Server
- Java Card 3.0 Connected Edition
- Conclusion



# Introduction

*History, technology, standards*



# Introduction

- In this chapter, we'll see
  - A brief history of the smart cards
  - The applications supported by the smart cards
  - The standards supported



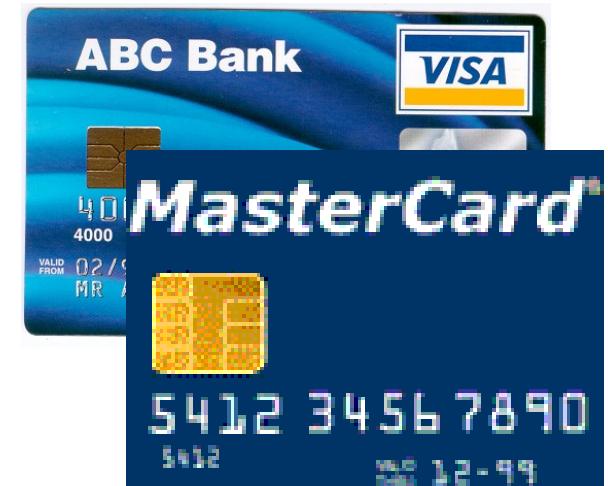
# Brief history

- Early seventies, first patents
  - Dr Arimura, R Moreno, M Ugon
- Early eighties, first field testing for a memory card
  - Phone card in France
- Mid eighties, large scale introduction of smart cards in banking system
- Mid nineties, SIM card introduced in mobile telephony

# What is a smart card



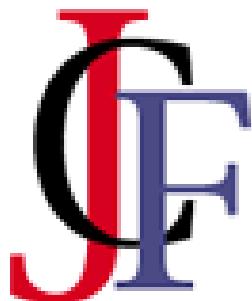
- A plastic card like a credit card with an embedded micro chip
  - With or without visible contacts
    - Maybe contactless
- Standardized
  - ISO 7816
    - Mechanical properties
    - Electrical behavior
    - Communication protocol
- Contains a software which
  - Protects internal data
  - Give access to these data in a secure way



# For what applications ...



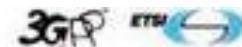
- Payment
- Loyalty systems
- Access systems
- Telephony
  - Mobile (GSM ...)
- e-Government
  - ID card, passport
- File system
  - Health
  - Education
  - ...



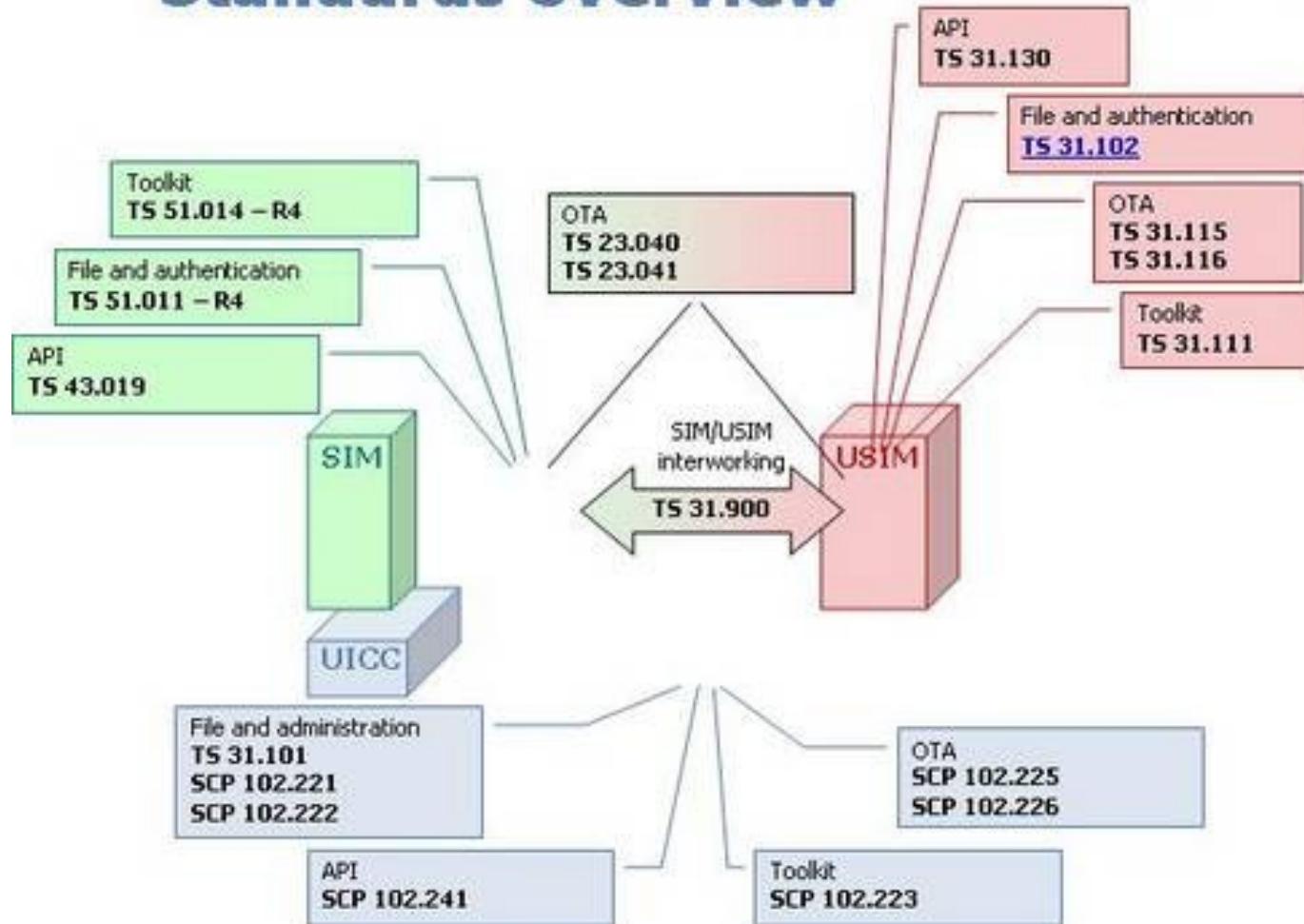
# Standards

- **ISO 7816**
- **GSM 11.11 V6.1.0**
- **GSM 11.14 V7.1.0**
  - SIM Toolkit specs
- **GSM 03.19 V1.0.0**
  - SIM API for Javacard
- **ETSI**
  - TS 31 130
  - TS 102 241
  - TS 102 588
- **Java Card**
  - Java Card Forum
- **EMV**
  - Europay, Mastercard, Visa
- **Global Platform**

# Standards

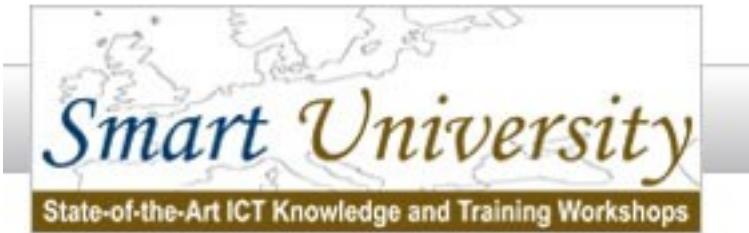


## Standards overview



# Conclusion

- In this chapter, we have seen
  - A brief history of the smart cards
  - The applications supported by the smart cards
  - The standards supported



# ISO7816 Protocol

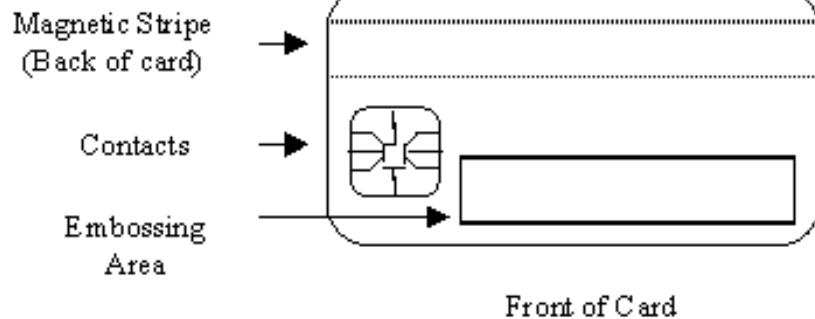
*Physical description, communication layer,  
file system*

# Introduction

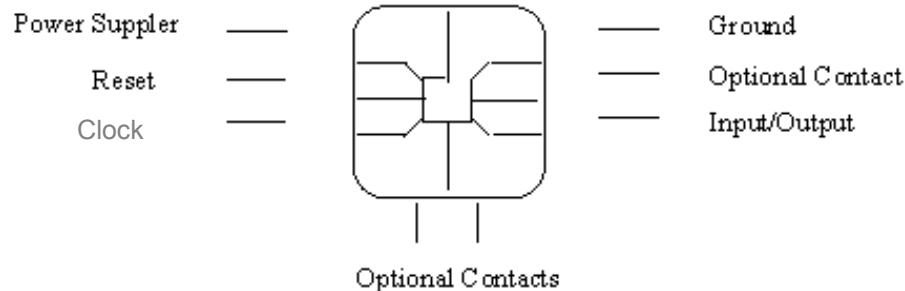
- In this chapter, we'll see
  - An introduction to the ISO7816 standard
  - What is an APDU
  - How to exchange data between the CAD and the smart card

# Mechanical and Electrical Aspects

## Physical Characteristics

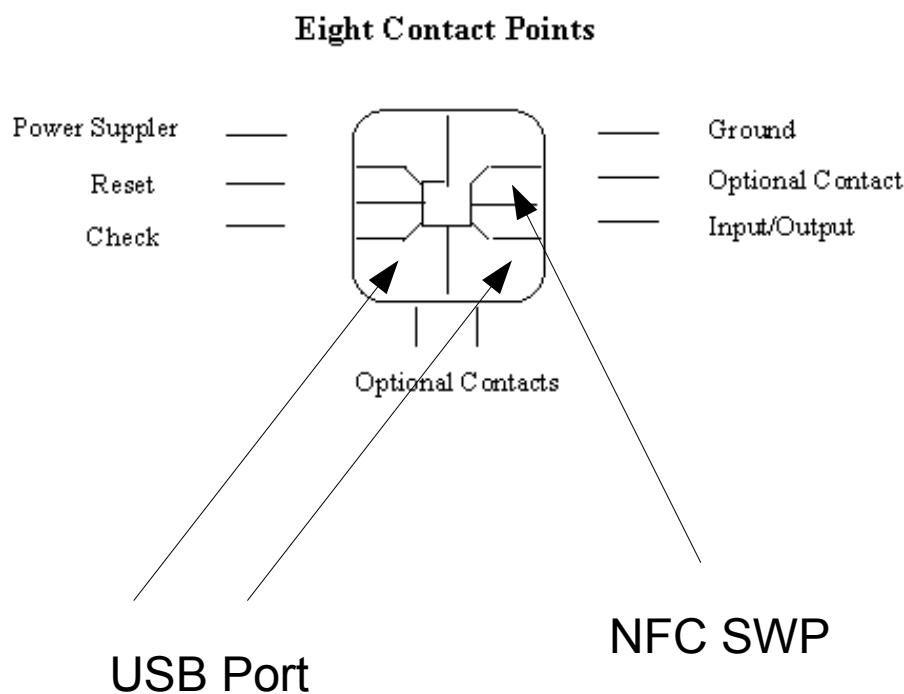


## Eight Contact Points

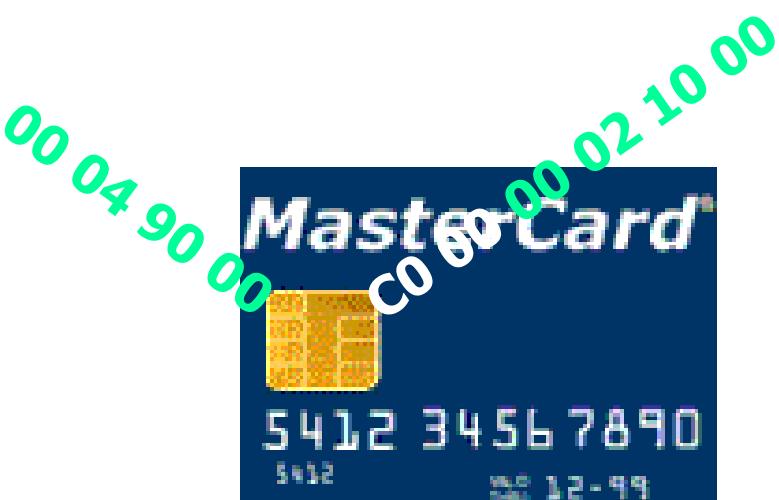


- ISO 7816 standard describes
  - The physical organisation of the plastic card
  - Indicates the various zones
- It specifies also the purpose and the organisation of the contacts
  - For a smart contacted card
- Possible power voltage
  - 3V or 5V
  - Lower maybe in the future

# USB and NFC port



- Recent additions to the SIM card had standardized
  - A USB port in place of the two optional contacts on the bottom of the circuit
  - A NFC (Single Wire Protocol) port for the last optional contact



# Half-duplex serial protocol

- Due to the unique pin dedicated to input/output, the first protocol used by the smart cards were
  - Serial
  - Half-duplex
- Communication characteristics:
  - Data: 8 bits
  - Parity: even
  - Stop: 1 bit
- Speed starting at 9600 Bps

# USB IC

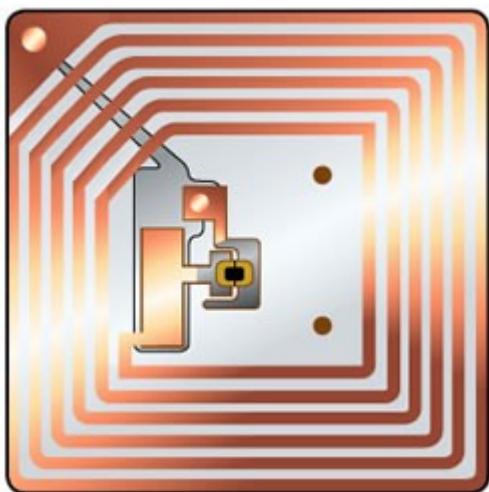
## ETSI TS 102.600



- Max speed 12 Mb/s
- Three flavours:
  - Integrated Circuit Card Devices
    - Compatible with the previous serial protocol
  - Mass Storage
    - Disk emulation
  - Ethernet Emulation Mode
    - To support TCP/IP protocol

# NFC SWP

ETSI TS 1002.613 & 622



- Single Wire Protocol
- Full duplex
  - Current and voltage modulation
- Max speed 1.6 Mb/s
- The smart card can act as
  - A RFID tag
  - A RFID tag reader



# Terminology

- The smart card reader powered by
  - a PC
  - A cash register
  - a mobile phoneis called a **terminal**
- In the standard ISO 7816 it is called :
  - The **Card Acceptance Device**
  - Or CAD



# Answer to Reset

- When a card is inserted into the reader, a micro-switch signals this event to the terminal.
- The terminal powers up the card
  - Using a particular protocol
- When it is properly powered, the card sends back to the terminal a message called "**Answer to Reset**"



# General protocol

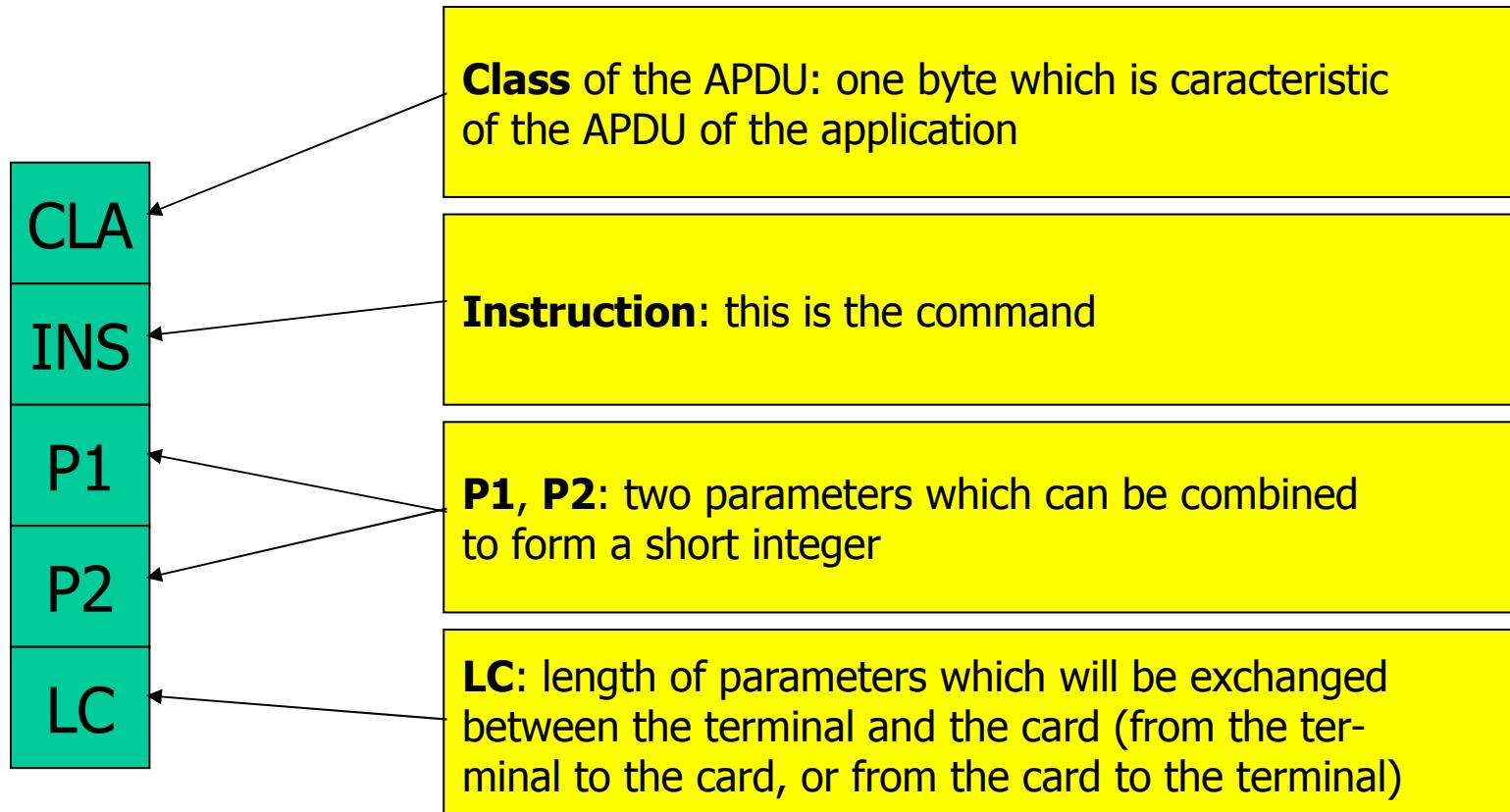
- After sending **Answer to Reset**, the card waits until the terminal starts a communication
- The card never starts a communication
- The card answers to a demand coming from the terminal and waits for the next demand

# Application Protocol Data Unit

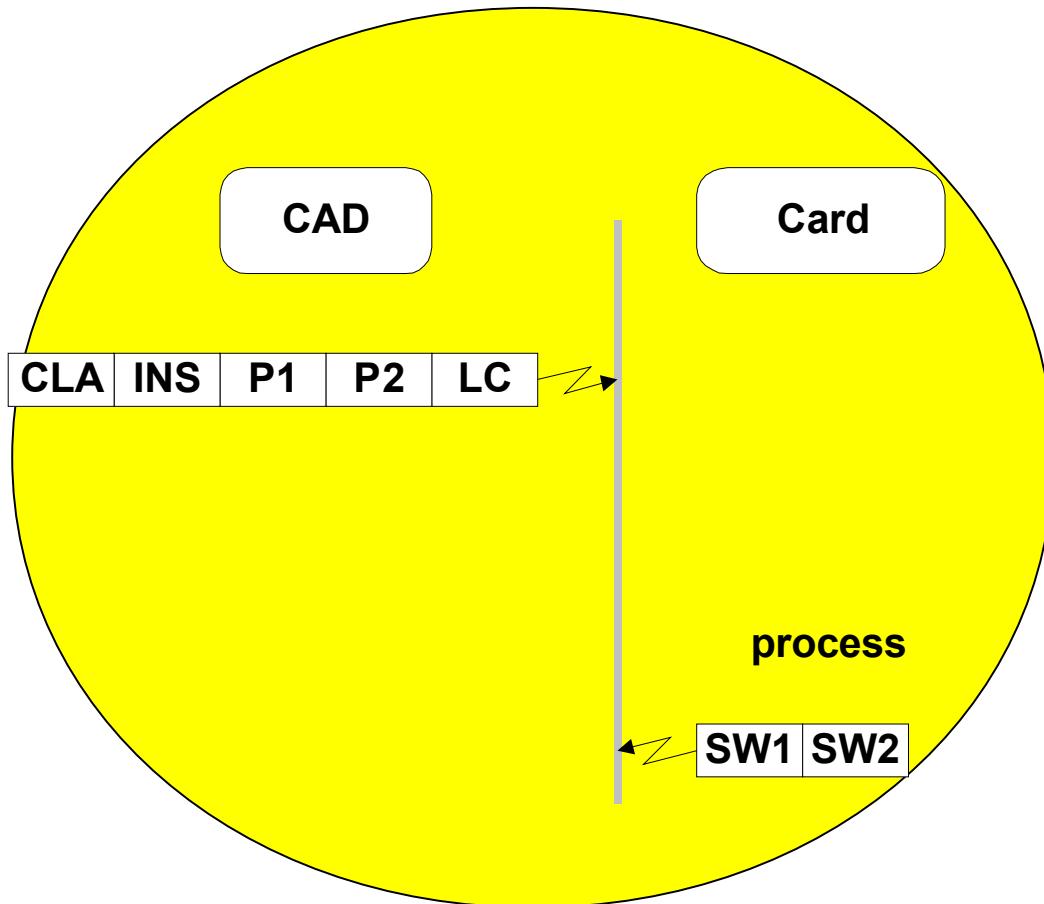
CLA
INS
P1
P2
LC

- The APDUs are the commands sent by the terminal to the smart card
- The APDU can
  - Carry parameters to the card
  - Expect results from the card
- Card and terminal must synchronize to
  - The number of bytes to exchange
  - The direction of the exchange
    - This is done by the software embedded in each device

# Application Protocol Data Unit

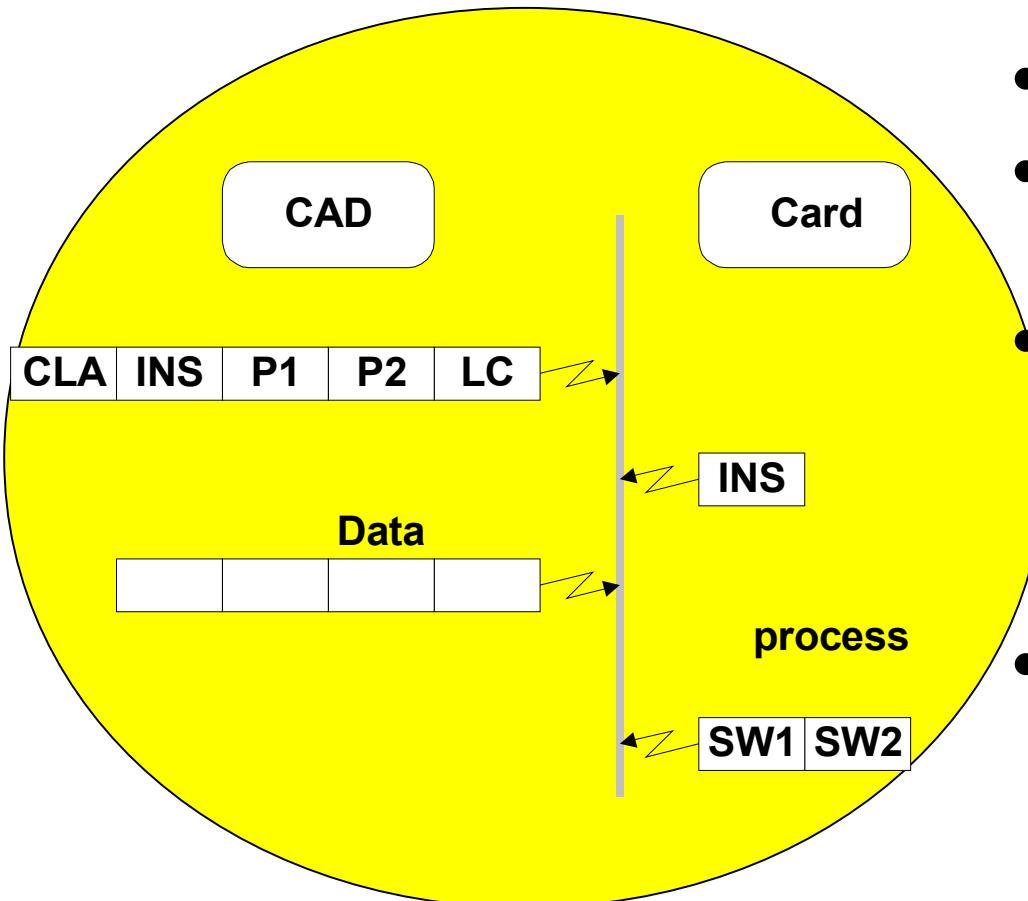


# No parameters exchanged



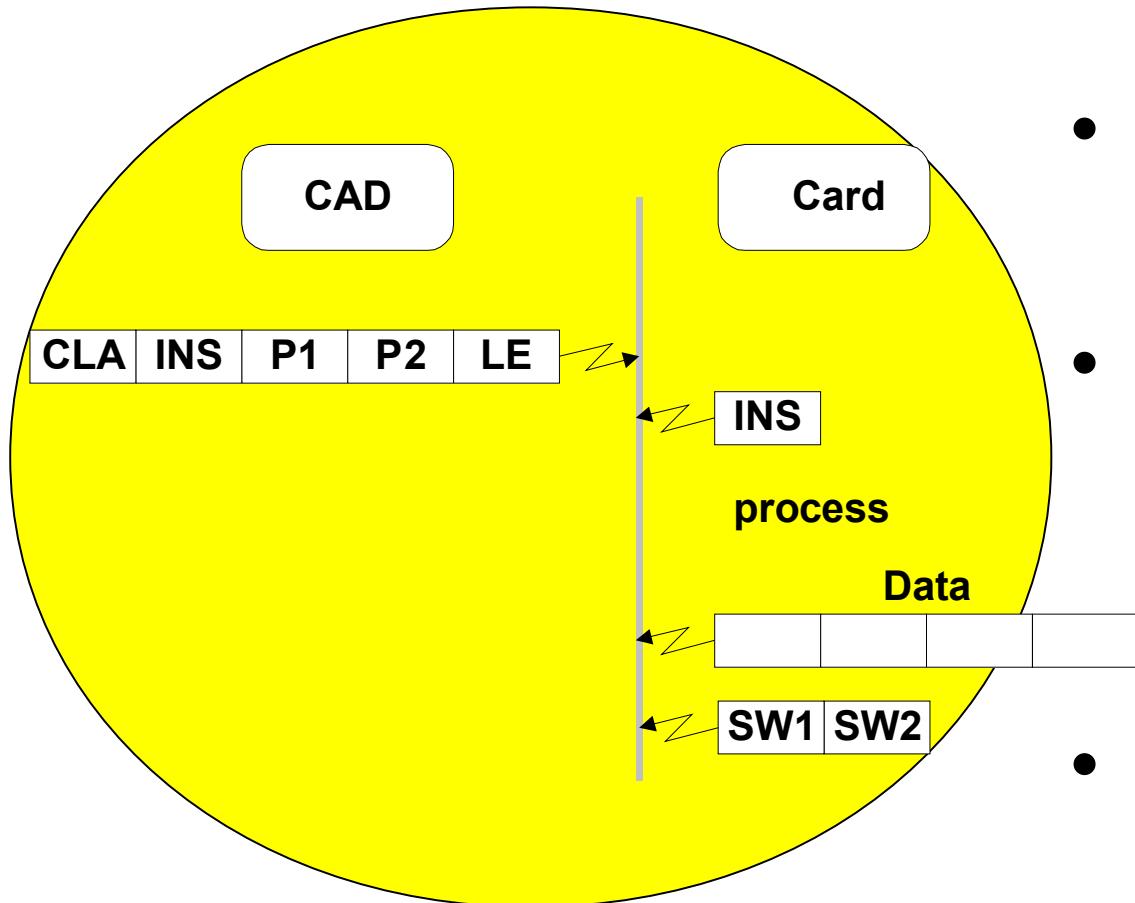
- **LC ==0**
- The card receives the APDU
- It processes it
- It returns a status word
  - Two bytes

# Parameters sent by the terminal



- **LC  $\neq 0$**
- LC indicates the length of the data in bytes
- The software in the terminal and the software in the card must agree on the direction of the exchange
- The card acknowledges by sending back the **INS** byte
  - Simple case

# Data expected by the terminal



- **LE  $\neq 0$** 
  - The 5<sup>th</sup> byte is called LE in this case
- The card acknowledges the APDU by sending back the **INS** byte
  - Simple case
- Data are returned by the card, followed by the status word



# Status word

- Status report of the internal operation done by the card
- **0x9000** means success!
- When different, could indicate
  - Denied access
  - File not found
  - No such CLA or INS expected
  - ...

# Conclusion

- In this chapter, we have seen
  - An introduction to the ISO7816 standard
  - What is an APDU
  - How to exchange data between the CAD and the smart card



# Java Card

*Java Card Forum, history of the versions,  
programming aspects*

# Introduction

- In this chapter, we'll see
  - An introduction to the Java Card system
  - What is a Java Card Applet
  - What is the Java Card Runtime Environment
  - The lifecycle of an Applet
  - How to protect access with an OwnerPIN



# Operating systems

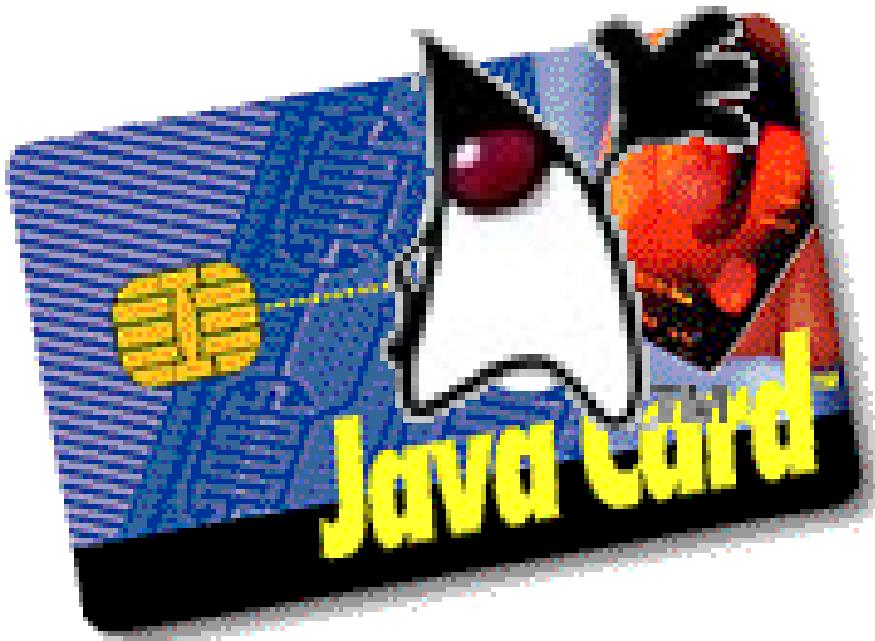
- Beginning: proprietary systems
  - Only the applications were standardized
    - BO' for French banking system
- Now: multi-application systems
  - MULTOS
  - Windows for Smart Card
    - Dead but replaced by .NET for smart cards
  - Java Card

# Schlumberger



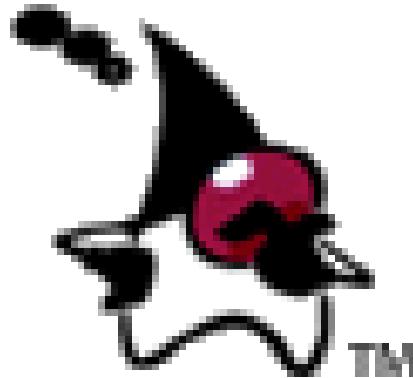
# Java Card History

- Early 1996
  - First development
    - Schlumberger, Bull CP8, GemPlus, Sun
  - Schlumberger's Cyberflex
  - Java Card Forum
    - Most of the smart cards manufacturers
    - Sun
      - As a Java guru



# Why Java in a smart card

- Java is an interpreted language
  - Need a Java Virtual Machine to run
- Applications could be portable from one smart card to another
- Applications run securely in a "sand box"
- Small footprint for the applications



# Is Java for Java Card pure Java?

- No until Java Card 3.0!
- Roughly:
  - Basic types restricted to
    - Boolean
    - Small integers
      - Byte
      - Short
      - Int (optional)
    - No Strings
  - Arrays restricted to one-dimensional arrays
  - Limited libraries
    - Including `java.lang`
  - No garbage collector
- Less restrictions for Java Card 3.0

# Which version in this course?

## Related

### Popular Downloads

- » Java Card Platform Specification 3.0.1
- » Java Card Platform Specification 2.2.2
- » Java Card Development Kit 2.2.2
- » Java Card Protection Profile

### Sun Resources

- » Developer Technical Support
- » Downloads for Application Development

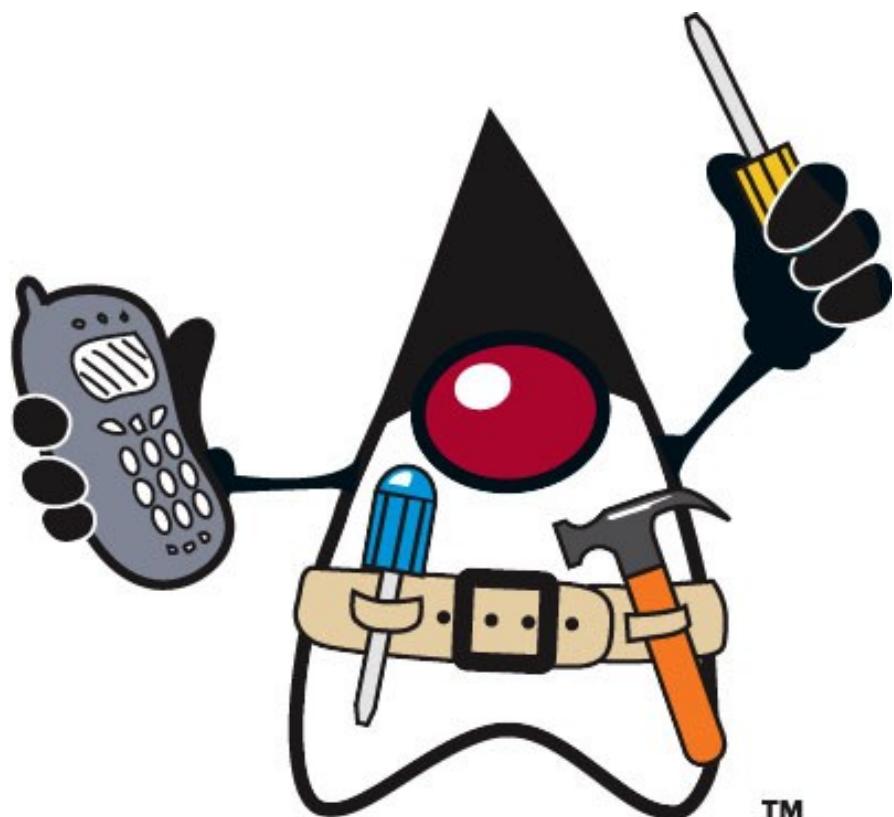
- In this course we will introduce the Java Card 3
  - Classic Edition
    - Java Card 2.2.2
  - Connected Edition



# Available libraries

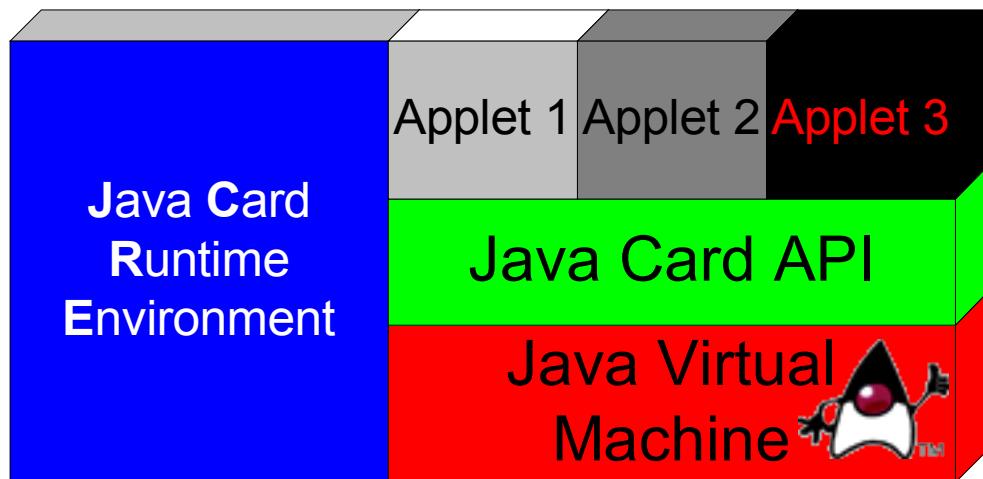
- Basically, **javacard** and **javacardx** contain the smart card API
  - **framework**, **security** and **crypto**
- **java.lang** is reduced mainly to the exception definitions
- **java.io** and **java.rmi** was introduced in the last 2.2 version
  - **java.io** to manage channels
  - **java.rmi** to manage remote method invocation

# SIM Toolkit



- For SIM Toolkit two more packages
  - access
  - toolkit
- Will be detailed later

# How Java works in a smart card



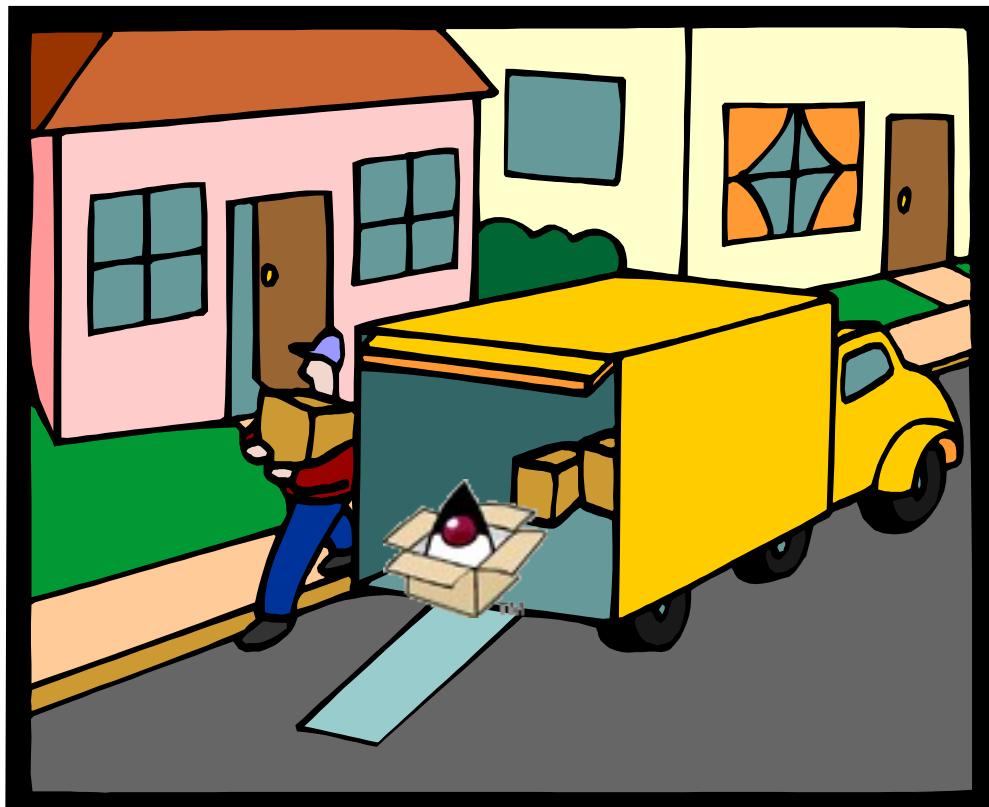
- A Java Virtual Machine is embedded
  - 4 K bytes
  - Basic library
- **Java Card Runtime Environment**
  - In charge of
    - Activation of applications
    - Low level communication protocol
    - Application downloading



# Roles of the JCRC

- Downloading a package
- Creating an instance of an applet
- Selecting an applet
- Transmitting an APDU to a selected applet
- Managing the communication protocol with the CAD

# Downloading a package



- Applets must be encapsulated in a package
- External processes
  - Compile the applets
  - Verify the bytecode
  - Create a jar-like container
    - CAP file
  - Will be seen later
- Package and applets are associated an identifier for future selection

```
package ePurse;  
  
import javacard.framework.*;  
  
class EPurse extends Applet {  
    short balance;  
    public EPurse() {...}  
    public static void install(...) {...}  
    public boolean select() {...}  
    public void process(APDU apdu)  
        {...}  
}
```

# What is a Java Card Applet

- A java object which is
  - Running using the JVM
  - Controlled by the JCRE
- The class of this object must extend the class **javacard.framework.Applet**
- The class must overload several methods



# Class APDU

- This class provides the basic features needed to handle the ISO7816 protocol from the applet point of view
- It gives access to the internal buffer dedicated to the communication
- This buffer can be
  - Retrieved by the applet
  - Filled up by the applet and sent to the CAD

# Main methods of the APDU

```
byte buffer[] = apdu.getBuffer();  
  
apdu.setIncomingAndReceive();  
  
short le = apdu.setOutgoing();  
apdu.setOutgoingLength(le);  
apdu.sendBytes(ISO7816.OFFSET_CDATA,  
               le);  
  
apdu.setOutgoingAndSend(...);
```

- These methods help to
  - Get the internal buffer
  - Start receiving data
    - Acknowledgement
  - Start transmitting data
- Utilities help to
  - Transform 2 bytes in a short and vice versa
  - Copy buffers
  - Compare buffers

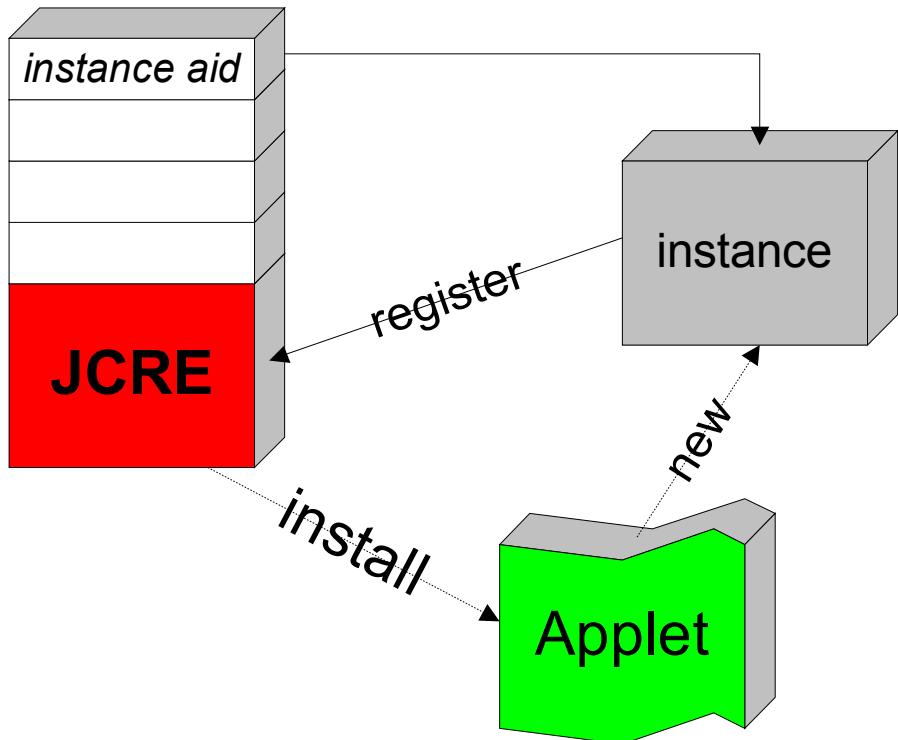
# Class ISO7816

## Field Summary

static byte	<a href="#"><u>CLA_ISO7816</u></a> APDU command CLA : ISO 7816 = 0x00
static byte	<a href="#"><u>INS_EXTERNAL_AUTHENTICATE</u></a> APDU command INS : EXTERNAL AUTHENTICATE = 0x82
static byte	<a href="#"><u>INS_SELECT</u></a> APDU command INS : SELECT = 0xA4
static byte	<a href="#"><u>OFFSET_CDATA</u></a> APDU command data offset : CDATA = 5
static byte	<a href="#"><u>OFFSET_CLA</u></a> APDU header offset : CLA = 0
static byte	<a href="#"><u>OFFSET_INS</u></a> APDU header offset : INS = 1
static byte	<a href="#"><u>OFFSET_LC</u></a> APDU header offset : LC = 4
static byte	<a href="#"><u>OFFSET_P1</u></a> APDU header offset : P1 = 2
static byte	<a href="#"><u>OFFSET_P2</u></a> APDU header offset : P2 = 3

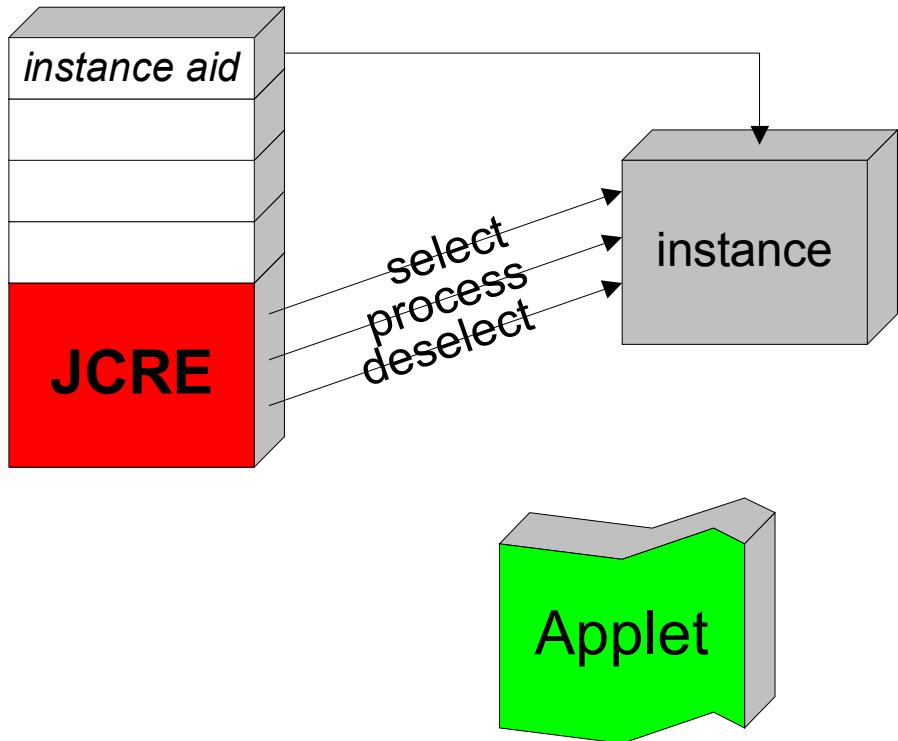
- This class encapsulates most of the ISO7816 constants needed to program the applets
- Constants are prefixed by
  - CLA for class related constants
  - INS for instruction related constants
  - OFFSET for offsets in the buffer
  - SW for status word related constants

# Lifecycle of an applet



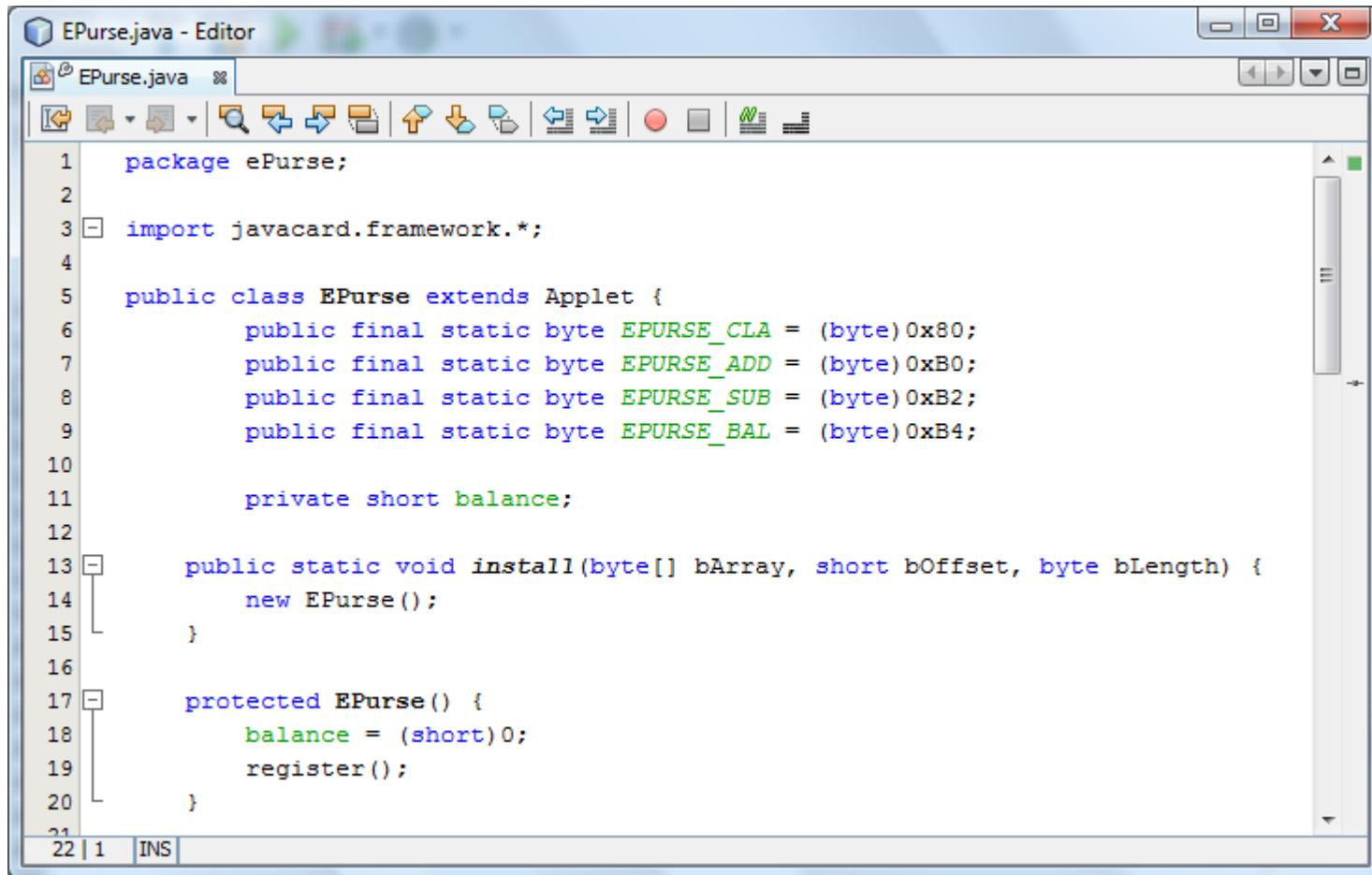
- The JCRC downloads the package containing the Applet
- It calls the static method `install` on the Applet
- This method creates an instance
  - Or more
- And `register` this instance using an AID

# Lifecycle of an Applet



- When the instance is created and registered it can be called
- The JCRE can
  - **select**
  - **deselect**the instance
- Can call the instance to **process** an APDU

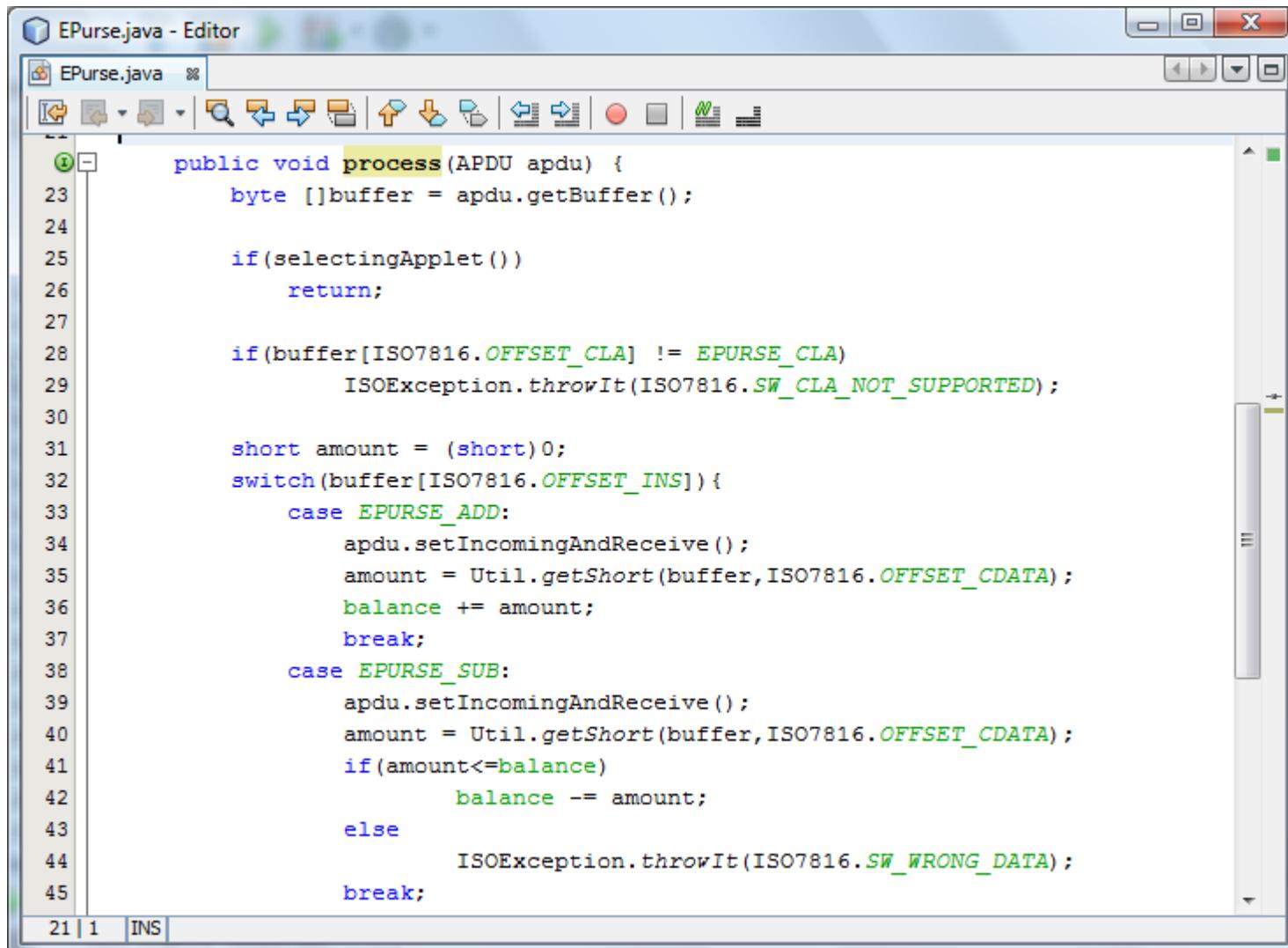
# Example of an Applet



The screenshot shows a Java Card applet editor window titled "EPurse.java - Editor". The code editor displays the following Java Card code:

```
1 package ePurse;
2
3 import javacard.framework.*;
4
5 public class EPurse extends Applet {
6     public final static byte EPURSE_CLA = (byte)0x80;
7     public final static byte EPURSE_ADD = (byte)0xB0;
8     public final static byte EPURSE_SUB = (byte)0xB2;
9     public final static byte EPURSE_BAL = (byte)0xB4;
10
11     private short balance;
12
13     public static void install(byte[] bArray, short bOffset, byte bLength) {
14         new EPurse();
15     }
16
17     protected EPurse() {
18         balance = (short)0;
19         register();
20     }
21 }
```

The code defines a class named EPurse that extends the Applet class from the javacard.framework package. It contains static byte constants for CLA codes (EPURSE\_CLA), ADD codes (EPURSE\_ADD), SUB codes (EPURSE\_SUB), and BAL codes (EPURSE\_BAL). A private short variable named balance is declared. The class has a static void method named install that takes a byte array, offset, and length as parameters and creates a new EPurse object. The constructor is protected and initializes the balance to 0 and registers the applet.



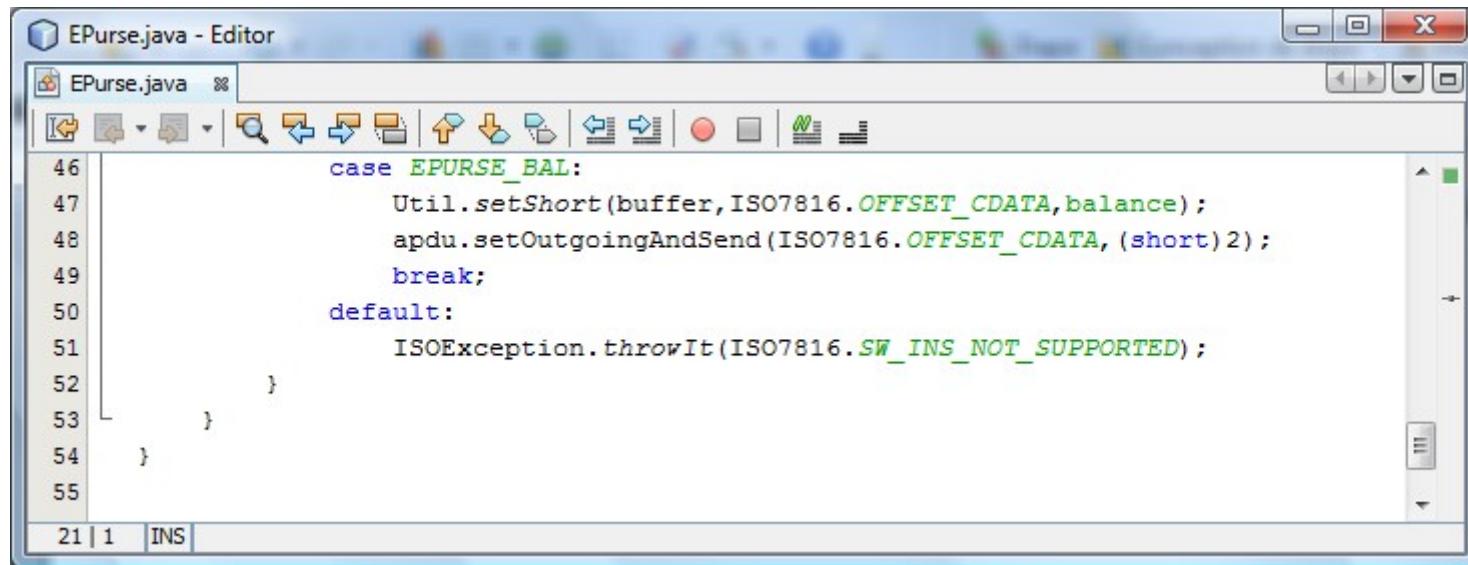
The screenshot shows a Java code editor window titled "EPurse.java - Editor". The code implements a Java Card application for managing a purse. It includes methods for processing APDUs and handling specific ISO 7816 commands like EPURSE\_ADD and EPURSE\_SUB.

```
public void process(APDU apdu) {
    byte []buffer = apdu.getBuffer();

    if(selectingApplet())
        return;

    if(buffer[ISO7816.OFFSET_CLA] != EPURSE_CLA)
        ISOException.throwIt(ISO7816.SW_CLA_NOT_SUPPORTED);

    short amount = (short)0;
    switch(buffer[ISO7816.OFFSET_INS]){
        case EPURSE_ADD:
            apdu.setIncomingAndReceive();
            amount = Util.getShort(buffer,ISO7816.OFFSET_CDATA);
            balance += amount;
            break;
        case EPURSE_SUB:
            apdu.setIncomingAndReceive();
            amount = Util.getShort(buffer,ISO7816.OFFSET_CDATA);
            if(amount<=balance)
                balance -= amount;
            else
                ISOException.throwIt(ISO7816.SW_WRONG_DATA);
            break;
    }
}
```

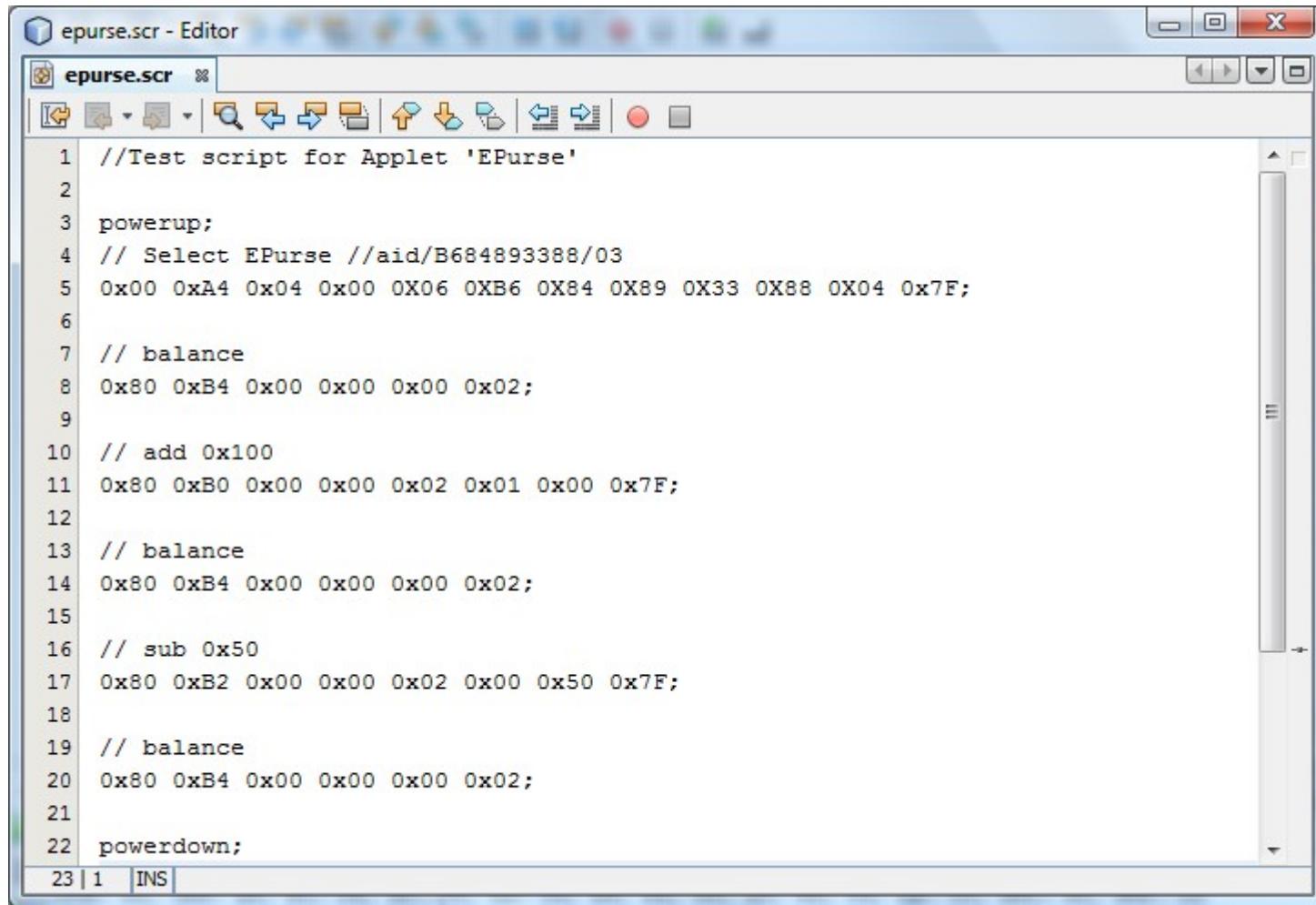


The screenshot shows a Java Card editor window titled "EPurse.java - Editor". The code in the editor is as follows:

```
46     case EPURSE_BAL:
47         Util.setShort(buffer, ISO7816.OFFSET_CDATA, balance);
48         apdu.setOutgoingAndSend(ISO7816.OFFSET_CDATA, (short)2);
49         break;
50     default:
51         ISOException.throwIt(ISO7816.SW_INS_NOT_SUPPORTED);
52     }
53 }
54 }
```

The status bar at the bottom of the editor shows "21 | 1 | INS".

# Simulation script

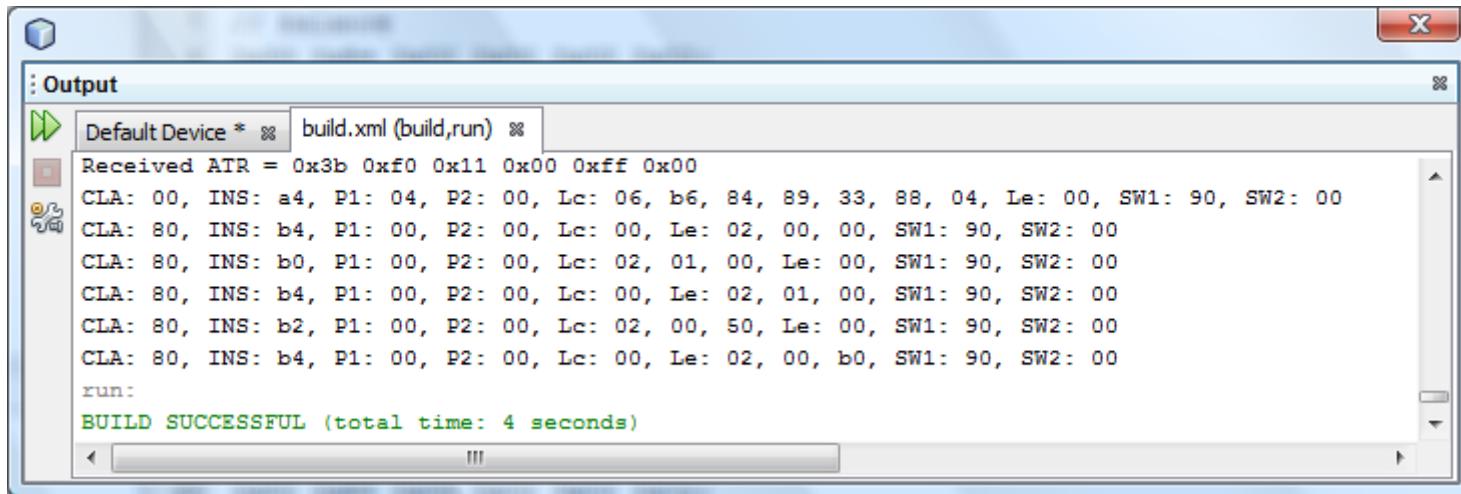


The screenshot shows a software application window titled "epurse.scr - Editor". The window contains a text editor with the following code:

```
1 //Test script for Applet 'EPurse'
2
3 powerup;
4 // Select EPurse //aid/B684893388/03
5 0x00 0xA4 0x04 0x00 0X06 0XB6 0X84 0X89 0X33 0X88 0X04 0x7F;
6
7 // balance
8 0x80 0xB4 0x00 0x00 0x00 0x02;
9
10 // add 0x100
11 0x80 0xB0 0x00 0x00 0x02 0x01 0x00 0x7F;
12
13 // balance
14 0x80 0xB4 0x00 0x00 0x00 0x02;
15
16 // sub 0x50
17 0x80 0xB2 0x00 0x00 0x02 0x00 0x50 0x7F;
18
19 // balance
20 0x80 0xB4 0x00 0x00 0x00 0x02;
21
22 powerdown;
```

The status bar at the bottom of the editor window shows "23 | 1 INS".

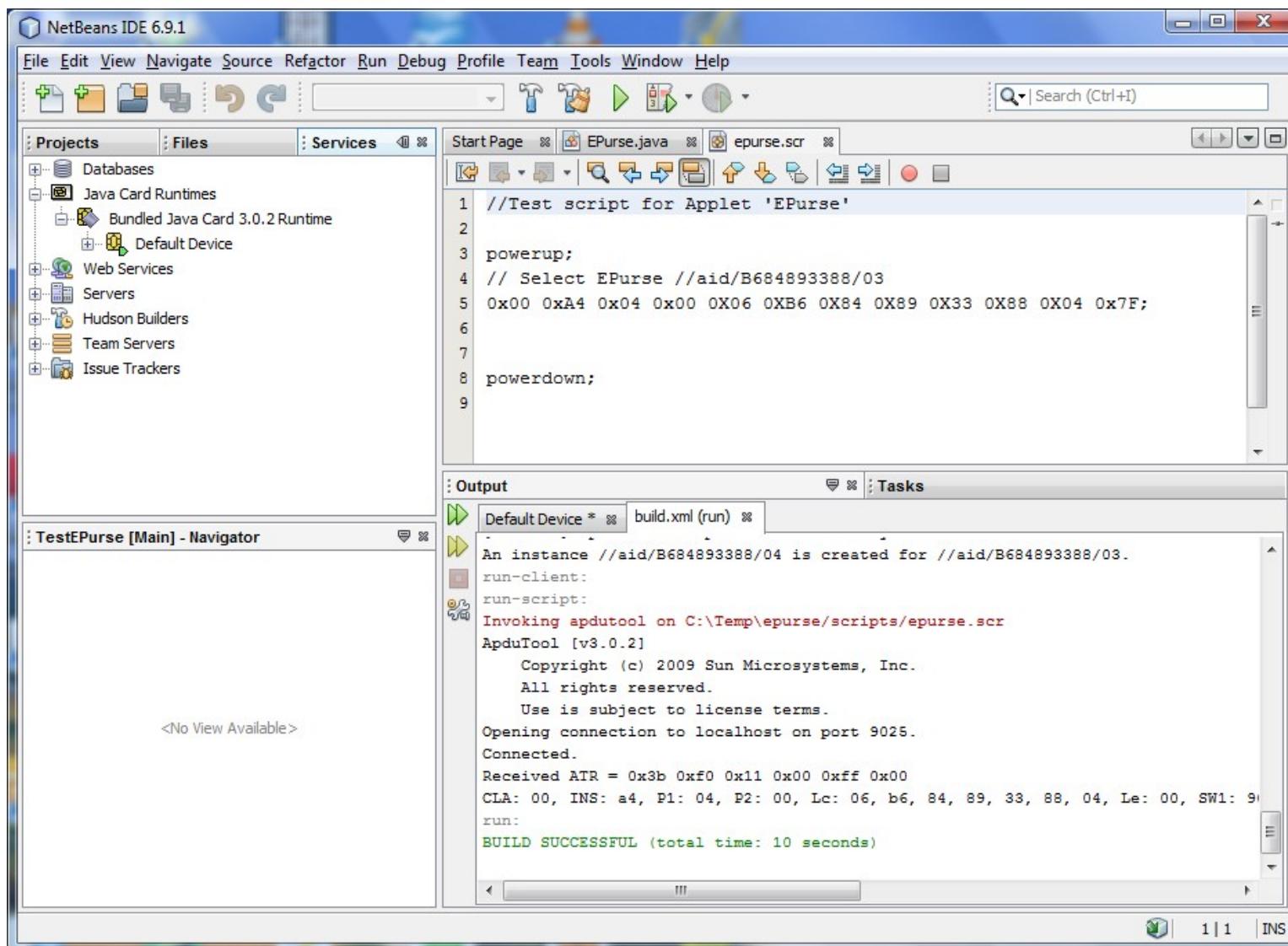
# Result



The screenshot shows the 'Output' window of a Java Card development environment. The window title is ': Output'. It displays the results of a build process for a 'Default Device'. The log output is as follows:

```
Received ATR = 0x3b 0xf0 0x11 0x00 0xff 0x00
CLA: 00, INS: a4, P1: 04, P2: 00, Lc: 06, b6, 84, 89, 33, 88, 04, Le: 00, SW1: 90, SW2: 00
CLA: 80, INS: b4, P1: 00, P2: 00, Lc: 00, Le: 02, 00, 00, SW1: 90, SW2: 00
CLA: 80, INS: b0, P1: 00, P2: 00, Lc: 02, 01, 00, Le: 00, SW1: 90, SW2: 00
CLA: 80, INS: b4, P1: 00, P2: 00, Lc: 00, Le: 02, 01, 00, SW1: 90, SW2: 00
CLA: 80, INS: b2, P1: 00, P2: 00, Lc: 02, 00, 50, Le: 00, SW1: 90, SW2: 00
CLA: 80, INS: b4, P1: 00, P2: 00, Lc: 00, Le: 02, 00, b0, SW1: 90, SW2: 00
run:
BUILD SUCCESSFUL (total time: 4 seconds)
```

# Netbeans 6.9



# Other Java Card features

- Many features available
  - PIN code management
  - Transaction handling using **JCSysteM**
    - Possibility to group together a certain number of actions into a transaction
    - Possibility to **abort** or **commit** the transaction
  - Shareable applets
  - Possibility to have several applets selected at the same time





# OwnerPIN

- This class helps the developer to protect the access to some features of the smart card using a PIN code

```
private OwnerPIN pinCode;

    /** Creates a new instance of EPurse */
public EPurse() {
    balance = (short) 0;
    pinCode = new OwnerPIN(EPURSE_PIN_TRY_LIMIT,
                           EPURSE_PIN_MAX_SIZE);
}
```

# OwnerPIN

- The CAD must validate the PIN code prior to access the other features

```
case EPURSE_ADD:  
    apdu.setIncomingAndReceive();  
    if (!pinCode.isValidated())  
        ISOException.throwIt(  
            ISO7816.SW_SECURITY_STATUS_NOT_SATISFIED);  
    break;  
case EPURSE_PIN:  
    apdu.setIncomingAndReceive();  
    if (!pinCode.check(buffer,  
        ISO7816.OFFSET_CDATA, EPURSE_PIN_MAX_SIZE))  
        ISOException.throwIt(  
            ISO7816.SW_SECURITY_STATUS_NOT_SATISFIED);  
    break;
```



# OwnerPIN

- The OwnerPIN proposes a method to unblock a blocked PIN code (after a TRY\_LIMIT unsuccessful attempts)

```
case EPURSE_UNBLOCK:  
    pinCode.resetAndUnblock();
```

# OwnerPIN

- The OwnerPIN proposes a method to reset the validated flag

```
public boolean select(){  
    pinCode.reset();  
}
```

# Conclusion

- In this chapter, we have seen
  - An introduction to the Java Card system
  - What is a Java Card Applet
  - What is the Java Card Runtime Environment
  - The lifecycle of an Applet
  - How to protect access with an OwnerPIN



# TrUST Me

## *The key rules for Javacard Programming*

# Java Card Programming Issues

- Programming a Java Card seems simple
  - Reduced language
  - Reduced library
  - Most exciting features of Java available in Java Card
  - Most difficulties coming from the ISO7816 protocol hidden by the JCRE and the API

# Java Card Programming Issues

- Powerful tools help developing applets
  - Basic toolkit available for free from Sun (Oracle)
    - Helps testing and debugging applets
  - Enhanced toolkits provided by most of the manufacturers to
    - Upload applets in target Java Cards
    - Test, on board, the uploaded applets

# Java Card Programming Issues

- Most of the trainee's applets suffer from the following drawbacks:
  - No consistency in data when the card is teared suddenly from the reader
  - Poor usability and security
  - Time out and memory issues not taken in account

# Tr U S T Me

- A Java Card applet must be
  - Transaction aware
  - Usable
  - Secure
  - Time-out aware
  - Memory aware

# Transaction aware



- Context
  - Memorize the ten last operations for an e-purse
  - Operation is qualified by
    - The type
    - The amount
    - The date

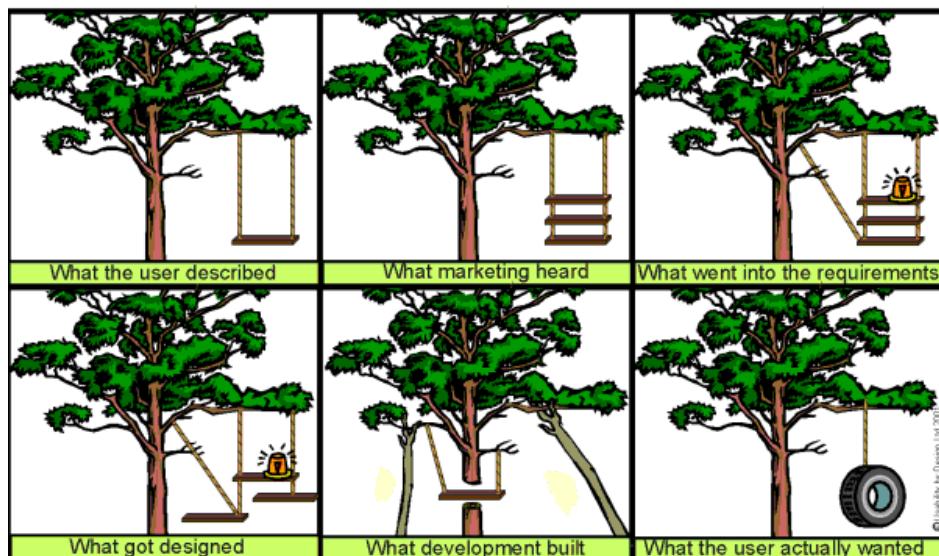
# Transaction aware (code example)

```
case EPURSE_ADD:  
    apdu.setIncomingAndReceive();  
    if (!pinCode.isValidated())  
        ISOException.throwIt(  
            ISO7816.SW_SECURITY_STATUS_NOT_SATISFIED);  
    amount = Util.getShort(buffer, ISO7816.OFFSET_CDATA);  
    balance = (short) (balance + amount);  
    list.add(buffer, ISO7816.OFFSET_INS,  
        ISO7816.OFFSET_CDATA, (short) 2,  
        (short) (ISO7816.OFFSET_CDATA + (short) 2),  
        (short) 8);  
    break;
```

# Transaction aware (a better code)

```
...
try{
    JCSys tem.beginTransaction();
    amount = Util.getShort(buffer, ISO7816.OFFSET_CDATA);
    balance = (short)(balance + amount);
    list.add(buffer, ISO7816.OFFSET_INS,
              ISO7816.OFFSET_CDATA, (short)2,
              (short)(ISO7816.OFFSET_CDATA + (short)2),
              (short)8);
    JCSys tem.commitTransaction();
} catch(TransactionException ex) { ... }
break;
```

# Usability



- Context

- On an e-purse, each operation must be accepted only if the user's PIN code had been validated and if the operation is possible

# Usability (code example)

```
case EPURSE_ADD:  
    apdu.setIncomingAndReceive();  
    if (! pincode.check(buffer, ISO7816.OFFSET_CDATA, (byte) 2))  
        ISOException.throwIt(ISO7816.SW_SECURITY_STATUS_NOT_SATISFIED);  
    amount =  
        Util.getShort(buffer, (short) (ISO7816.OFFSET_CDATA + (short) 2));  
    balance = (short) (balance + amount);  
    list.add(buffer, ISO7816.OFFSET_INS,  
             (short) (ISO7816.OFFSET_CDATA + (short) 2), (short) 2,  
             (short) (ISO7816.OFFSET_CDATA + (short) 4),  
             (short) 8);  
    break;
```

# Usability

- PIN code must not be checked at each operation
  - But at each session starting
- PIN code must be deselected after the applet had been also deselected

# Security

- Context
  - Iris scan security system with the card holder's iris characteristics in a smart card
- **Problem:**
  - Which part of the system must decide if the iris scanned corresponds to the data stored in the smart card:
    - The card acceptance device?
    - The Java Card?



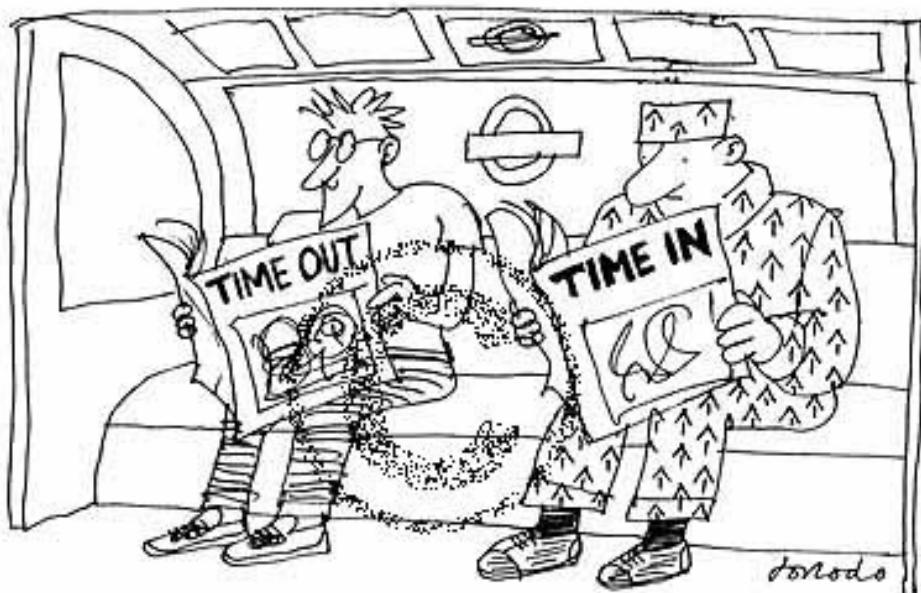
# Security (proposed answers)

- Answer 1:
  - *The scanned data are passed to the smart card which returns yes or no!*
- Answer 2:
  - *The Card Acceptance Device get the stored data from the card to compare it with the scanned data*

# Security

- Mutual authentication is needed prior any data exchange
- Card Acceptance Device
  - which is more difficult to replace by a forged one must make the comparison between data stored in the card and the data scanned

# Time out



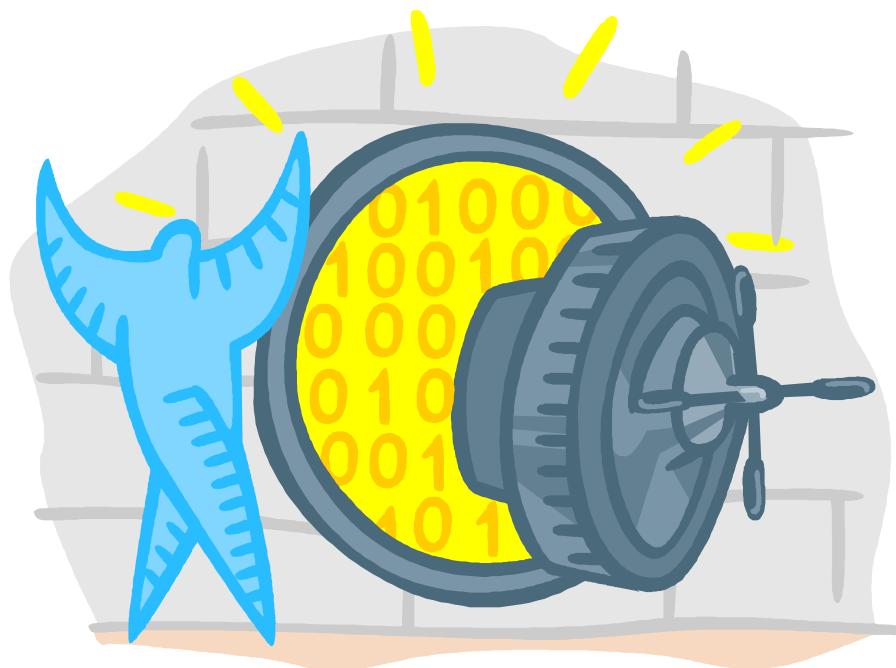
- Context
  - A message is sent to the Java Card to be encrypted using a first command
  - A second command must be issued to get back the encrypted message

# Time out (time issues)

- What if
  - The Java card is teared from the card reader after the first command arrives and before the second command is issued
- Or if
  - The second command arrives before the first one is issued

# Time out

- Time out aware applet
  - Must blank the message to be encrypted if deselect and/or select is called before the second command is issued
  - Must refuse the second command if the first was not sent before



# Memory aware

- Context
  - Memorize the ten last operations for an e-purse
  - Operation is qualified by
    - The type
    - The amount
    - The date

# Memory aware (code example)

```
case EPURSE_ADD:  
    apdu.setIncomingAndReceive();  
    amount = Util.getShort(buffer, ISO7816.OFFSET_CDATA);  
    Operation op = new Operation(buffer,  
        ISO7816.OFFSET_INS, ISO7816.OFFSET_CDATA, (short)2,  
        (short)(ISO7816.OFFSET_CDATA + (short)2), (short)8);  
    list.add(op);  
    break;
```

# Memory aware

- More Memory aware code
  - Avoid creating object on the fly
  - Create all the objects needed during construction phase
  - Recycle already created objects

# Conclusion

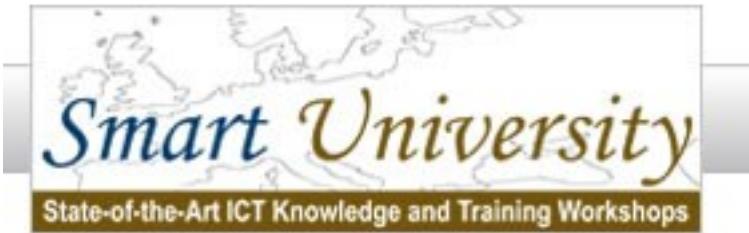
- At the beginning, smart card programming was done:
  - In assembly language
  - At a low level
  - By engineers aware of the
    - Transactions
    - Usability
    - Security
    - Time-out
    - Memory usage

# Conclusion

- Today, thanks to Java Card, applet programming can be done:
  - In Java
  - At a high level
  - By simple Java programmers

# Conclusion

- The Java Card programmers must be aware of:
  - Transactions
  - Usability
  - Security
  - Time out
  - Memory usage

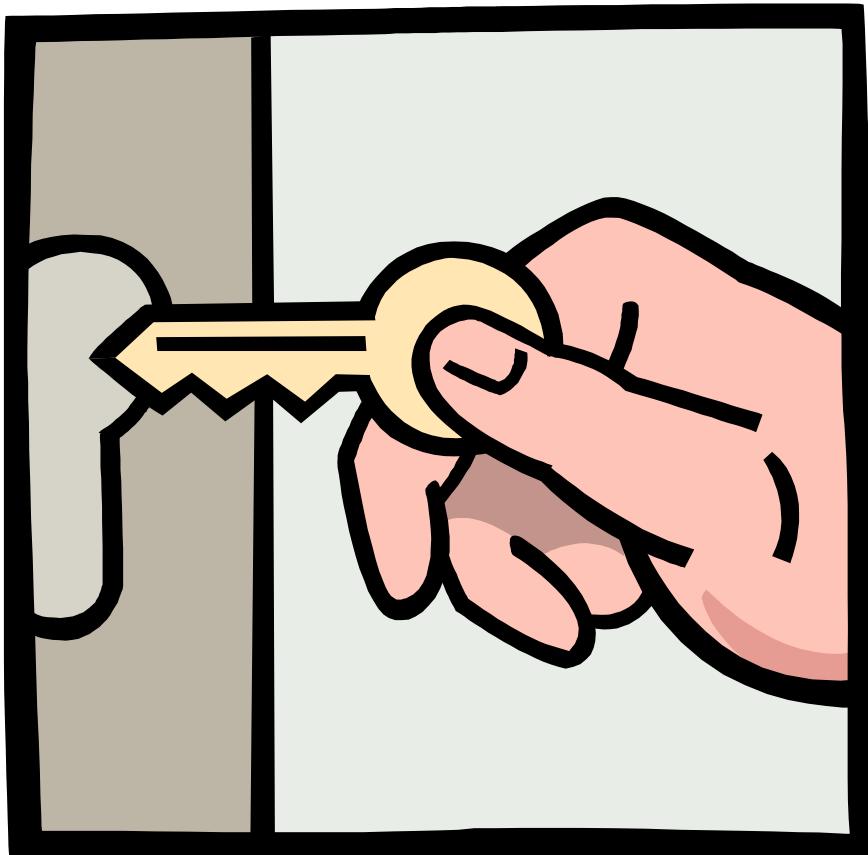


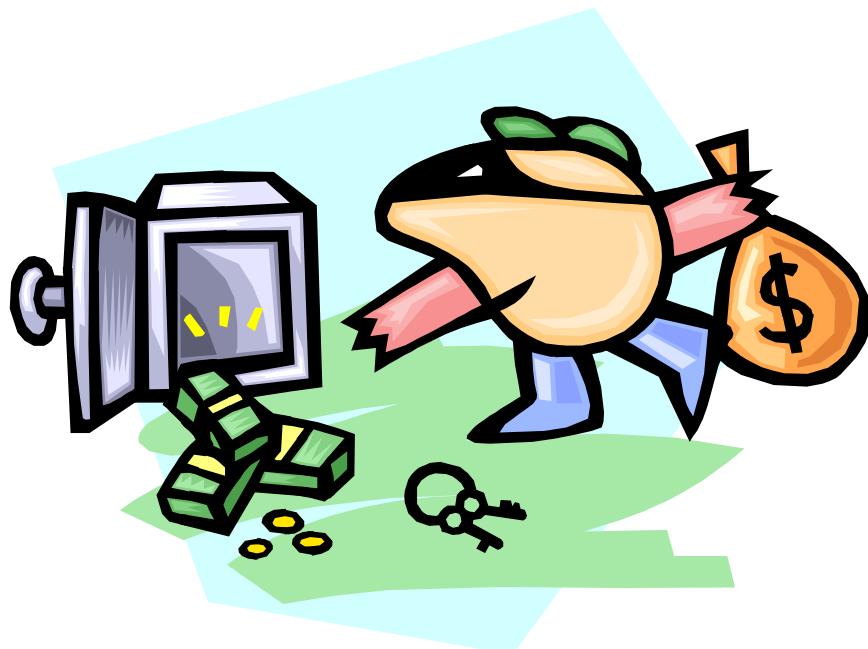
# Security

*Hardware and software aspects*

# Objectives

- In this chapter, we'll see
  - An introduction about the security aspects of the smart cards
    - From a hardware point of view
    - From a software point of view

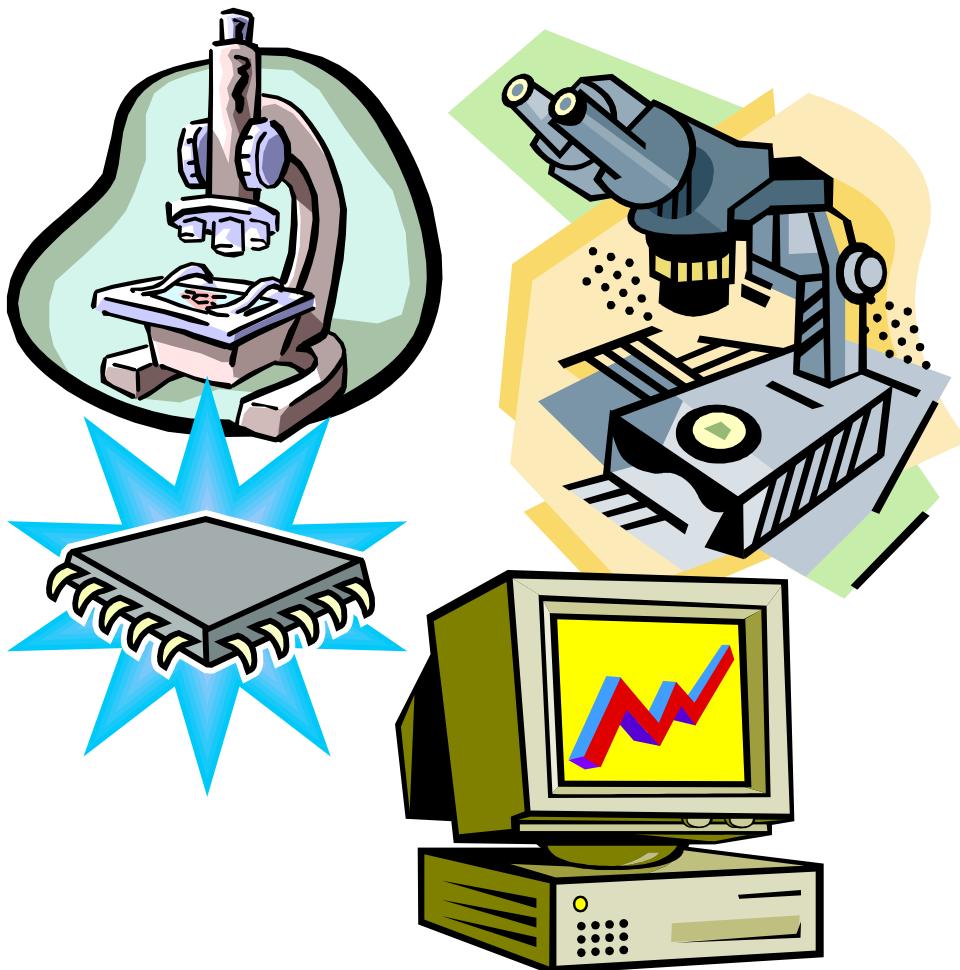




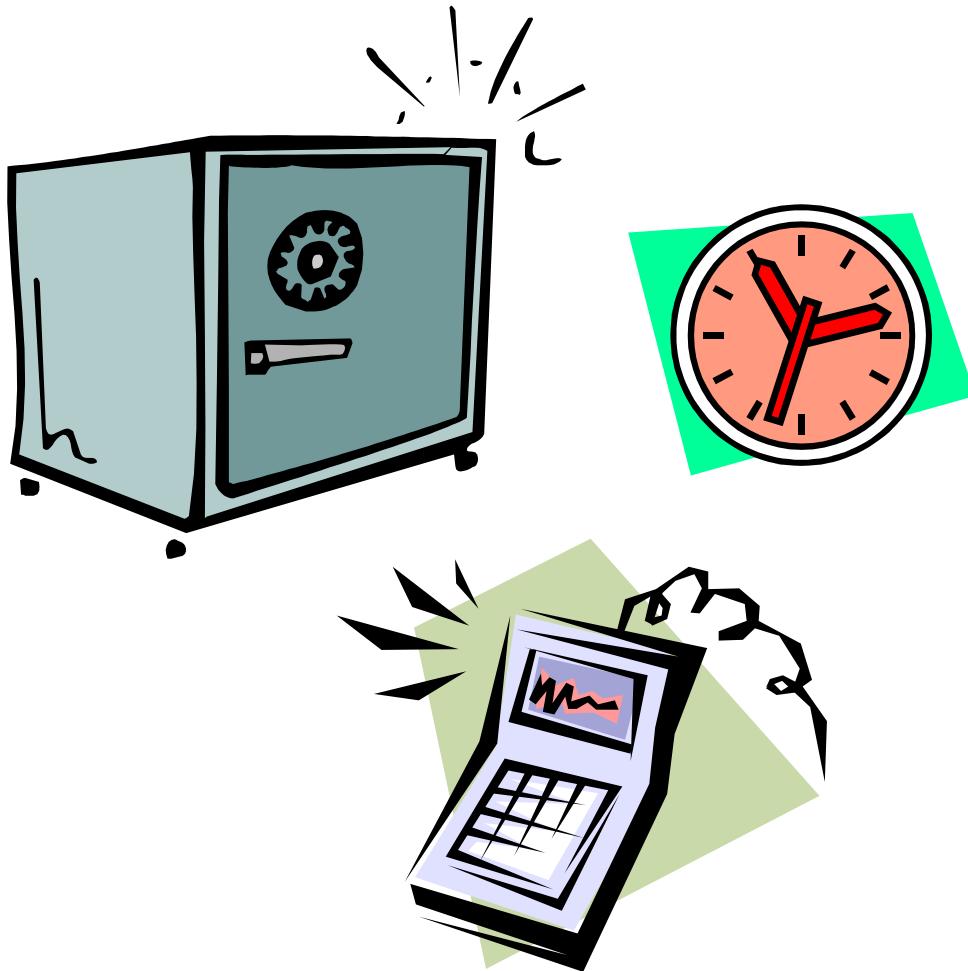
# Hardware security

- A smart card contains important data
  - It could contain money
    - Electronic purses
- It must be tamper resistant
- *"If you know the attack you can build the shield"*

# The attacks



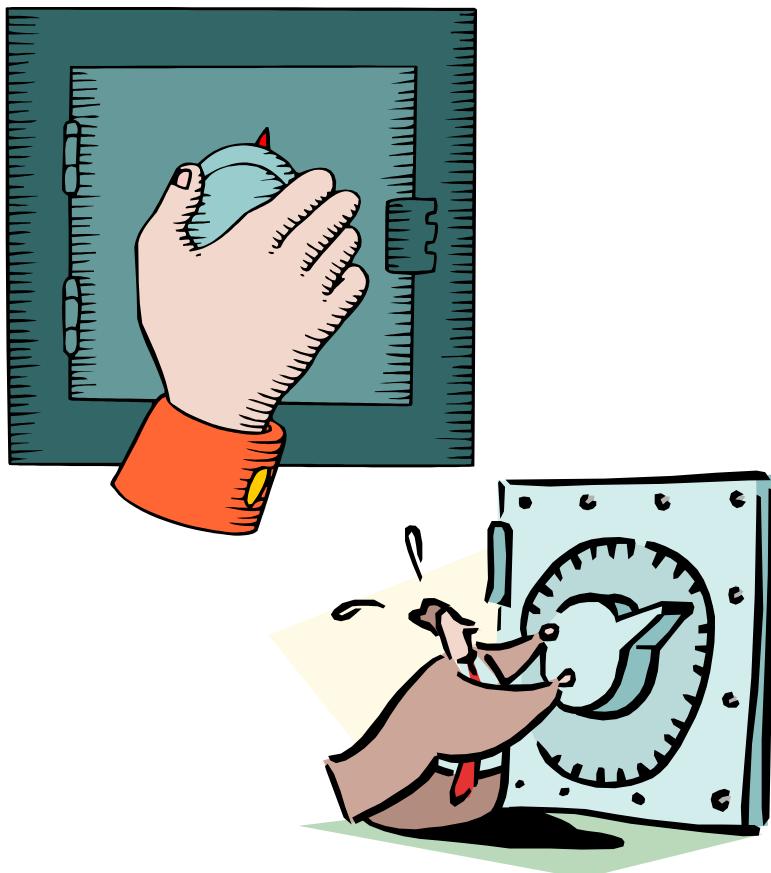
- X raying the micro-chip
- Measuring the power consumption variation during critical APDU
  - When the PIN code is transmitted for example
- Measuring the answer delay
  - To try to predict what branches in the program are completed



# The shields

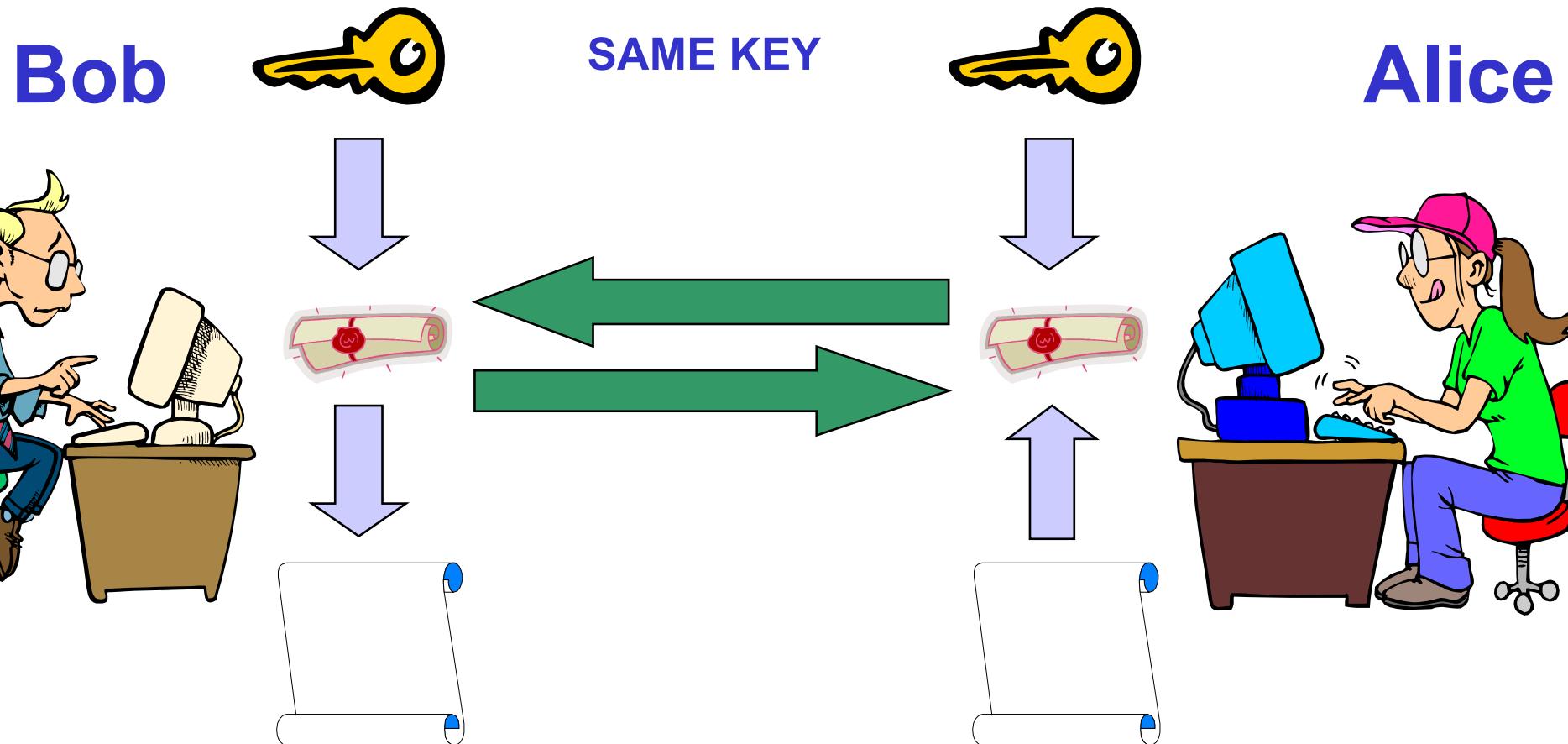
- The micro-chip uses an internal shield to protect itself against an X-Ray scanning
- It guarantees the same delay for both branches of an alternative statement
- It guarantees the same power consumption in all cases

# Software attacks and shields



- Data are protected using cryptography
  - Various techniques
    - DES, DES3, AES
    - RSA
    - SHA
- Cryptography is based on
  - A public algorithm
  - A key
    - Private (DES, DES3, AES)
    - Public (RSA)

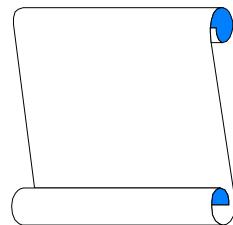
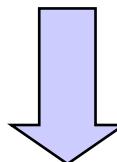
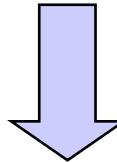
# Symmetric Enciphering



# Asymmetric enciphering

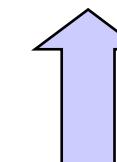
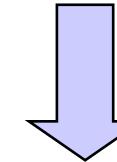
**Bob's private key**

**Bob**



**Bob's Public Key**

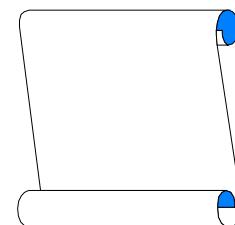
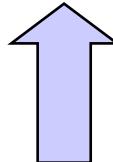
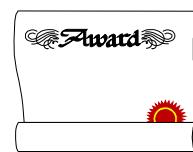
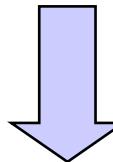
**Alice**



# Signing using asymmetric keys

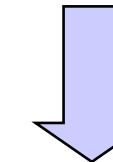
**Bob's private key**

**Bob**



**Bob's Public Key**

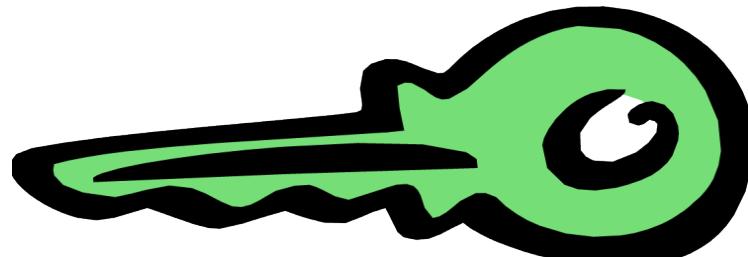
**Alice**



# Certify public key

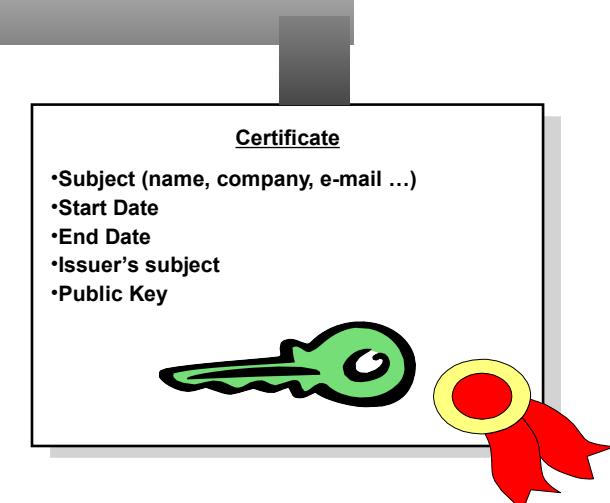
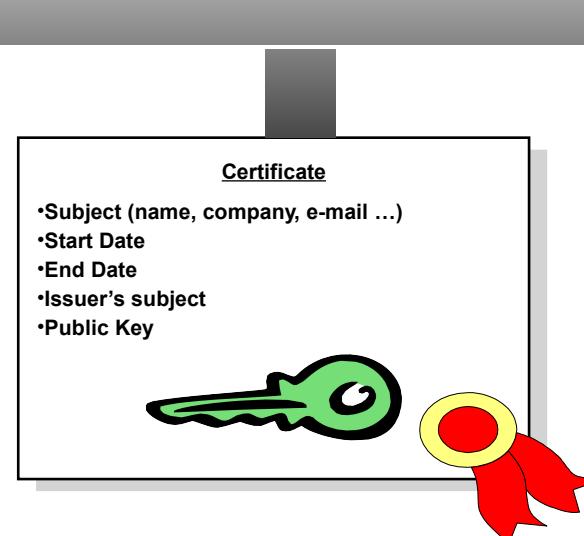
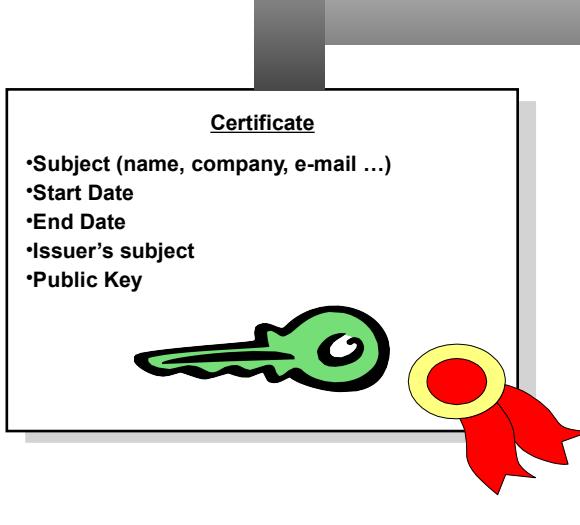
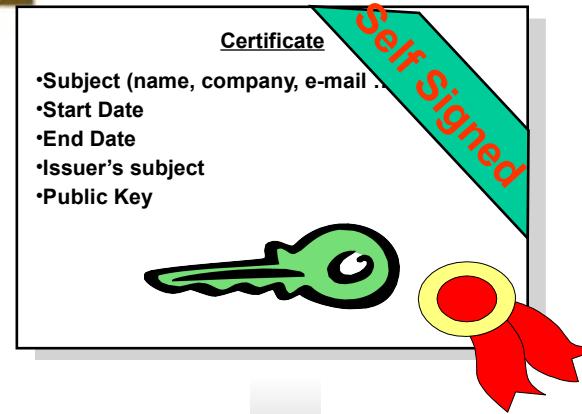
## X509 Certificate

- **Subject (name, company, e-mail ...)**
- **Issuer's subject**
- **Public Key**



# Certification Authority

Thawte,  
Verisign,  
...



# **Authentication**

**Authorization**

**Privacy**

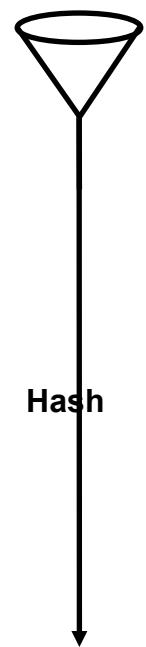


**Integrity**

**Non-repudiation**

# Protect private key With Smart cards

- The Private key is born, lives and dies inside the card
  - Key pair generation
  - Secure access
  - Cryptographic algorithm process inside the card
- Physically secure
  - No hard drive storage of the private key
- Portable
  - No multi-key
  - Multiple Device
- Enciphering is done inside the card
  - Computer Independent

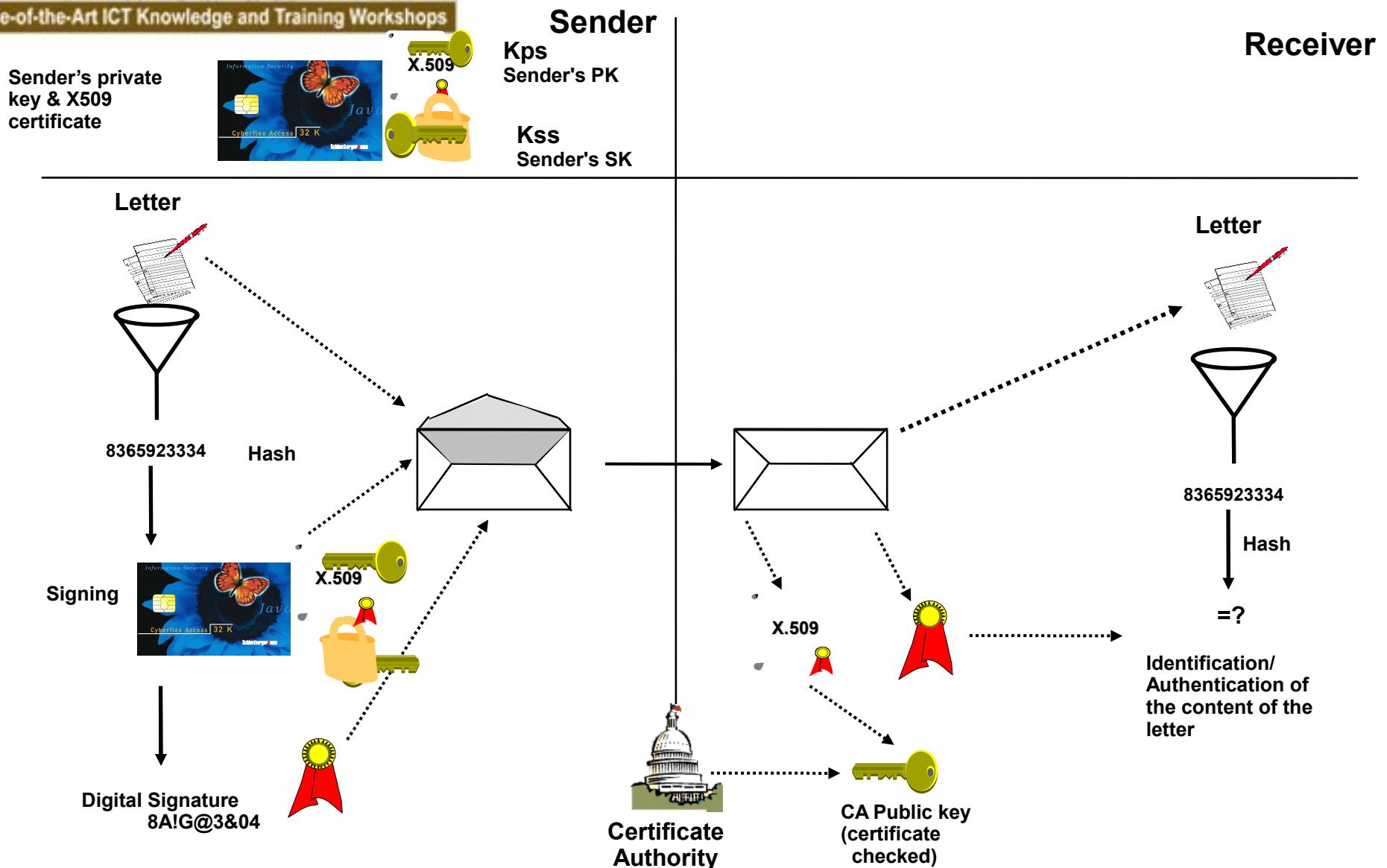


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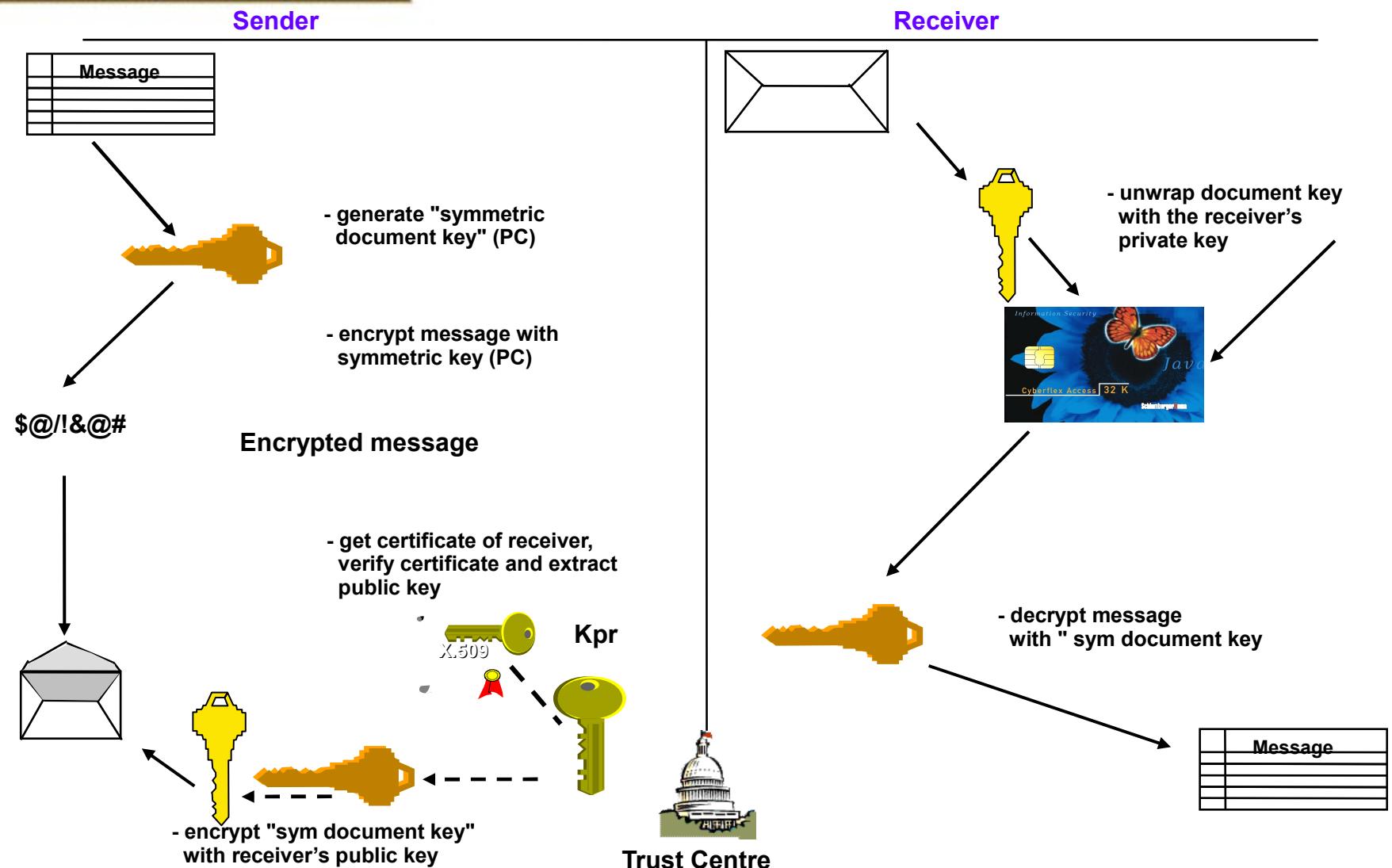
# Hashing (a.k.a FingerPrint)

- Modifying one bit completely changes the Hash
- Hash result is completely unpredictable
- Usual algorithms are MD5 (used for linux Password storage) or SHA-1

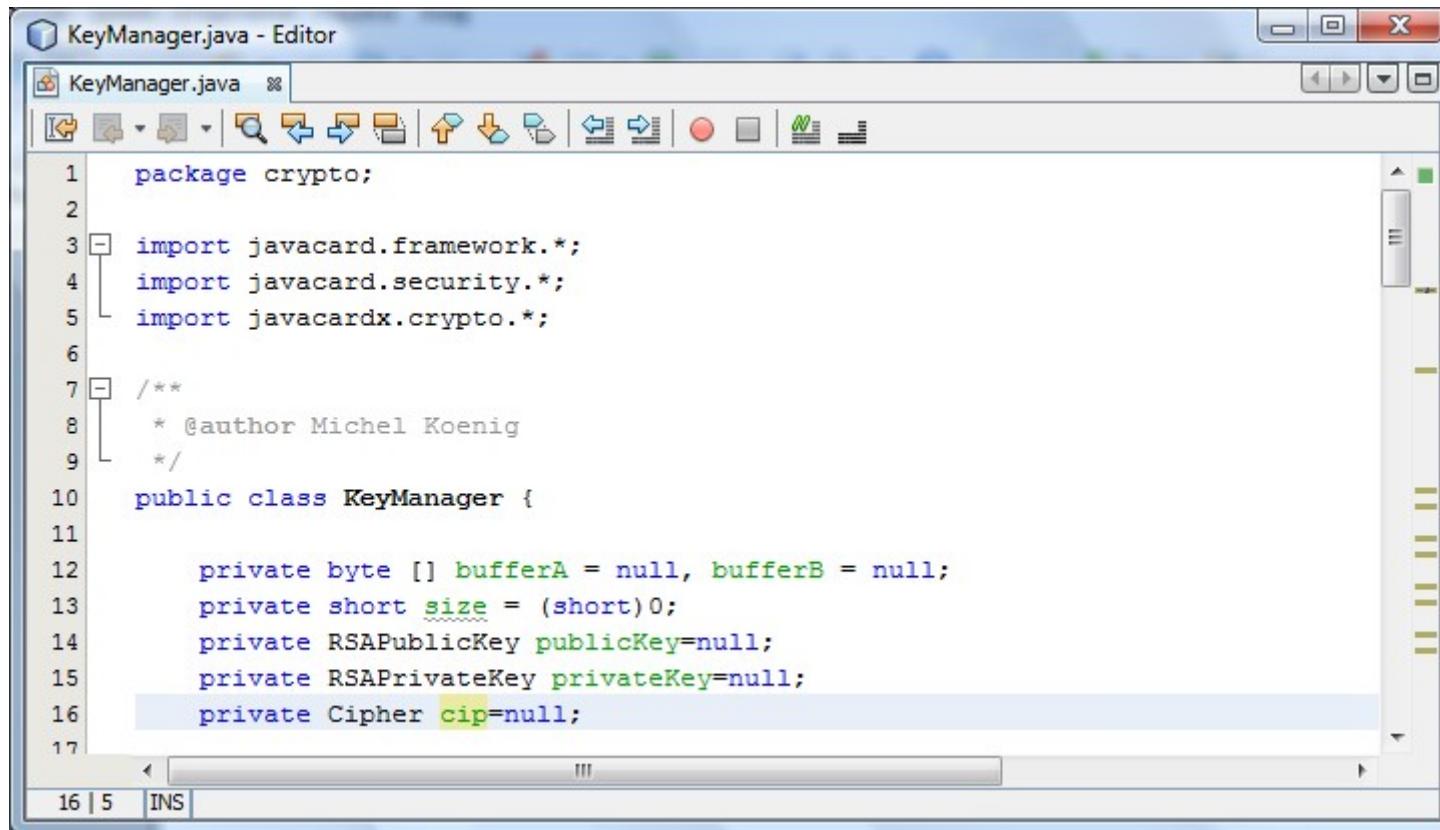
# Digital Signature (Email)



# S/MIME Encryption



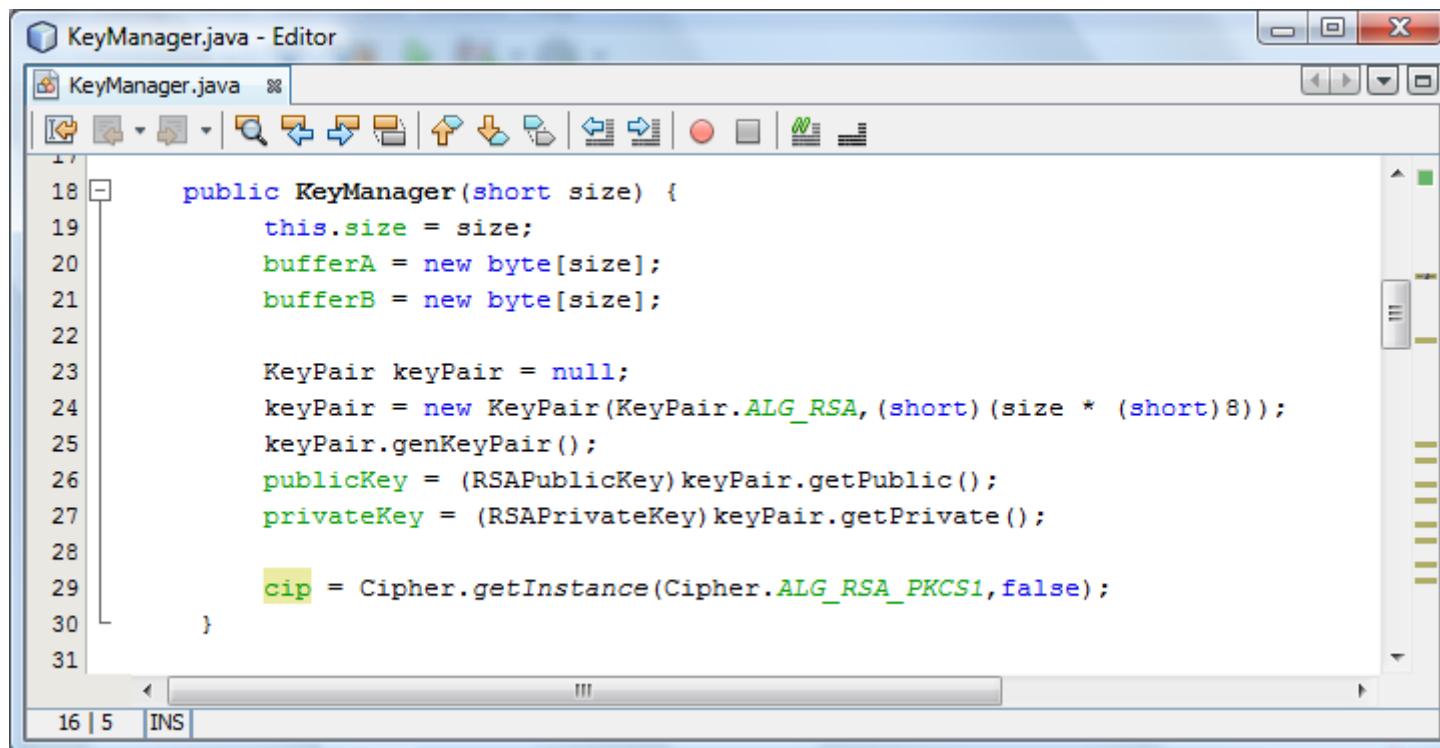
# Example



The screenshot shows a Java code editor window titled "KeyManager.java - Editor". The code is written in Java and defines a class named "KeyManager". The code includes imports for the javacard.framework, javacard.security, and javacardx.crypto packages. It also contains a Javadoc comment block and several private member variables: bufferA, bufferB, size, publicKey, privateKey, and cipher.

```
1 package crypto;
2
3 import javacard.framework.*;
4 import javacard.security.*;
5 import javacardx.crypto.*;
6
7 /**
8 * @author Michel Koenig
9 */
10 public class KeyManager {
11
12     private byte [] bufferA = null, bufferB = null;
13     private short size = (short)0;
14     private RSAPublicKey publicKey=null;
15     private RSAPrivatekey privateKey=null;
16     private Cipher cip=null;
17 }
```

# Example

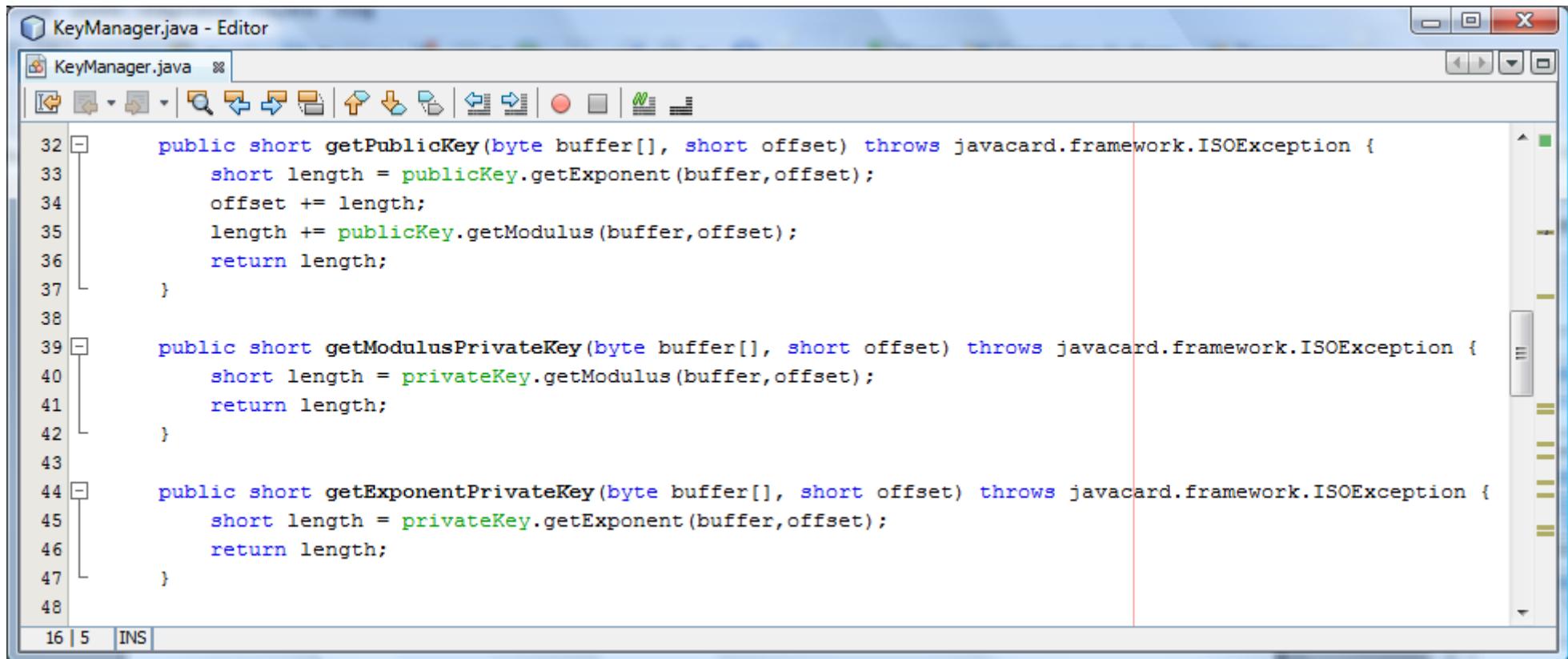


The screenshot shows a Java code editor window titled "KeyManager.java - Editor". The code in the editor is as follows:

```
17
18     public KeyManager(short size) {
19         this.size = size;
20         bufferA = new byte[size];
21         bufferB = new byte[size];
22
23         KeyPair keyPair = null;
24         keyPair = new KeyPair(KeyPair.ALG_RSA, (short)(size * (short)8));
25         keyPair.genKeyPair();
26         publicKey = (RSAPublicKey)keyPair.getPublic();
27         privateKey = (RSAPrivateKey)keyPair.getPrivate();
28
29         cip = Cipher.getInstance(Cipher.ALG_RSA_PKCS1, false);
30     }
31 }
```

The code implements a constructor for a KeyManager class. It initializes two byte arrays, bufferA and bufferB, both of size 'size'. It then generates a RSA key pair with a size of 'size' multiplied by 8 bits. The public key is stored in publicKey and the private key in privateKey. Finally, it creates a cipher object 'cip' using the RSA algorithm and PKCS1 padding.

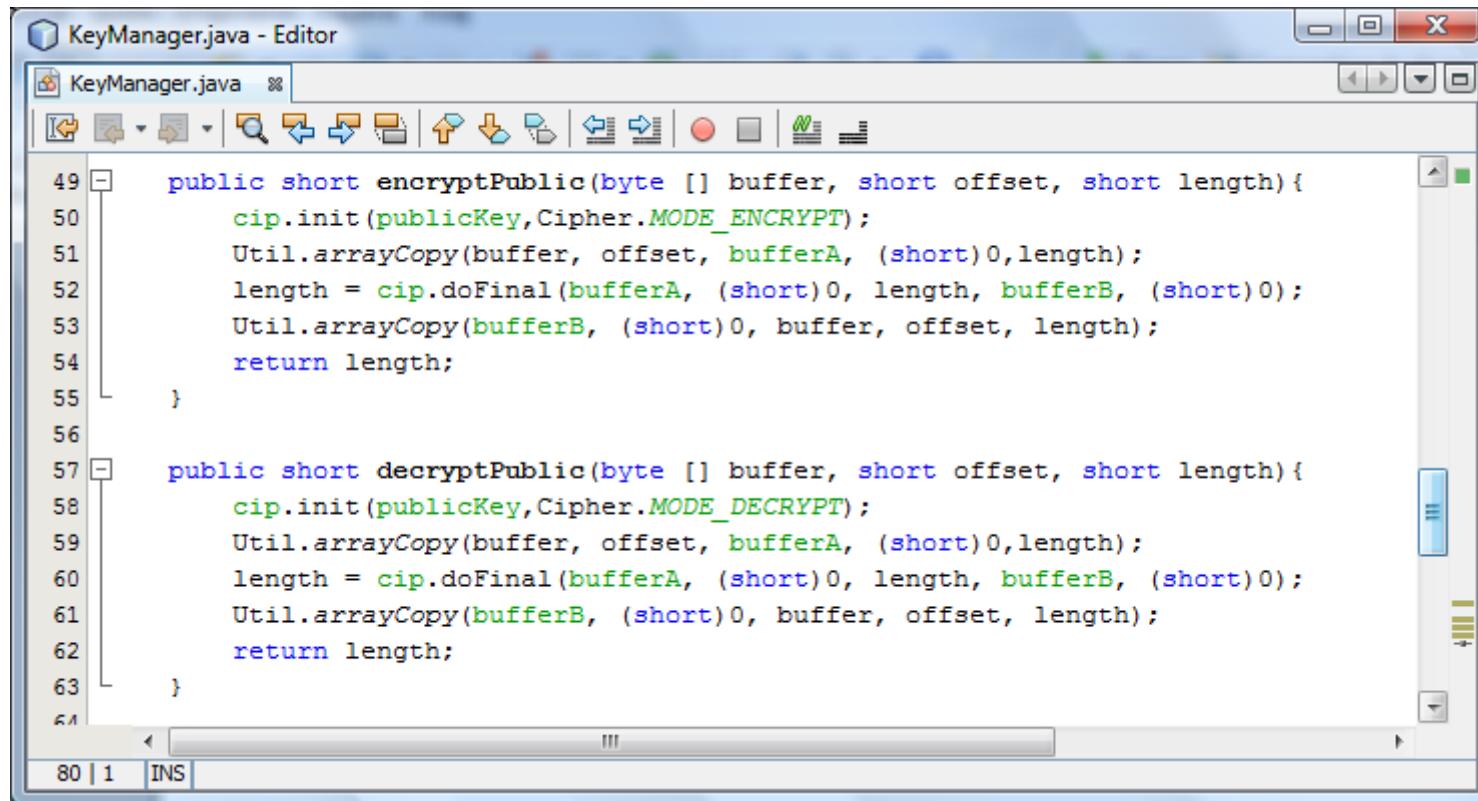
# Example



The screenshot shows a Java code editor window titled "KeyManager.java - Editor". The code is part of a class named "KeyManager" and contains three methods: `getPublicKey`, `getModulusPrivateKey`, and `getExponentPrivateKey`. The code uses the `javacard.framework.ISOException` and `javacard.framework.Key` classes.

```
32     public short getPublicKey(byte buffer[], short offset) throws javacard.framework.ISOException {
33         short length = publicKey.getExponent(buffer,offset);
34         offset += length;
35         length += publicKey.getModulus(buffer,offset);
36         return length;
37     }
38
39     public short getModulusPrivateKey(byte buffer[], short offset) throws javacard.framework.ISOException {
40         short length = privateKey.getModulus(buffer,offset);
41         return length;
42     }
43
44     public short getExponentPrivateKey(byte buffer[], short offset) throws javacard.framework.ISOException {
45         short length = privateKey.getExponent(buffer,offset);
46         return length;
47     }
48 }
```

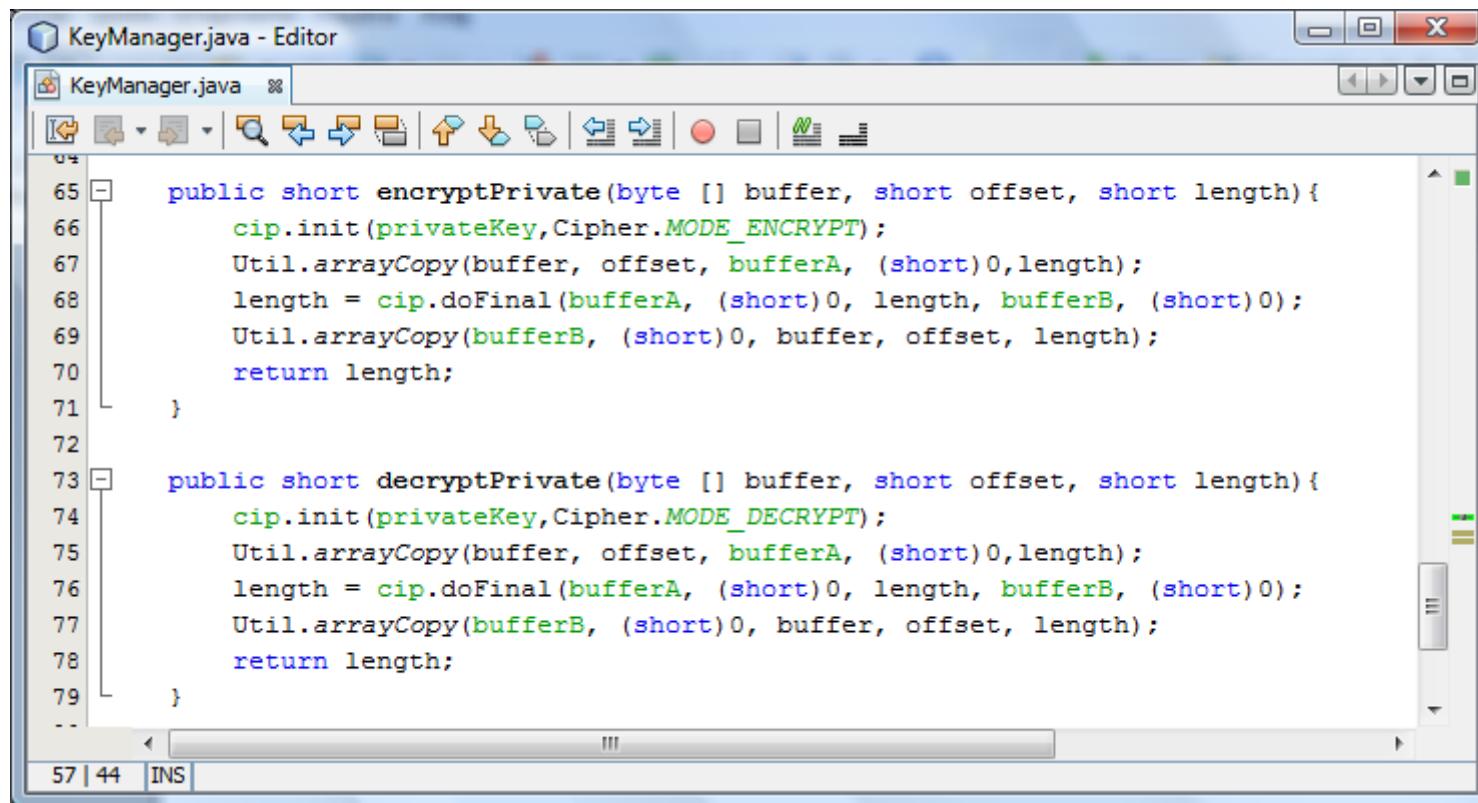
# Example



The screenshot shows a Java code editor window titled "KeyManager.java - Editor". The code implements a KeyManager class with two methods: encryptPublic and decryptPublic. Both methods use a Cipher object initialized with MODE\_ENCRYPT or MODE\_DECRYPT respectively, and Util.arrayCopy to copy data between buffers.

```
49     public short encryptPublic(byte [] buffer, short offset, short length){  
50         cip.init(publicKey,Cipher.MODE_ENCRYPT);  
51         Util.arrayCopy(buffer, offset, bufferA, (short)0,length);  
52         length = cip.doFinal(bufferA, (short)0, length, bufferB, (short)0);  
53         Util.arrayCopy(bufferB, (short)0, buffer, offset, length);  
54         return length;  
55     }  
56  
57     public short decryptPublic(byte [] buffer, short offset, short length){  
58         cip.init(publicKey,Cipher.MODE_DECRYPT);  
59         Util.arrayCopy(buffer, offset, bufferA, (short)0,length);  
60         length = cip.doFinal(bufferA, (short)0, length, bufferB, (short)0);  
61         Util.arrayCopy(bufferB, (short)0, buffer, offset, length);  
62         return length;  
63     }  
64 }
```

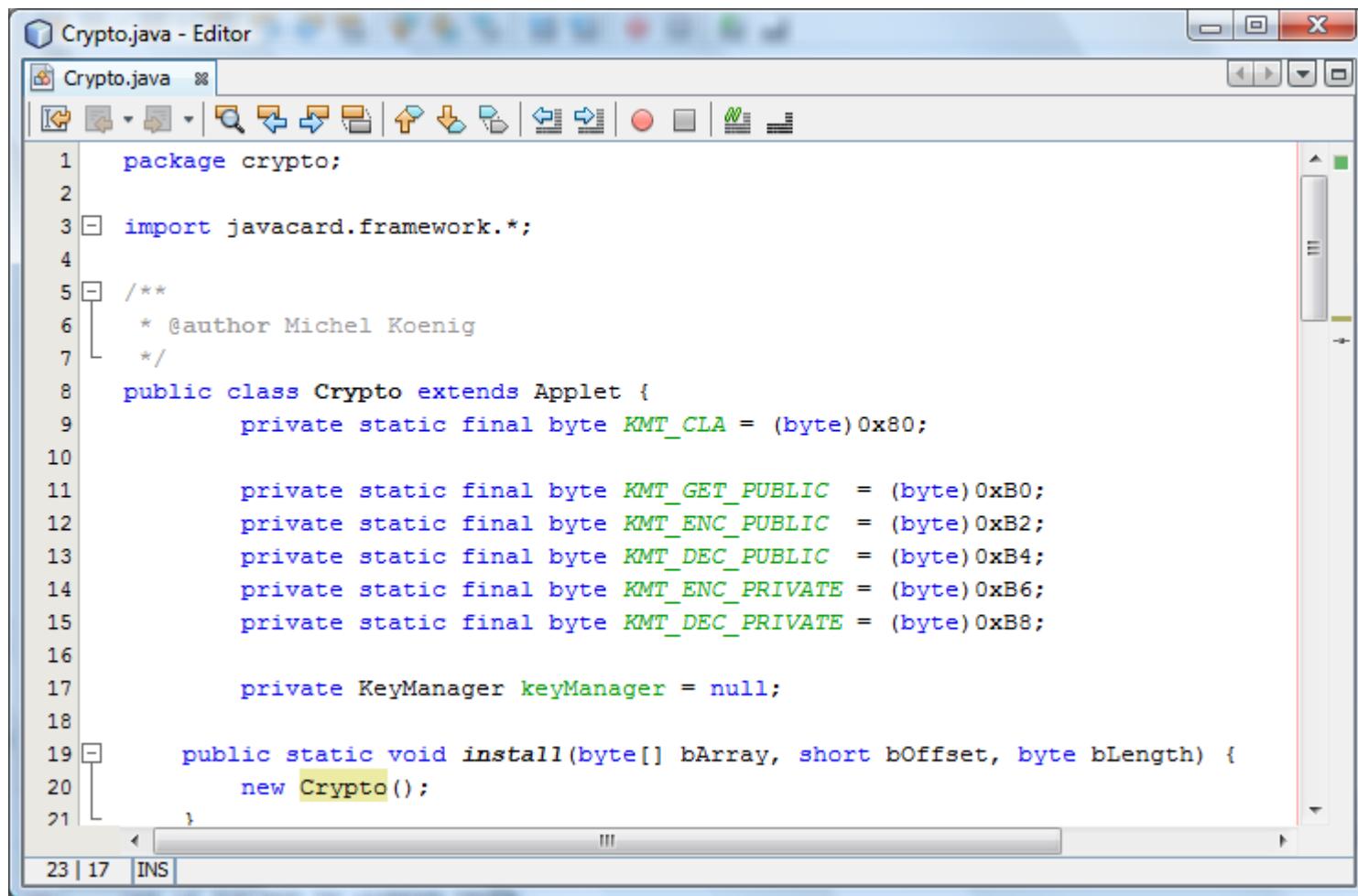
# Example



The screenshot shows a Java code editor window titled "KeyManager.java - Editor". The code implements a KeyManager class with two methods: encryptPrivate and decryptPrivate. Both methods use a Cipher object initialized with a private key and either MODE\_ENCRYPT or MODE\_DECRYPT mode. They perform three steps: copying the input buffer to a temporary buffer, performing the encryption or decryption operation, and then copying the result back to the original buffer starting at the specified offset.

```
04
65     public short encryptPrivate(byte [] buffer, short offset, short length){
66         cip.init(privateKey,Cipher.MODE_ENCRYPT);
67         Util.arrayCopy(buffer, offset, bufferA, (short)0,length);
68         length = cip.doFinal(bufferA, (short)0, length, bufferB, (short)0);
69         Util.arrayCopy(bufferB, (short)0, buffer, offset, length);
70         return length;
71     }
72
73     public short decryptPrivate(byte [] buffer, short offset, short length){
74         cip.init(privateKey,Cipher.MODE_DECRYPT);
75         Util.arrayCopy(buffer, offset, bufferA, (short)0,length);
76         length = cip.doFinal(bufferA, (short)0, length, bufferB, (short)0);
77         Util.arrayCopy(bufferB, (short)0, buffer, offset, length);
78         return length;
79     }
--
```

# Example

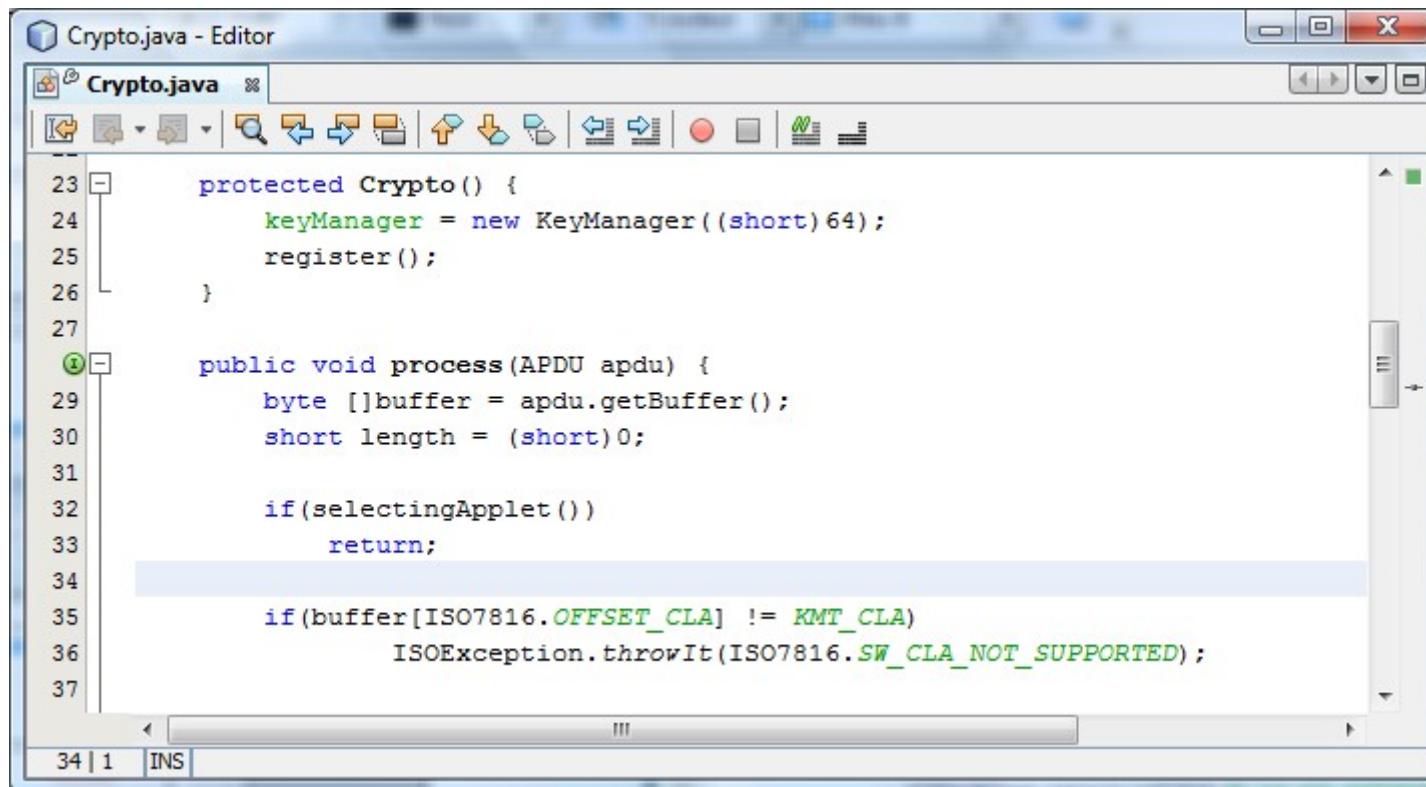


The screenshot shows a Java code editor window titled "Crypto.java - Editor". The code editor displays the following Java code:

```
1 package crypto;
2
3 import javacard.framework.*;
4
5 /**
6  * @author Michel Koenig
7  */
8 public class Crypto extends Applet {
9     private static final byte KMT_CLA = (byte)0x80;
10
11    private static final byte KMT_GET_PUBLIC = (byte)0xB0;
12    private static final byte KMT_ENC_PUBLIC = (byte)0xB2;
13    private static final byte KMT_DEC_PUBLIC = (byte)0xB4;
14    private static final byte KMT_ENC_PRIVATE = (byte)0xB6;
15    private static final byte KMT_DEC_PRIVATE = (byte)0xB8;
16
17    private KeyManager keyManager = null;
18
19    public static void install(byte[] bArray, short bOffset, byte bLength) {
20        new Crypto();
21    }
}
```

The code defines a class named "Crypto" that extends "Applet". It contains several static final bytes representing command codes for a smart card. The "install" method creates a new instance of the "Crypto" class.

# Example



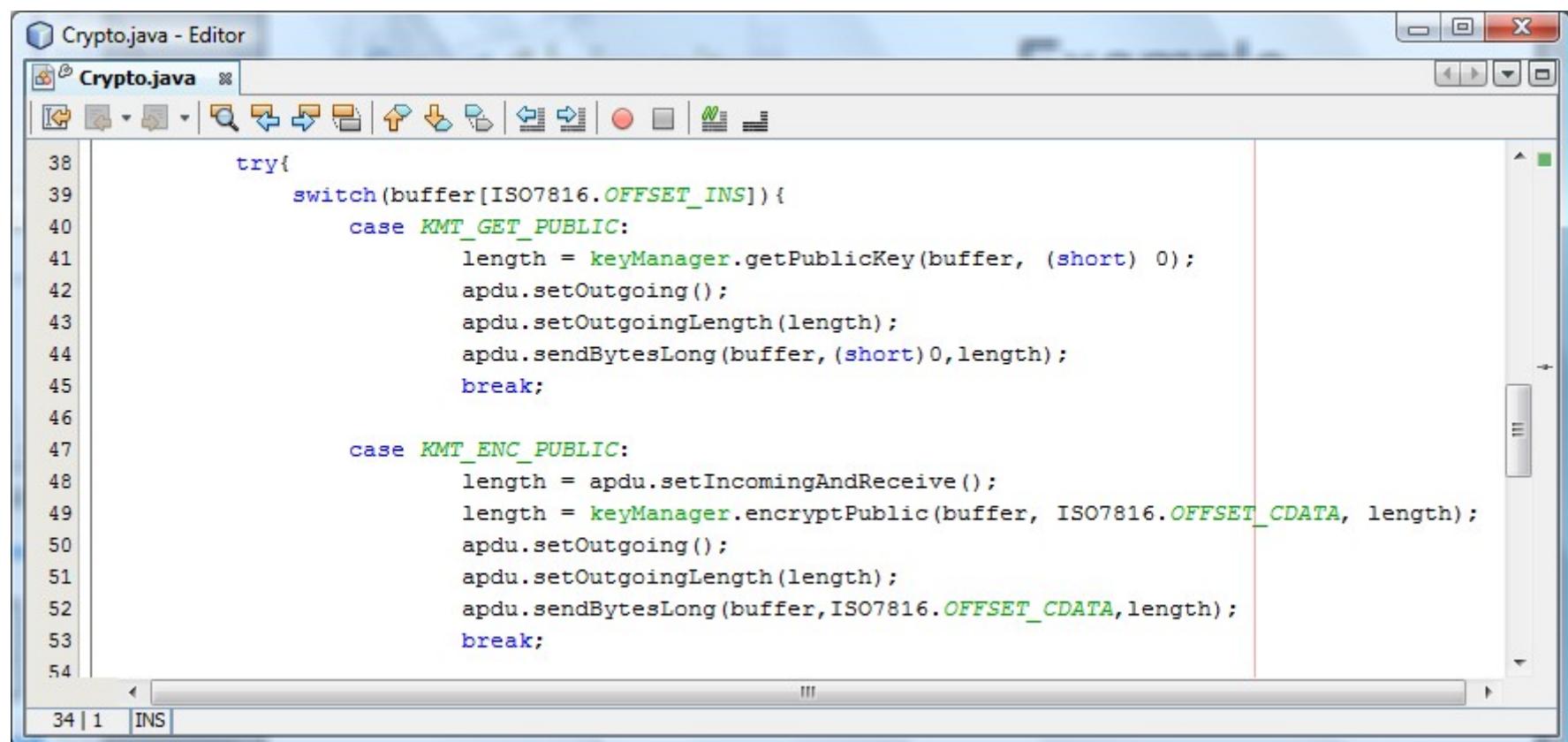
The screenshot shows a Java code editor window titled "Crypto.java - Editor". The code in the editor is as follows:

```
23     protected Crypto() {
24         keyManager = new KeyManager((short) 64);
25         register();
26     }
27
28     public void process(APDU apdu) {
29         byte []buffer = apdu.getBuffer();
30         short length = (short)0;
31
32         if(selectingApplet())
33             return;
34
35         if(buffer[ISO7816.OFFSET_CLA] != KMT_CLA)
36             ISOException.throwIt(ISO7816.SW_CLA_NOT_SUPPORTED);
37     }

```

The code is part of a class named "Crypto" which contains a constructor and a method "process" that takes an APDU object. The "process" method retrieves the buffer from the APDU, sets its length to 0, and then checks if the CLA (Class Application Identifier) byte at index 0 is not equal to KMT\_CLA. If it's not, it throws an ISOException with the error code SW\_CLA\_NOT\_SUPPORTED.

# Example

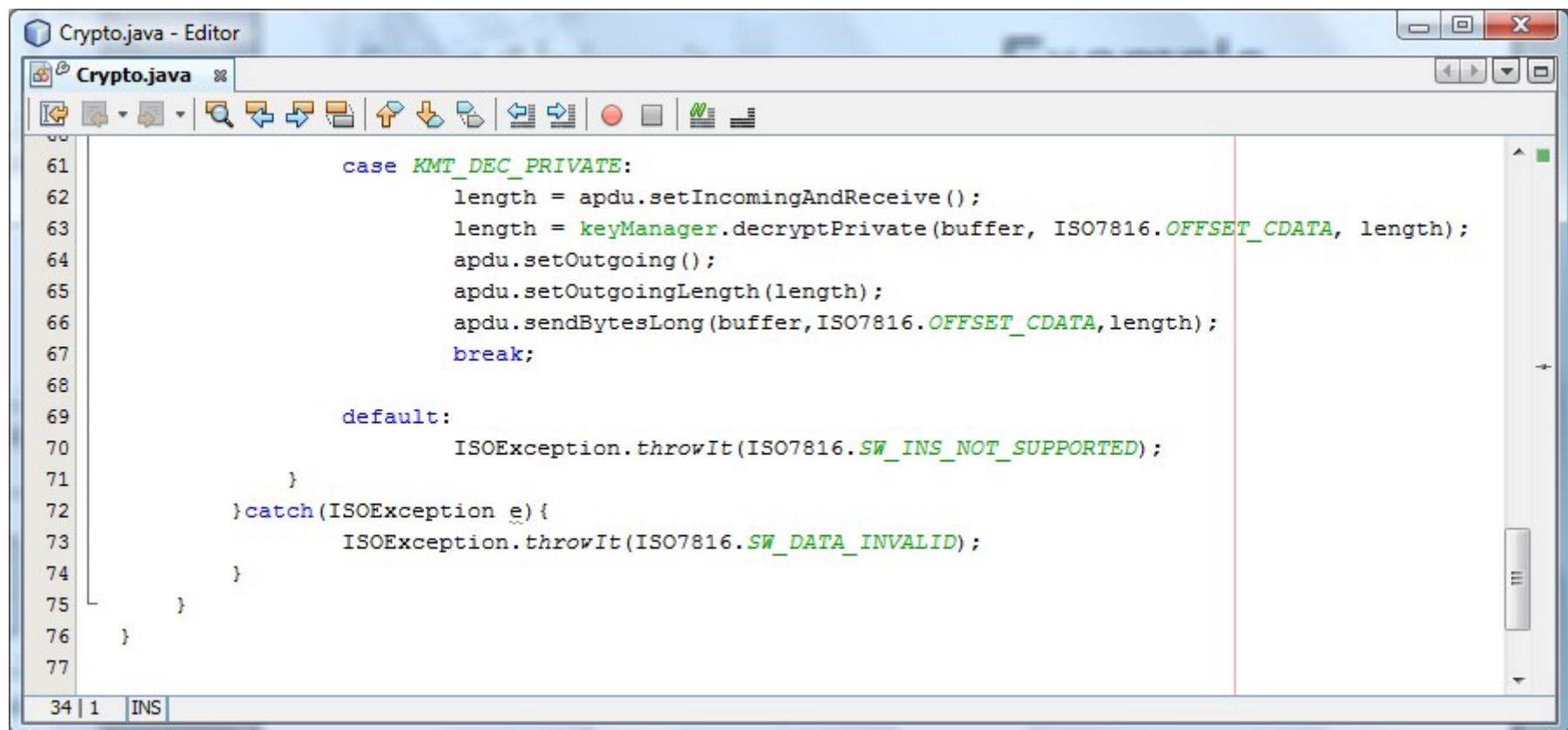


The screenshot shows a Java code editor window titled "Crypto.java - Editor". The code in the editor is as follows:

```
38     try{
39         switch(buffer[ISO7816.OFFSET_INS]){
40             case KMT_GET_PUBLIC:
41                 length = keyManager.getPublicKey(buffer, (short) 0);
42                 apdu.setOutgoing();
43                 apdu.setOutgoingLength(length);
44                 apdu.sendBytesLong(buffer, (short) 0, length);
45                 break;
46
47             case KMT_ENC_PUBLIC:
48                 length = apdu.setIncomingAndReceive();
49                 length = keyManager.encryptPublic(buffer, ISO7816.OFFSET_CDATA, length);
50                 apdu.setOutgoing();
51                 apdu.setOutgoingLength(length);
52                 apdu.sendBytesLong(buffer, ISO7816.OFFSET_CDATA, length);
53                 break;
54 }
```

The code handles two cases: KMT\_GET\_PUBLIC and KMT\_ENC\_PUBLIC. For each case, it sets the outgoing APDU, sends the appropriate length of bytes, and then either receives an incoming APDU or encrypts a public key. The code uses constants from the ISO7816 class and a keyManager object.

# Example

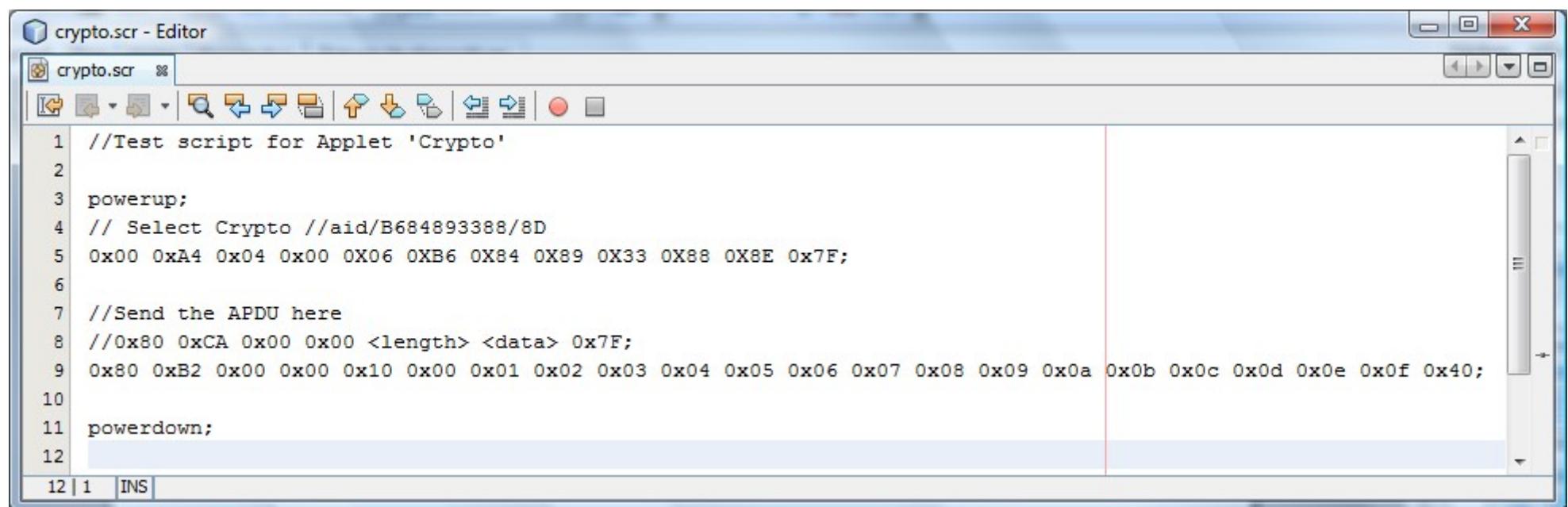


The screenshot shows a Java code editor window titled "Crypto.java - Editor". The tab bar indicates the file is "Crypto.java". The code itself is as follows:

```
61             case KMT_DEC_PRIVATE:
62                 length = apdu.setIncomingAndReceive();
63                 length = keyManager.decryptPrivate(buffer, ISO7816.OFFSET_CDATA, length);
64                 apdu.setOutgoing();
65                 apdu.setOutgoingLength(length);
66                 apdu.sendBytesLong(buffer,ISO7816.OFFSET_CDATA,length);
67                 break;
68
69             default:
70                 ISOException.throwIt(ISO7816.SW_INS_NOT_SUPPORTED);
71         }
72     }catch(ISOException e){
73         ISOException.throwIt(ISO7816.SW_DATA_INVALID);
74     }
75 }
76 }
77 }
```

The code handles an APDU message. It checks if the instruction is KMT\_DEC\_PRIVATE. If so, it receives the incoming data, decrypts it using the key manager, and then sends the decrypted bytes back. If the instruction is not supported, it throws an ISOException with SW\_INS\_NOT\_SUPPORTED. If an exception occurs during decryption, it throws an ISOException with SW\_DATA\_INVALID.

# Encrypting w/public



The screenshot shows a software application window titled "crypto.scr - Editor". The window contains a code editor with the file "crypto.scr" open. The code is a test script for an applet named 'Crypto'. It includes commands to power up the card, select the crypto application, send an APDU, and power down the card. The code is as follows:

```
1 //Test script for Applet 'Crypto'
2
3 powerup;
4 // Select Crypto //aid/B684893388/8D
5 0x00 0xA4 0x04 0x00 0X06 0XB6 0X84 0X89 0X33 0X88 0X8E 0x7F;
6
7 //Send the APDU here
8 //0x80 0xCA 0x00 0x00 <length> <data> 0x7F;
9 0x80 0xB2 0x00 0x00 0x10 0x00 0x01 0x02 0x03 0x04 0x05 0x06 0x07 0x08 0x09 0x0a 0x0b 0x0c 0x0d 0x0e 0x0f 0x40;
10
11 powerdown;
12
```

The status bar at the bottom left indicates "12 | 1 INS".

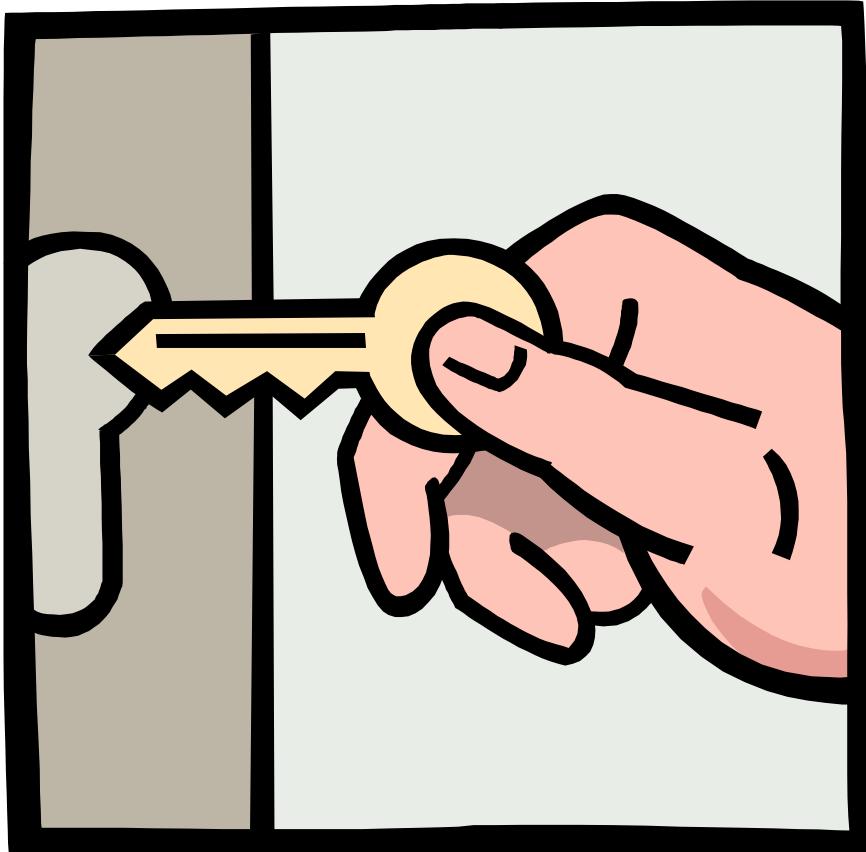


# Result

Received ATR = 0x3b 0xf0 0x11 0x00 0xff 0x00

CLA: 00, INS: a4, P1: 04, P2: 00, Lc: 06, b6, 84, 89, 33, 88, 8e, Le: 00,  
SW1: 90, SW2: 00

CLA: 80, INS: b2, P1: 00, P2: 00, Lc: 10,  
00, 01, 02, 03, 04, 05, 06, 07, 08, 09, 0a, 0b, 0c, 0d, 0e, 0f,  
Le: 40,  
66, ff, e8, 04, 8a, 41, 9e, c2, dd, e7, 44, 08, a5, 41, c2, e5,  
79, 3d, 65, 31, a5, c6, c8, 54, bd, 49, 52, eb, d3, 65, 0e, b6,  
da, 99, f0, e4, 89, b6, 08, a4, f6, 64, f9, 3d, ba, bb, 93, 61,  
f8, a4, 95, 3a, 13, 2d, 17, 73, 7b, 4c, 49, 27, 9f, 1e, 8c, 9c,  
SW1: 90, SW2: 00



# Conclusion

- In this chapter, we have seen
  - An introduction about the security aspects of the smart cards
    - From a hardware point of view
    - From a software point of view



# SIM Cards

*Proactive SIM cards*

# Introduction

- In this chapter, we'll see
  - The standards driving the smart cards for mobile telephony
  - What is the SIM Toolkit
  - How Java Card handles the SIM toolkit
  - A full example of a Java Card applet built using the SIM Toolkit library

# SIM cards



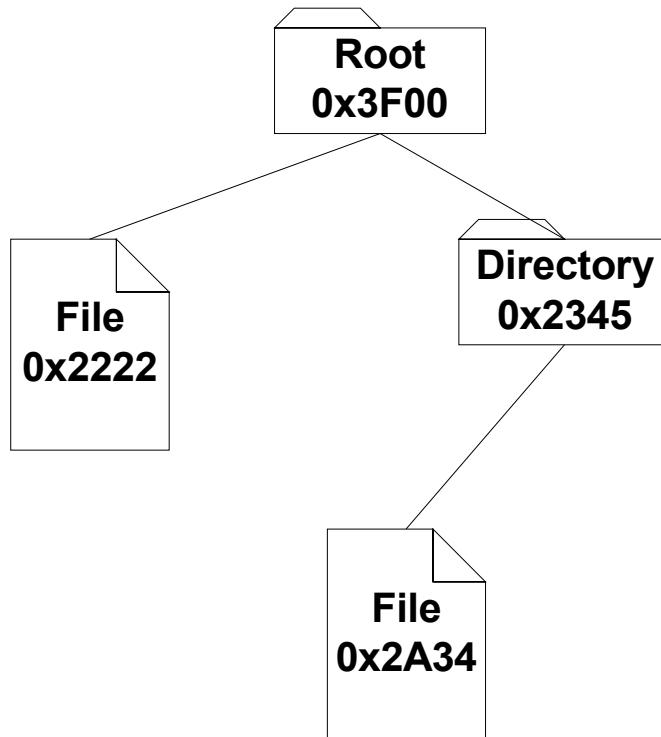
- Standardized by ETSI for GSM
- GSM 11.11 V6.1.0
  - SIM specs
    - **Subscriber Identification Module**
- GSM 11.14 V7.1.0
  - SIM Toolkit specs
- GSM 03.19 V1.0.0
  - Javacard SIM API

# Proactives SIM



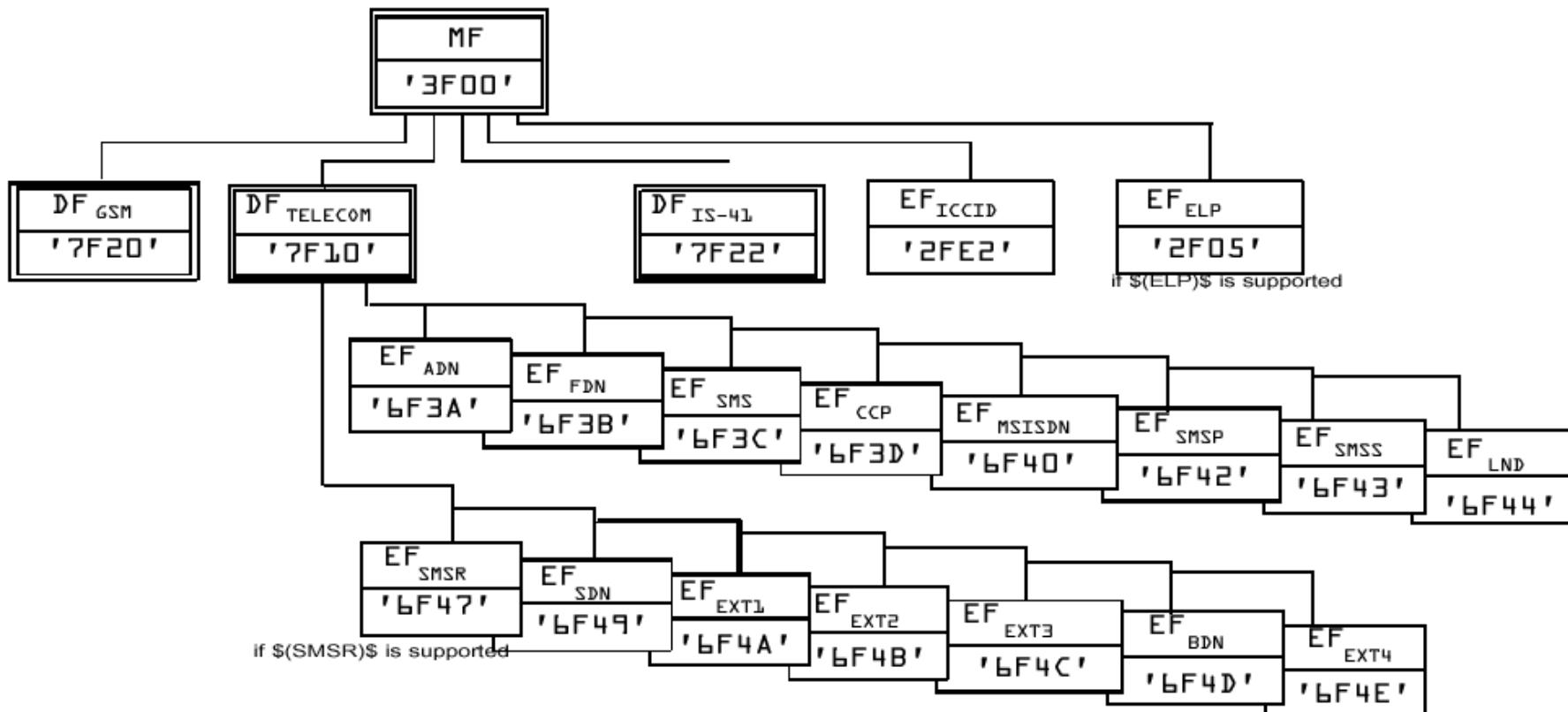
- Using the SIM Toolkit, possibility to
  - Program the SIM
  - Make the SIM card application driving the phone
    - Access to keyboard, display, ...

# Internal organization

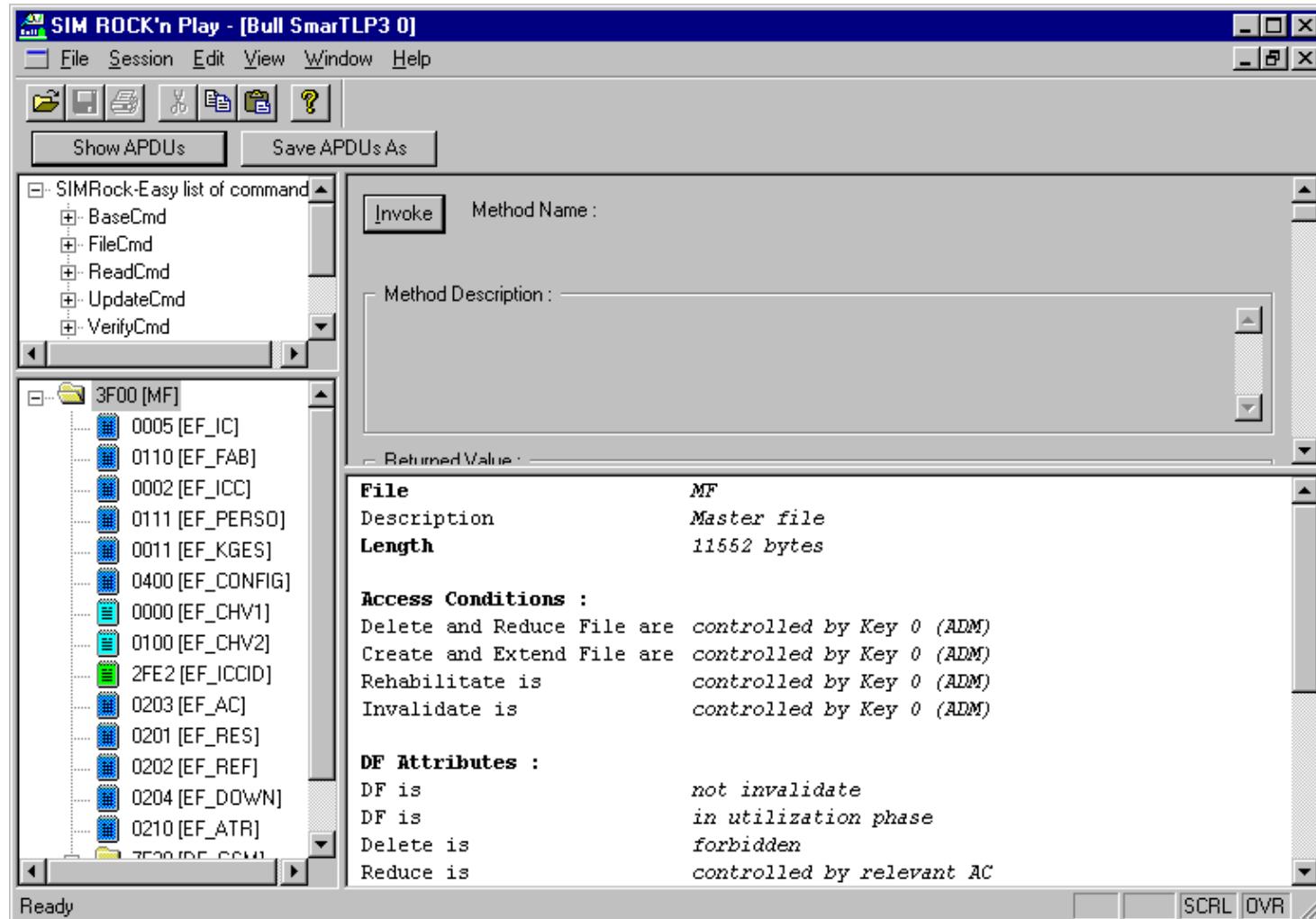


- The SIM contains a certain number of "files" grouped into "directories"
- Terminology:
  - **Element File:** file
  - **Dedicated File:** directory

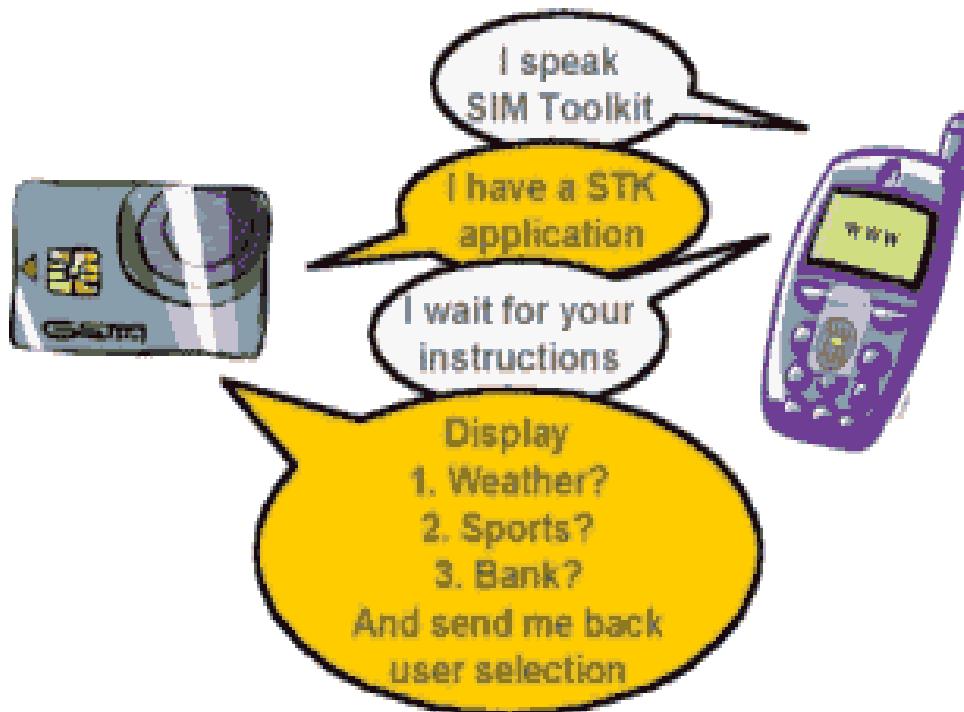
# File hierarchy



# File hierarchy

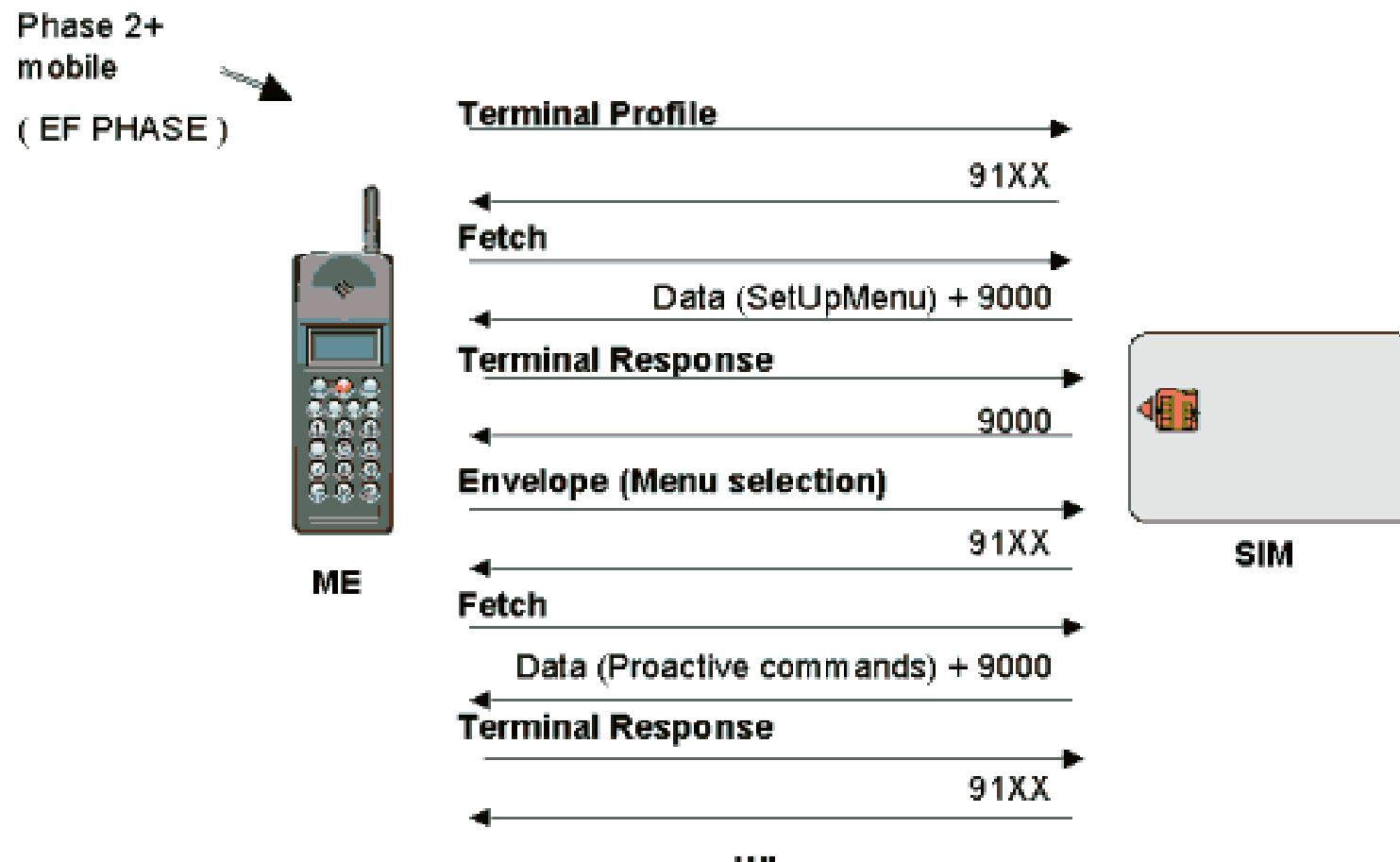


# Proactive SIM



- The ISO7816 standard does not permit that the card starts talking first
  - A card is waiting for an APDU and responds when it receives the APDU
- Proactive SIM cards use a specific status word to indicate to the **Mobile Equipment** that they want to talk to it

# Proactive protocol



# Allowed commands for the SIM

```
Proactive SIM: DISPLAY TEXT
Proactive SIM: GET INKEY
Proactive SIM: GET INPUT
Proactive SIM: MORE TIME
Proactive SIM: PLAY TONE
Proactive SIM: POLL INTERVAL
Proactive SIM: POLLING OFF
Proactive SIM: REFRESH
```

```
Proactive SIM: SELECT ITEM
Proactive SIM: SEND SHORT MESSAGE
Proactive SIM: SEND SS
Proactive SIM: SEND USSD
Proactive SIM: SET UP CALL
Proactive SIM: SET UP MENU
Proactive SIM: PROVIDE LOCAL INFORMATION
    (MCC,MNC,LAC,Cell ID&IMEI)
Proactive SIM: PROVIDE LOCAL INFORMATION
    (NMR)
```

- The SIM card can
  - Display text on the phone display
  - Input data from the keyboard
  - Play tone
  - Send a SMS
  - Process an incoming SMS
  - ...

# SIM Toolkit applet

- A SIM Toolkit applet must
  - Import **sim.access** and **sim.toolkit** packages
  - Extend the **javacard.framework.Applet**
  - Implement the interfaces
    - **ToolkitInterface**
    - **ToolkitConstants**

# SIM Toolkit applet

- Example:

```
import sim.toolkit.*;
import sim.access.*;
import javacard.framework.*;

public class MyApplet1 extends javacard.framework.Applet implements
ToolkitInterface, ToolkitConstants {
// Mandatory variables
private SIMView gsmFile;
private ToolkitRegistry reg;
```

# SIMview

- The **SIMview** interface is the interface between the applet and the GSM filesystem
- It proposes
  - Constants to identify in a simple way the regular GSM files
  - Methods to access these files

- Example:

```
/** DF under MF */  
  
/** File identifier : DF TELECOM = 0x7F10 */  
public static final short FID_DF_TELECOM           = (short) 0x7F10;  
  
/** File identifier : DF GSM = 0x7F20 */  
public static final short FID_DF_GSM               = (short) 0x7F20;  
  
/** File identifier : DF DCS-1800 = 0x7F21 */  
public static final short FID_DF_DCS_1800          = (short) 0x7F21;  
  
/** File identifier : DF IS-41 = 0x7F22 */  
public static final short FID_DF_IS_41              = (short) 0x7F22;  
  
/** File identifier : DF FP-CTS = 0x7F23 */
```

- Example:

```
public short select(short fid,  
                    byte fci[],  
                    short fciOffset,  
                    short fciLength) throws  
NullPointerException,  
ArrayIndexOutOfBoundsException,  
SIMViewException;
```

# SIMSystem

- The **SIMSystem** class provides one method which is
  - **SIMView getTheSIMView()**

# ToolkitRegistry

- The SIM Applet communicates with the mobile equipment through the **ToolkitRegistry**
- The SIM applet get an entry from the **ToolkitRegistry** in order
  - To receive and process the events sent by the mobile equipment
  - To send command to the mobile equipment

# SIM Toolkit applet

- Example

```
// Main Menu

private byte idMenu1;
private byte[] Menu1;

public MyApplet1() {
    // Get the GSM application reference
    gsmFile = SIMSystem.getTheSIMView();
    // Get the reference of the applet ToolkitRegistry object
    reg = ToolkitRegistry.getEntry();
    /**@todo: Customize your menu titles here*/
    Menu1 = new byte[] { (byte) '1', (byte) ' ', (byte) 'M', (byte) 'e',
        (byte) 'n', (byte) 'u', (byte) '1' };
    // Define the applet Menu Entry
    idMenu1 = reg.initMenuEntry(Menu1, (short) 0, (short) Menu1.length,
        PRO_CMD_SELECT_ITEM, false, (byte) 0, (short) 0);
}
```



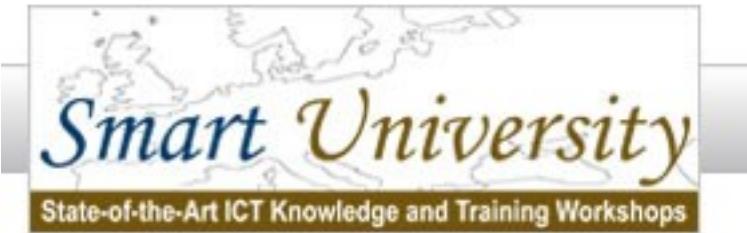
# initMenuEntry

```
public byte initMenuEntry(
    byte[] menuEntry,      /* the menu entry string */
    short offset,          /* its offset */
    short length,          /* its length */
    byte nextAction,       /* action associated */
    boolean helpSupported, /* true if help available */
    byte iconQualifier,
    short iconIdentifier /* 0 if no icon */
)
throws java.lang.NullPointerException,
       java.lang.ArrayIndexOutOfBoundsException,
       ToolkitException,
       TransactionException
```



# SIM Toolkit applet

```
/**  
 * Method called by the JCRE at the installation of the applet  
 * @param bArray the byte array containing the AID bytes  
 * @param bOffset the start of AID bytes in bArray  
 * @param bLength the length of the AID bytes in bArray  
 */  
public static void install(byte[] bArray, short bOffset, byte bLength) {  
    // Create the Java SIM toolkit applet  
    MyApplet1 StkCommandsExampleApplet = new MyApplet1();  
    // Register this applet  
    StkCommandsExampleApplet.register(bArray,  
        (short) (bOffset + 1), (byte) bArray[bOffset]);  
}
```



# SIM Toolkit applet

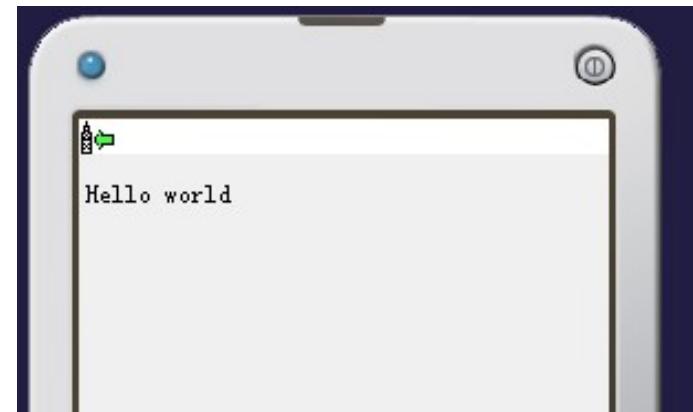
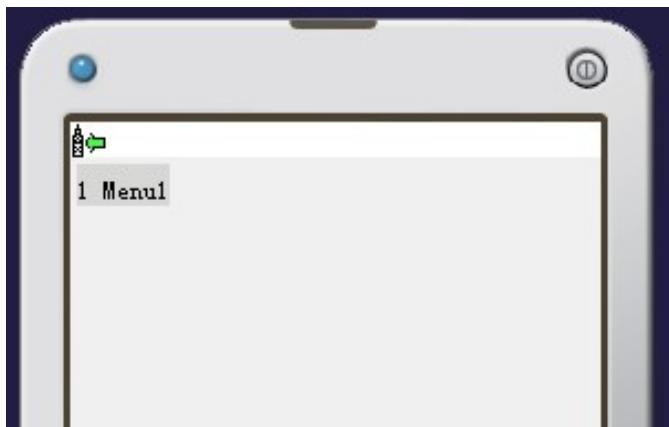
```
/**  
 * Method called by the SIM Toolkit Framework  
 * @param event the byte representation of the event triggered  
 */  
public void processToolkit(byte event) {  
    // Manage the request following the MENU SELECTION event type  
    if (event == EVENT_MENU_SELECTION) {  
        // Get the selected item  
        EnvelopeHandler envHdlr = EnvelopeHandler.getTheHandler();  
        byte selectedItemId = envHdlr.getItemIdIdentifier();  
        // Perform the required service following the Menu1 selected  
        // item  
        if (selectedItemId == idMenu1) {  
            menu1Action();  
        }  
    }  
}
```

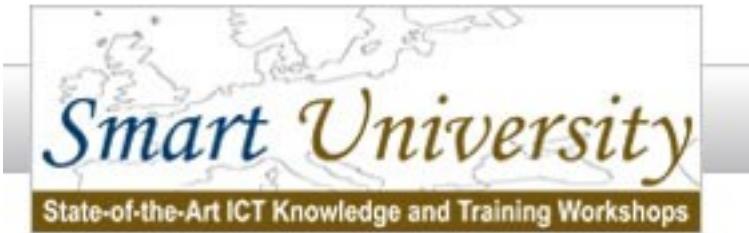


# SIM Toolkit applet

```
private byte [] helloWorld;  
  
private void menuAction() {  
    // Get the received envelope  
    ProactiveHandler proHdlr = ProactiveHandler.getTheHandler();  
  
    helloWorld = new byte[] { (byte) 'H', (byte) 'e', (byte) 'l', (byte) 'l',  
        (byte) 'o', (byte) ' ', (byte) 'w', (byte) 'o', (byte) 'r', (byte) 'l', (byte) 'd' };  
  
    // Initialize the display text command  
    proHdlr.initDisplayText((byte) 0x00, DCS_8_BIT_DATA, helloWorld,  
        (short) 0, (short) (helloWorld.length));  
  
    proHdlr.send();  
  
    return;  
}
```

# Running





# Documentation

- More documentation in
  - 3gpp 43019-560

# Conclusion

- In this chapter, we have seen
  - The standards driving the smart cards for mobile telephony
  - What is the SIM Toolkit
  - How Java Card handles the SIM toolkit
  - A full example of a Java Card applet built using the SIM Toolkit library



# Smart Card Web Server

*An other way for the SIM card to control the handset*

# Introduction

- In this chapter, we'll see:
  - A new approach to interface the applications in the SIM card, using the handset
  - The architecture of the SCWS
  - A full application for a SIM card supporting SCWS

# Introduction

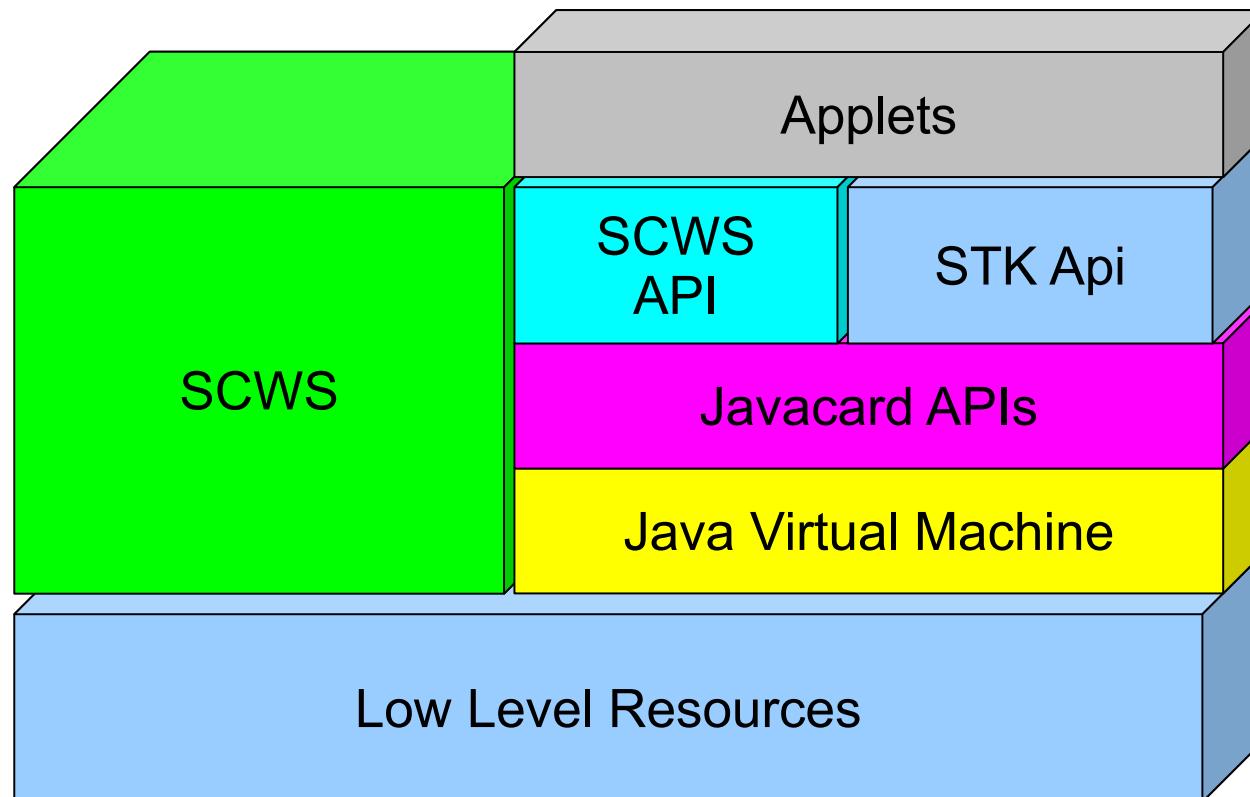
- SIM Toolkit was introduced at the time when handset had few capabilities for interfacing
  - Text oriented display
  - No graphics
  - Hierarchical menus
- Modern handsets support
  - Full color graphic interface
  - Point and pin menus

# Introduction

- Axalto developers proposed at Cartes 2000 a simplified web server inside the SIM card
    - SESAME 2000
  - With
    - the introduction of the USB port
    - the powerfulness of modern SIM card
    - the size of SIM applications
- this solution was rapidly adopted and standardized

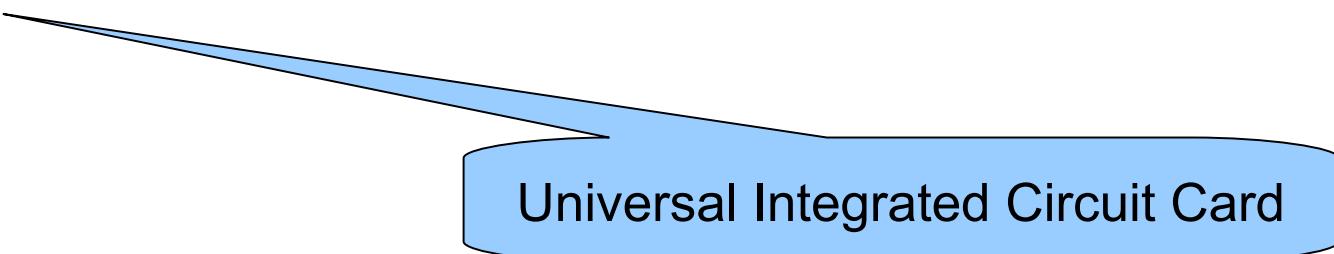
- The standard adopted is called:  
**Smart Card Web Server**
- This standard supposes
  - A TCP/IP link
    - On USB
  - A TCP/IP stack on board

# SCWS



# Packages and classes

```
/*
 * Imported packages
 */
import javacard.framework.*;
import uicc.scws.HttpRequest;
import uicc.scws.HttpResponse;
import uicc.scws.ScwsConstants;
import uicc.scws.ScwsException;
import uicc.scws.ScwsExtension;
import uicc.scws.ScwsExtensionRegistry;
```



Universal Integrated Circuit Card

# ScwsConstants

- MIME types
  - **CONTENT\_TYPE\_IMAGE\_GIF**
  - **CONTENT\_TYPE\_TEXT\_HTML**
- Status code
  - **SC\_OK** (200)
  - **SC\_NOT\_FOUND** (404)
- Parsing tags
  - **URI\_QUERY\_TAG**

# ScwsExtension

- The applet (servlet!) working in SCWS mode must implement **ScwsExtension**
- That means overriding the methods
  - **doGet()**
  - **doPost()**
  - **doHead()**
  - ...

# HttpRequest

- Not really the J2EE HttpRequest but enough to extract data from a HTTP request
- Provides methods like
  - `findAndCopyKeywordValue`
  - `getContentLength`
  - `getContentType`

# HttpServletResponse

- As for `HttpRequest`, helps the user to provide an HTTP response to the request
- Provides methods like
  - `setContentType()`
  - `appendContent()`
  - `writeStatusCode()`
  - `flush()`

# Example

- In the next servlet, the strings are encoded as arrays of bytes
  - **Strings** are not supported by Java Card 2
- In the next two pages, the pseudo code written in comment show how the servlet would be written if **String** was supported by this release of Java Card

# Example

```
/*
public class HelloWorld extends javacard.framework.Applet implements
    AppletEvent, ScwsExtension {
    public final static String url = "/HelloWorld";
    public final static String appId = "HelloWorld";

    public byte[] temporaryBuffer;
    public final static short TEMPORARY_BUFFER_LENGTH = (short) 100;
    public final static String HTML_BEGIN = "<html>"+"<head>" +
        "<title>"+"Hello"+"</title>"+"</head>"+
        "<body BGCOLOR=\\"#FFFFFF\\">"+"<center>";
    public final static String HELLO = "Hello ";
    public final static String HTML_END = "</center>"+"</body>"+
        "</html>"
```

# Example

- Unfortunately String are not yet supported by Java Card
  - Strings are supported by Java Card 3
- The arrays of bytes are not so easy to read, but the result is the same

# Example

```
public class HelloWorld extends javacard.framework.Applet implements
    AppletEvent, ScwsExtension {
    /** the servlet url */
    public final static byte[] url = { (byte) '/', (byte) 'H', (byte) 'e',
        (byte) 'l', (byte) 'l', (byte) 'o', (byte) 'W', (byte) 'o', (byte) 'r',
        (byte) 'l', (byte) 'd' };
    public final static byte[] appId = { (byte) 'H', (byte) 'e', (byte) 'l',
        (byte) 'l', (byte) 'o', (byte) 'W', (byte) 'o', (byte) 'r', (byte) 'l',
        (byte) 'd' };
}
```

# Example

```
// Temporary operation buffer
public byte[] temporaryBuffer;
public final static short TEMPORARY_BUFFER_LENGTH = (short) 100;
public final static byte[] HTML_BEGIN = {
    (byte) '<', (byte) 'h', (byte) 't', (byte) 'm', (byte) 'l', (byte) '>',
    (byte) '<', (byte) 'h', (byte) 'e', (byte) 'a', (byte) 'd', (byte) '>',
    (byte) '<', (byte) 't', (byte) 'i', (byte) 't', (byte) 'l', (byte) 'e', (byte) '>',
    (byte) 'H', (byte) 'e', (byte) 'l', (byte) 'l', (byte) 'o',
    (byte) '<', (byte) '/', (byte) 't', (byte) 'i', (byte) 't', (byte) 'l', (byte) 'e',
    (byte) '>',
    (byte) '<', (byte) '/', (byte) 'h', (byte) 'e', (byte) 'a', (byte) 'd', (byte) '>'
```

# Example

```
(byte) '<', (byte) 'b', (byte) 'o', (byte) 'd', (byte) 'y', (byte) ' ',  
(byte) 'B', (byte) 'G', (byte) 'C', (byte) 'O', (byte) 'L', (byte) 'O', (byte) 'R',  
(byte) '=', (byte) ' ', (byte) '#', (byte) 'F', (byte) 'F', (byte) 'F', (byte) 'F',  
(byte) 'F', (byte) 'F', (byte) ' ', (byte) '>',  
(byte) '<', (byte) 'c', (byte) 'e', (byte) 'n', (byte) 't', (byte) 'e', (byte) 'r',  
(byte) '>'};  
  
public final static byte[] HELLO ={(byte) 'H', (byte) 'e', (byte) 'l',  
(byte) 'l', (byte) 'o', (byte) ' '};  
  
public final static byte[] HTML_END = {  
(byte) '<', (byte) '/', (byte) 'c', (byte) 'e', (byte) 'n', (byte) 't', (byte) 'e',  
(byte) 'r', (byte) '>',  
(byte) '<', (byte) '/', (byte) 'b', (byte) 'o', (byte) 'd', (byte) 'y',  
(byte) '<', (byte) '/', (byte) 'h', (byte) 't', (byte) 'm', (byte) 'l', (byte) '>'};
```

# Example

```
public HelloWorld(byte[] buffer, short offset, byte length) {  
    // First LV is instance AID  
    short aid = offset;  
    offset += buffer[offset] + (byte) 1;  
    // Second LV is Privilege  
    offset += buffer[offset] + (byte) 1;  
    // Third LV is specific install parameter (extract from TAG C9)  
    offset++; // skip C9 Length  
    // Register the new applet instance to the JCRE  
    register(buffer, (short) (aid + (short) 1), buffer[aid]);  
    //Register application id, there is corresponding appId in the  
    // Run/Debug configuration for URL Mapping  
    ScwsExtensionRegistry.register(this, appId, (short) 0,  
                                  (short) appId.length);
```

# Example

```
try {
    // Create a temporary buffer for read/write
    temporaryBuffer = JCSystem.makeTransientByteArray(
        TEMPORARY_BUFFER_LENGTH, JCSystem.CLEAR_ON_RESET);
} catch (SystemException se) {
    // create buffer in persistent memory as not enough transient
    // is available
    temporaryBuffer = new byte[TEMPORARY_BUFFER_LENGTH];
}
```

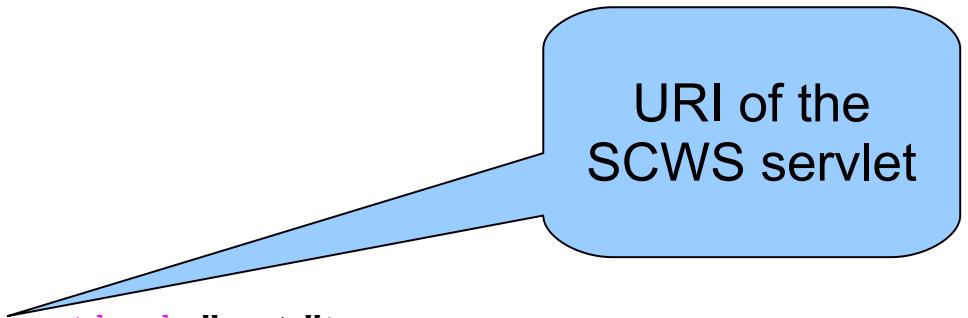
# Example

```
public void doGet(HttpServletRequest req, HttpServletResponse resp) throws ScwsException {
    try {
        resp.writeStatusCode(ScwsConstants.SC_OK);
        resp.setContentType(ScwsConstants.CONTENT_TYPE_TEXT_HTML);
        resp.enableChunkMode();
        short queryLength = req.findAndCopyKeyValue(
            ScwsConstants.URI_QUERY_TAG, temporaryBuffer, (short)0,
            (short)temporaryBuffer.length);
        resp.appendContent(HTML_BEGIN, (short)0, (short)HTML_BEGIN.length);
        resp.appendContent(HELLO, (short)0, (short)HELLO.length);
        resp.appendContent(temporaryBuffer, (short)0, queryLength);
        resp.appendContent(HTML_END, (short)0, (short)HTML_END.length);
    } catch (Exception e) {resp.writeStatusCode(ScwsConstants.SC_BAD_REQUEST);}
    resp.flush();
}
```

# Static HTML

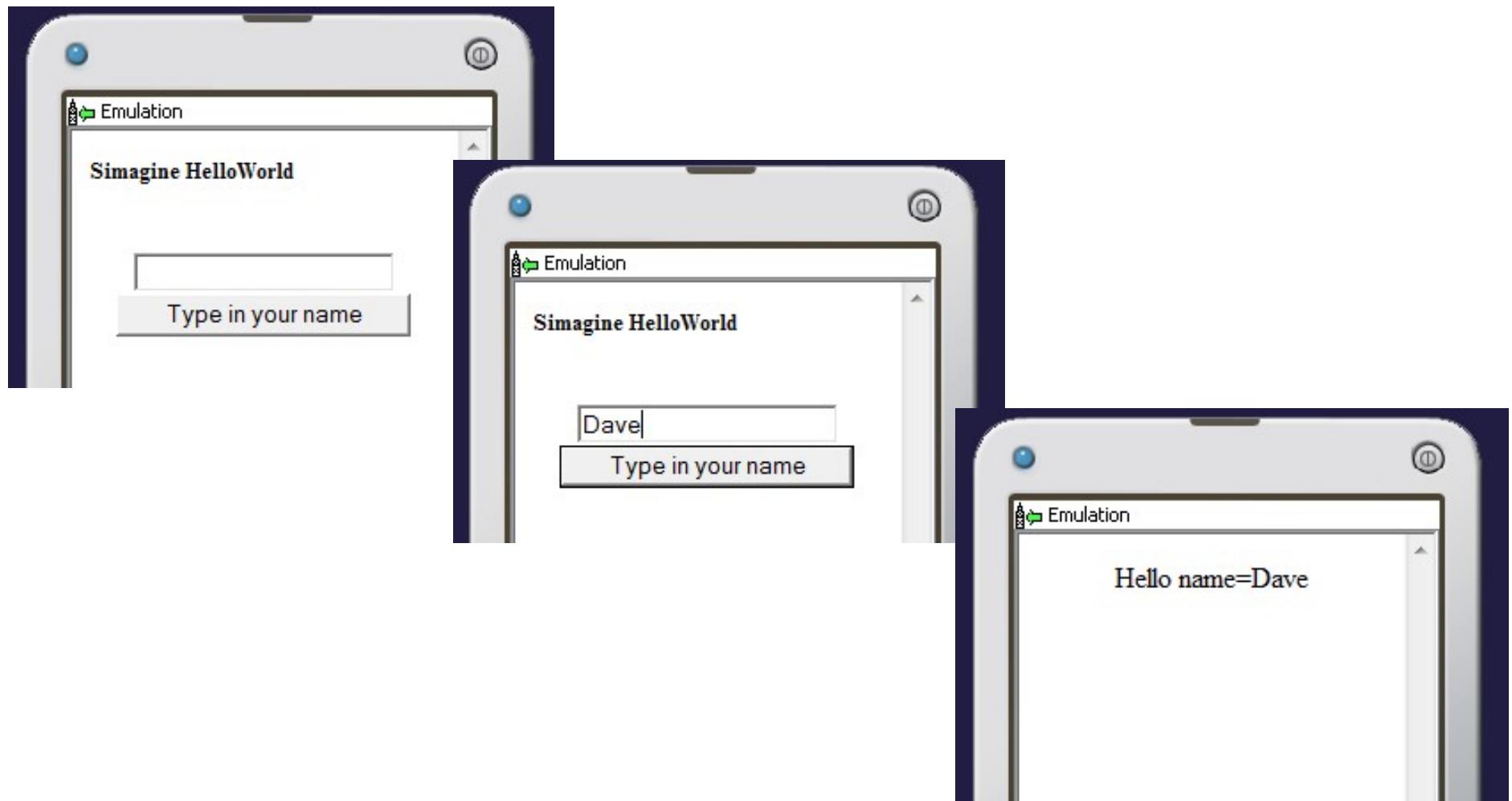
- Static HTML file : helloworld.html

```
<html>
<body>
<p>Simagine HelloWorld</p>
<br>
<form action="/HelloWorld" method="get">
    <input name="name" type="text"> <br>
    <input value="Type in your name" type="submit">
</form>
</body>
</html>
```



URI of the  
SCWS servlet

# Running



# Conclusion

- In this chapter, we have seen:
  - A new approach to interface the applications in the SIM card, using the handset
  - The architecture of the SCWS
  - A full application for a SIM card supporting SCWS



# Java Card 3.0 Connected Edition

## *A new and rich flavour of Java Card*

# Introduction

- In this chapter, we'll see
  - The main enhancements introduced by Java Card 3
  - The restrictions of Java Card 3 compared to Java SE
  - A full example of a servlet

# Features

- Java Card 3.0 has two editions:
  - The Classic Edition
    - Compatible with Java Card 2
    - Applications are built with applets
  - The Connected Edition
    - With a WEB server embedded
    - HTTP, TCP/IP over USB

# Features

- Java Card 3.0 classic edition remains applet oriented
- Java Card 3.0 connected edition is servlet oriented
  - Specifications of the supported servlets are extracted from the Servlet API Specifications 2.4
    - Everything which deals with floating point numbers, J2EE, etc. are not taken in account.

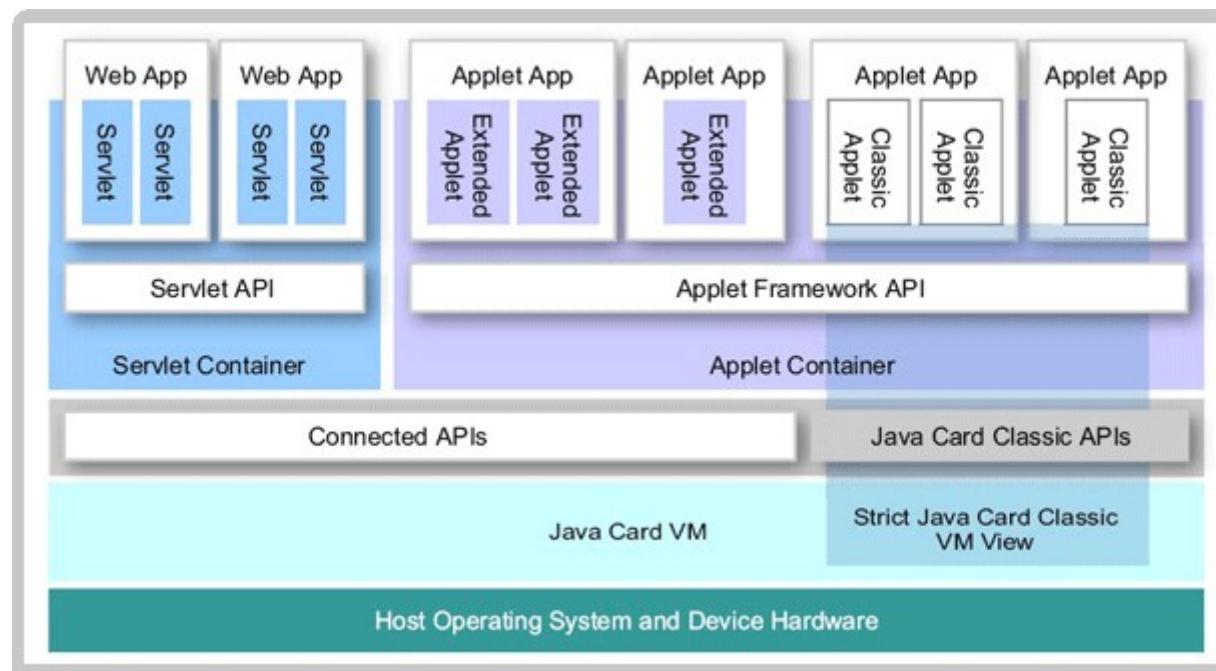
# Features

- But, like traditionnal servlets, the Java Card 3 servlets support the methods:
  - doGet
  - doPost
  - doHead
  - doPut
  - doDelete
  - doOptions
  - doTrace

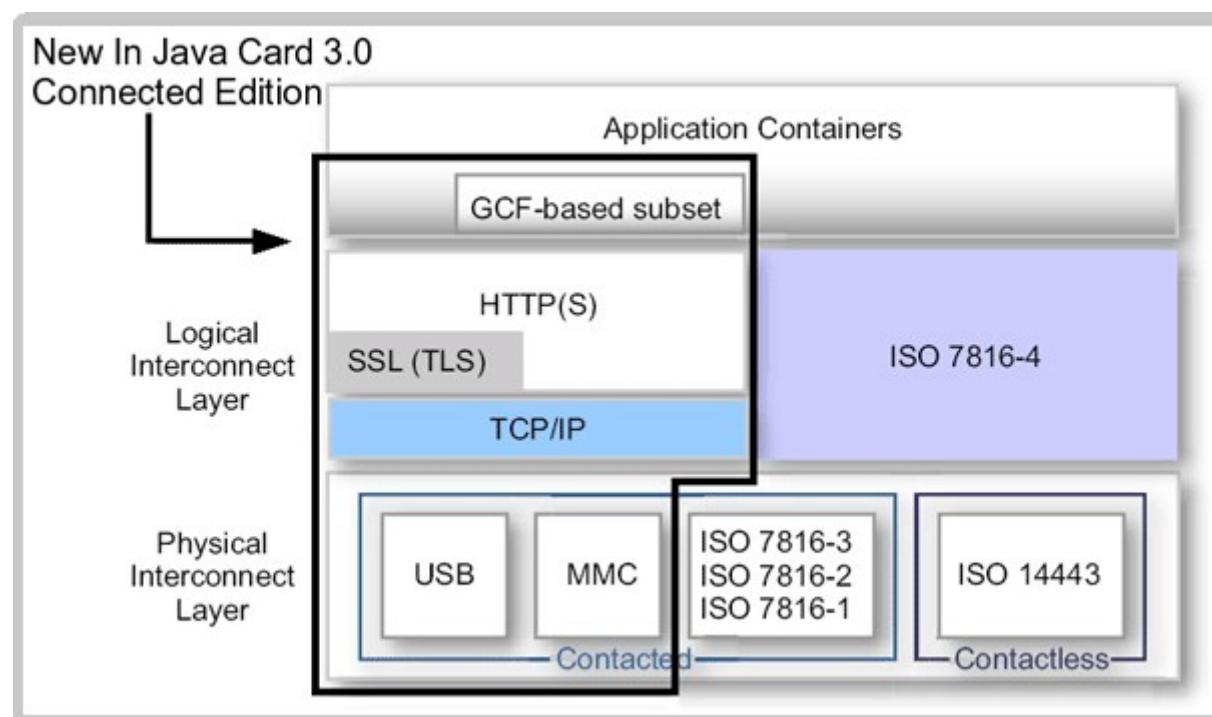
# Features

- Better support of the Java language
  - All data types except float and double
  - Multiple threads
  - Extensive API support (java.lang, java.util, GCF, and so on)
  - Direct handling of class files, with all loading and linking on card
  - All new Java language syntax constructs, like enums, generics, enhanced for loops, auto boxing/unboxing, and so on
  - Automatic garbage collection

# Architecture



# Architecture

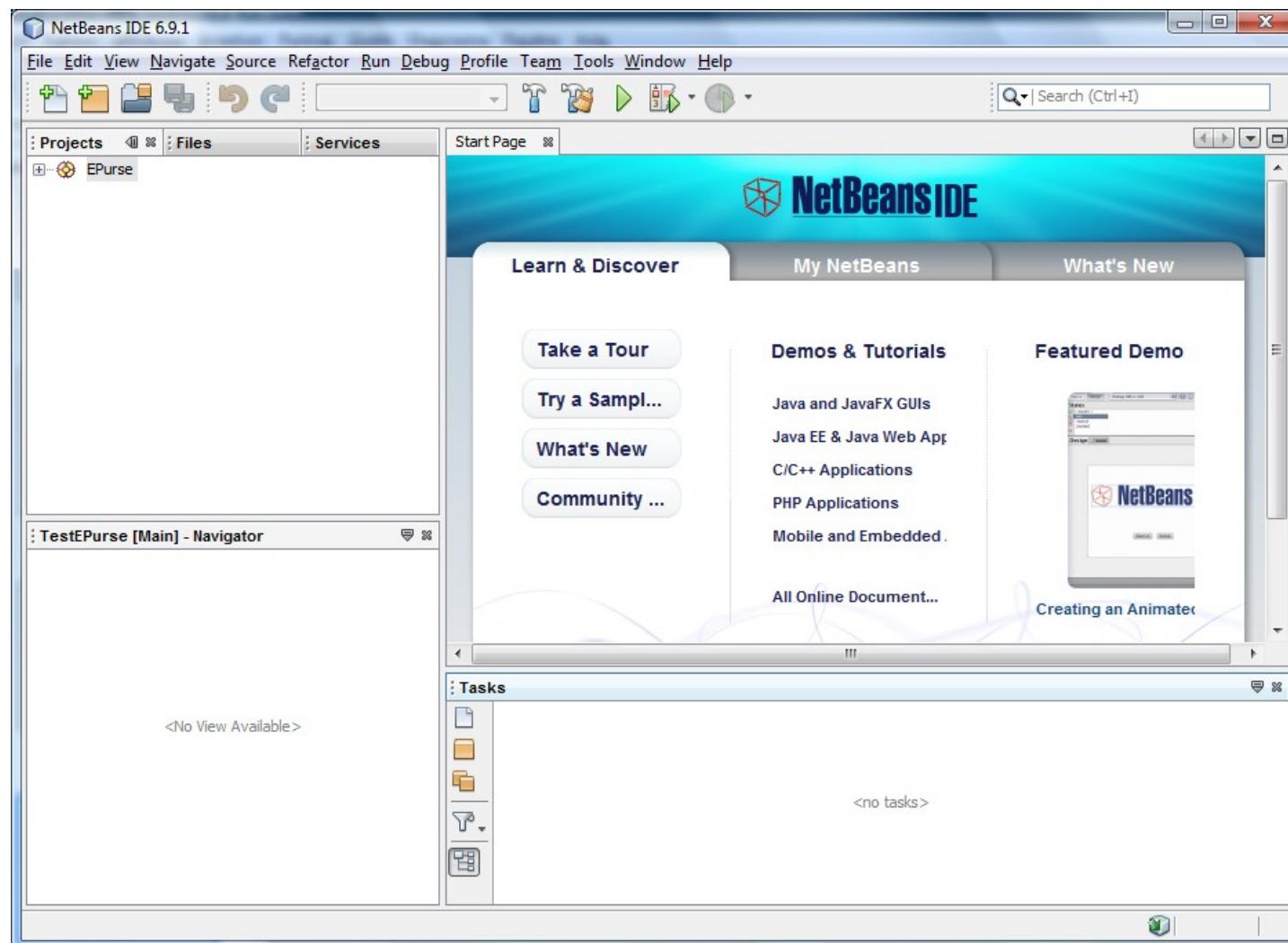


# Example

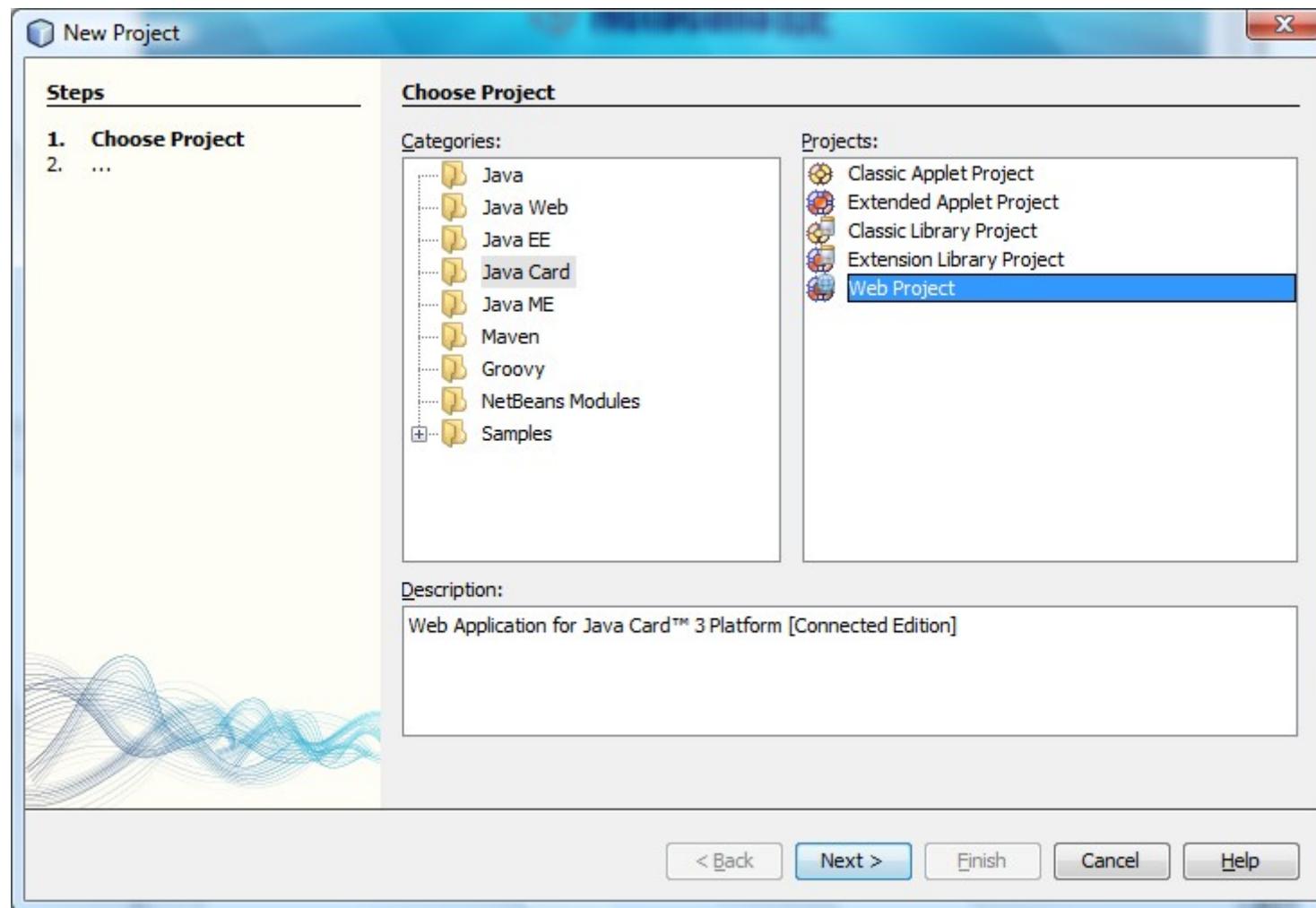
- The following example is created with NetBeans 6.9 with the Java Card wizard
- It is the web instance of the very well known « Hello world » program
  - Most code is automatically generated by the Java Card wizard



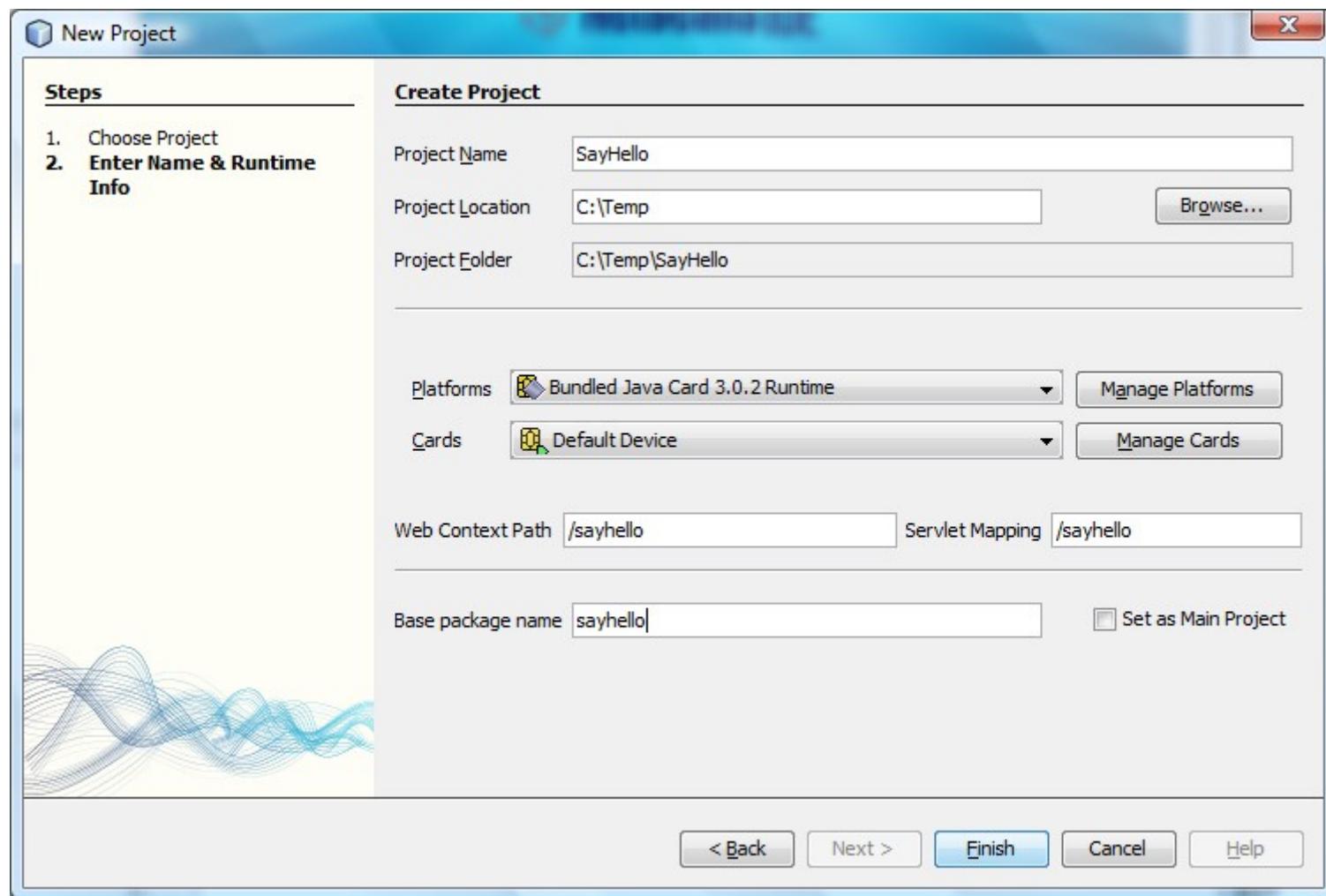
# Example



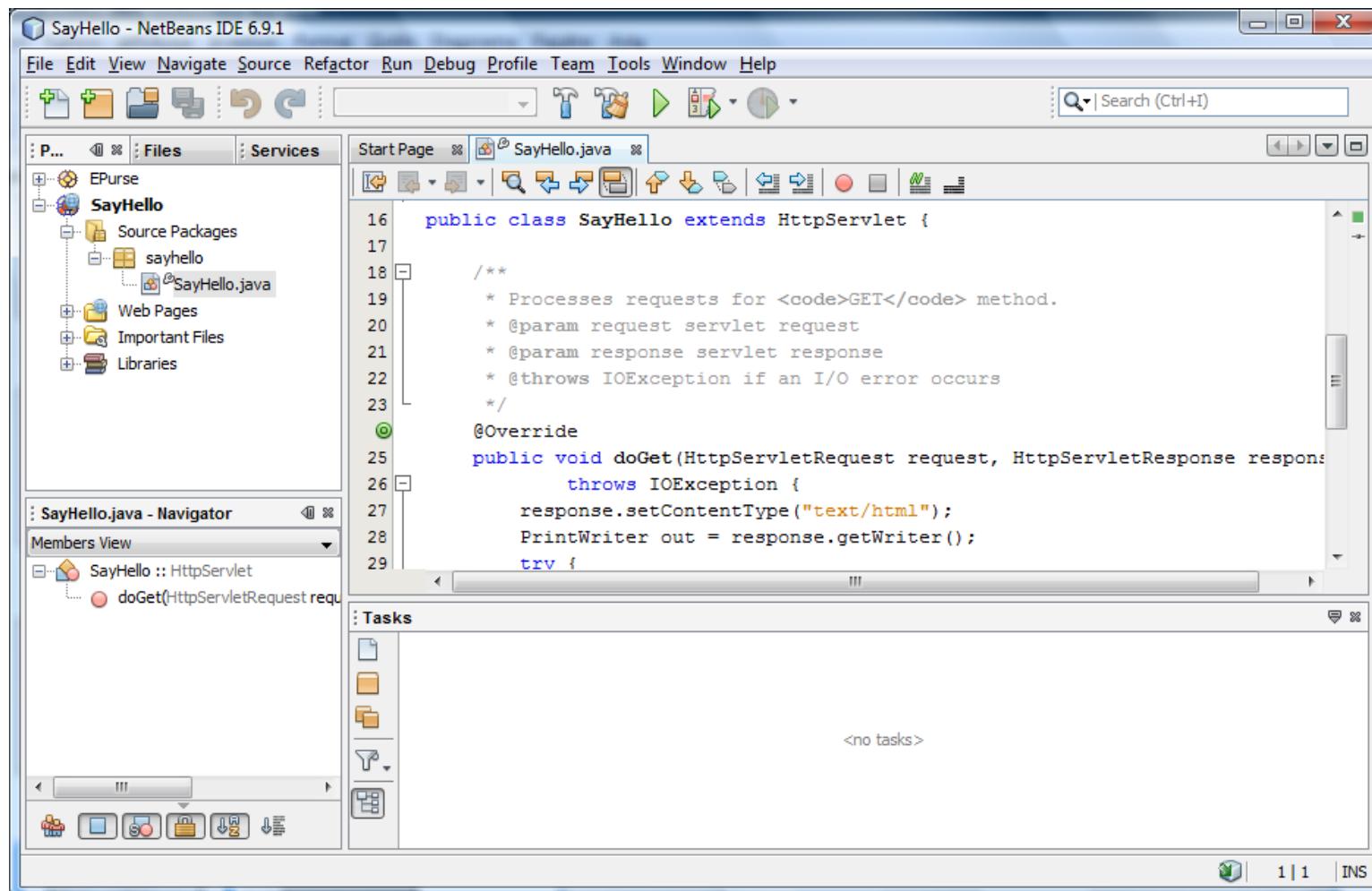
# Example



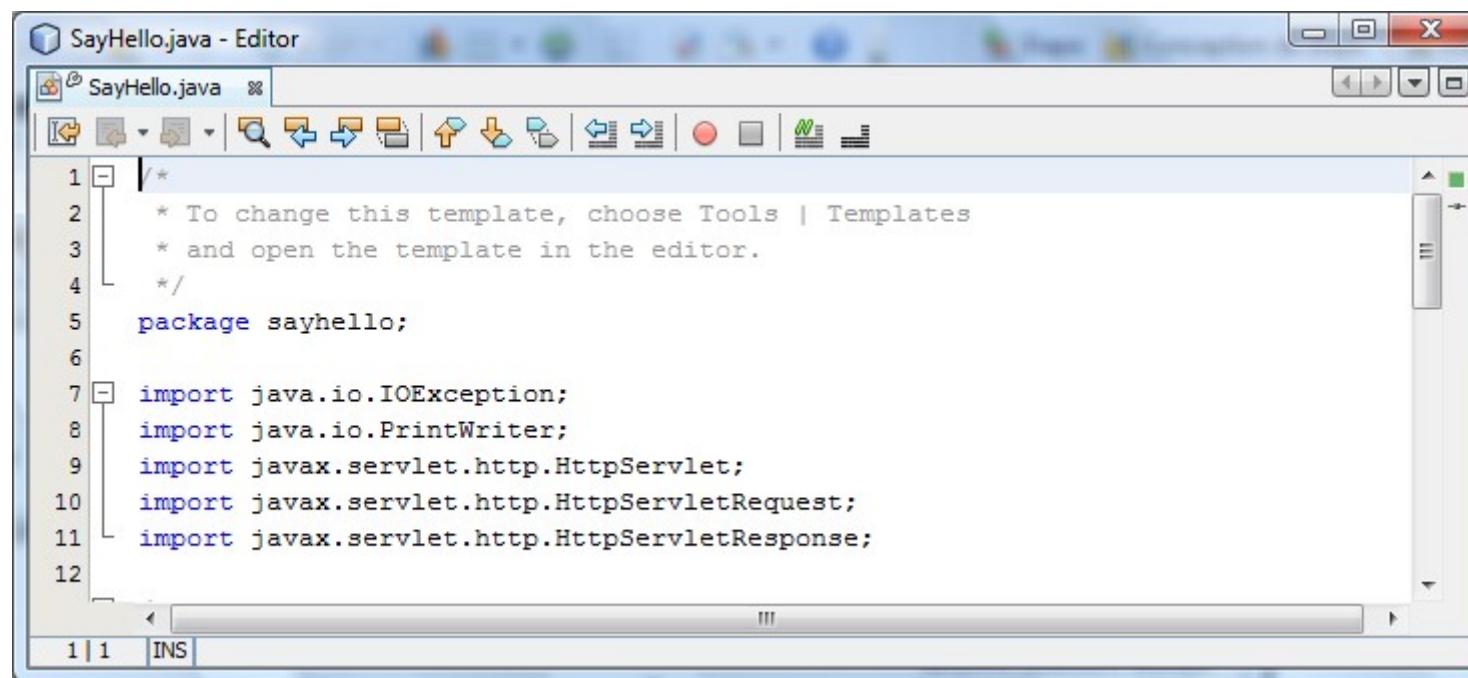
# Example



# Example



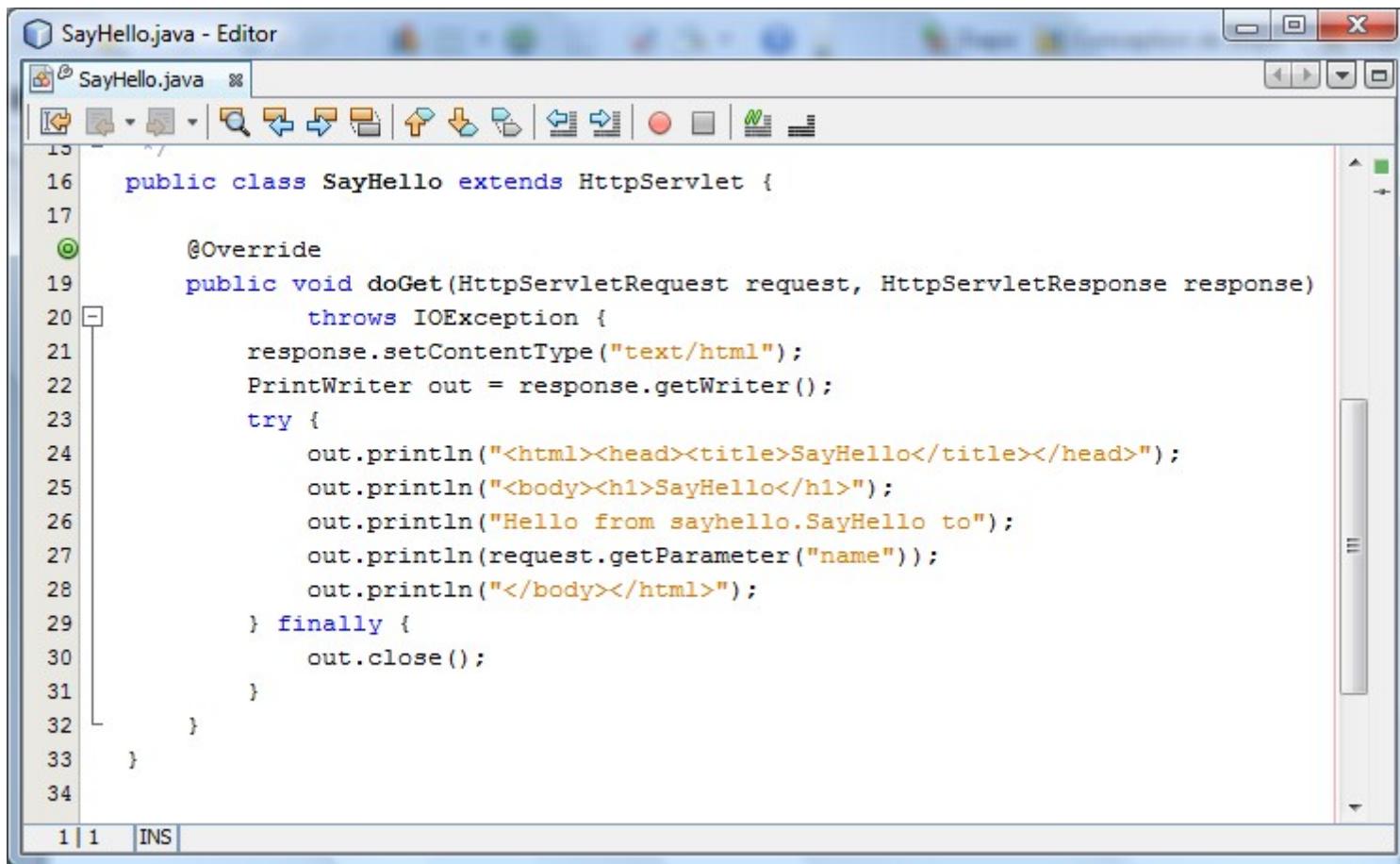
# Example



The screenshot shows a Java code editor window titled "SayHello.java - Editor". The file "SayHello.java" is open, displaying the following code:

```
1  /*
2   * To change this template, choose Tools | Templates
3   * and open the template in the editor.
4   */
5 package sayhello;
6
7 import java.io.IOException;
8 import java.io.PrintWriter;
9 import javax.servlet.http.HttpServlet;
10 import javax.servlet.http.HttpServletRequest;
11 import javax.servlet.http.HttpServletResponse;
```

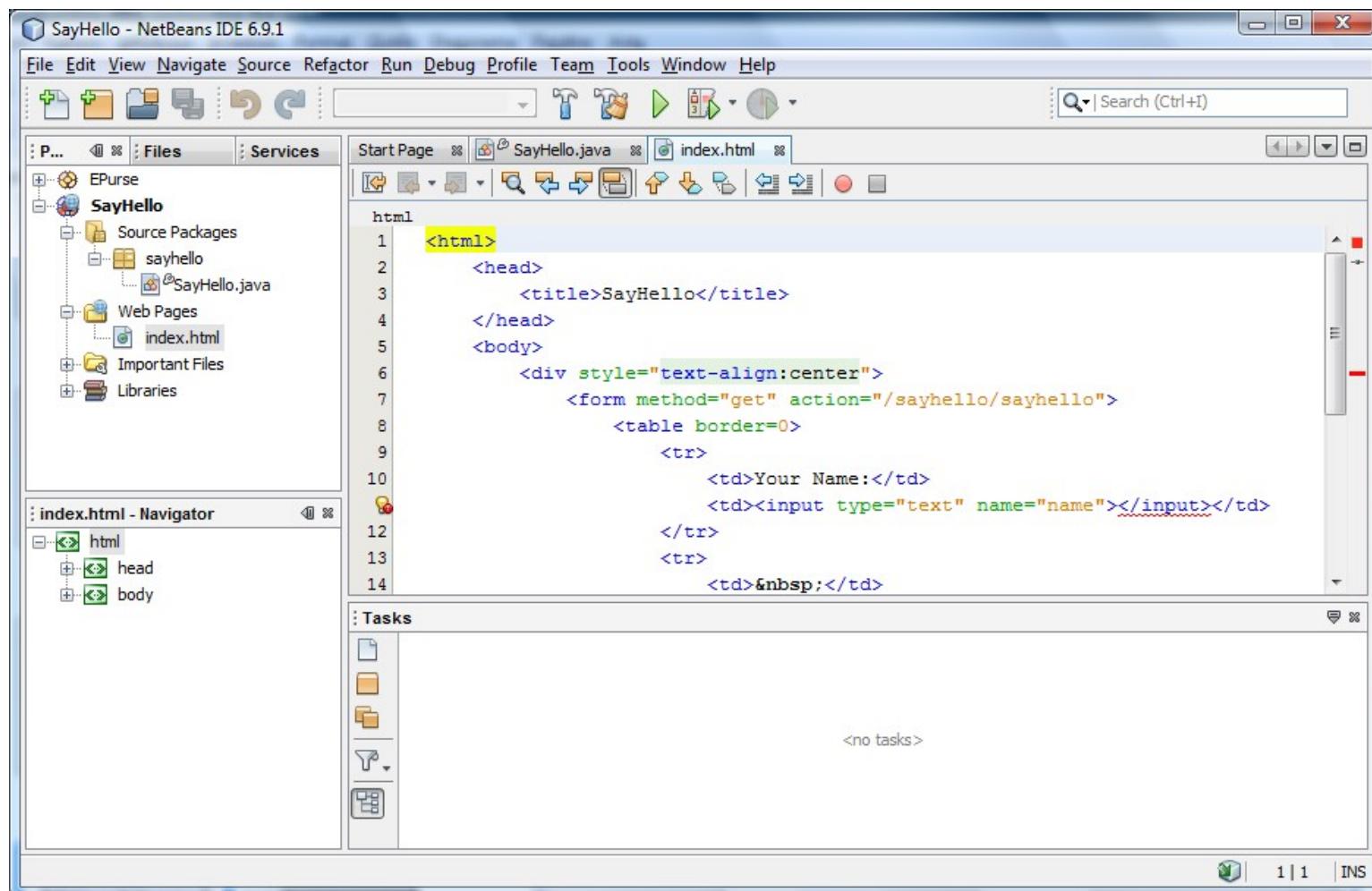
# Example



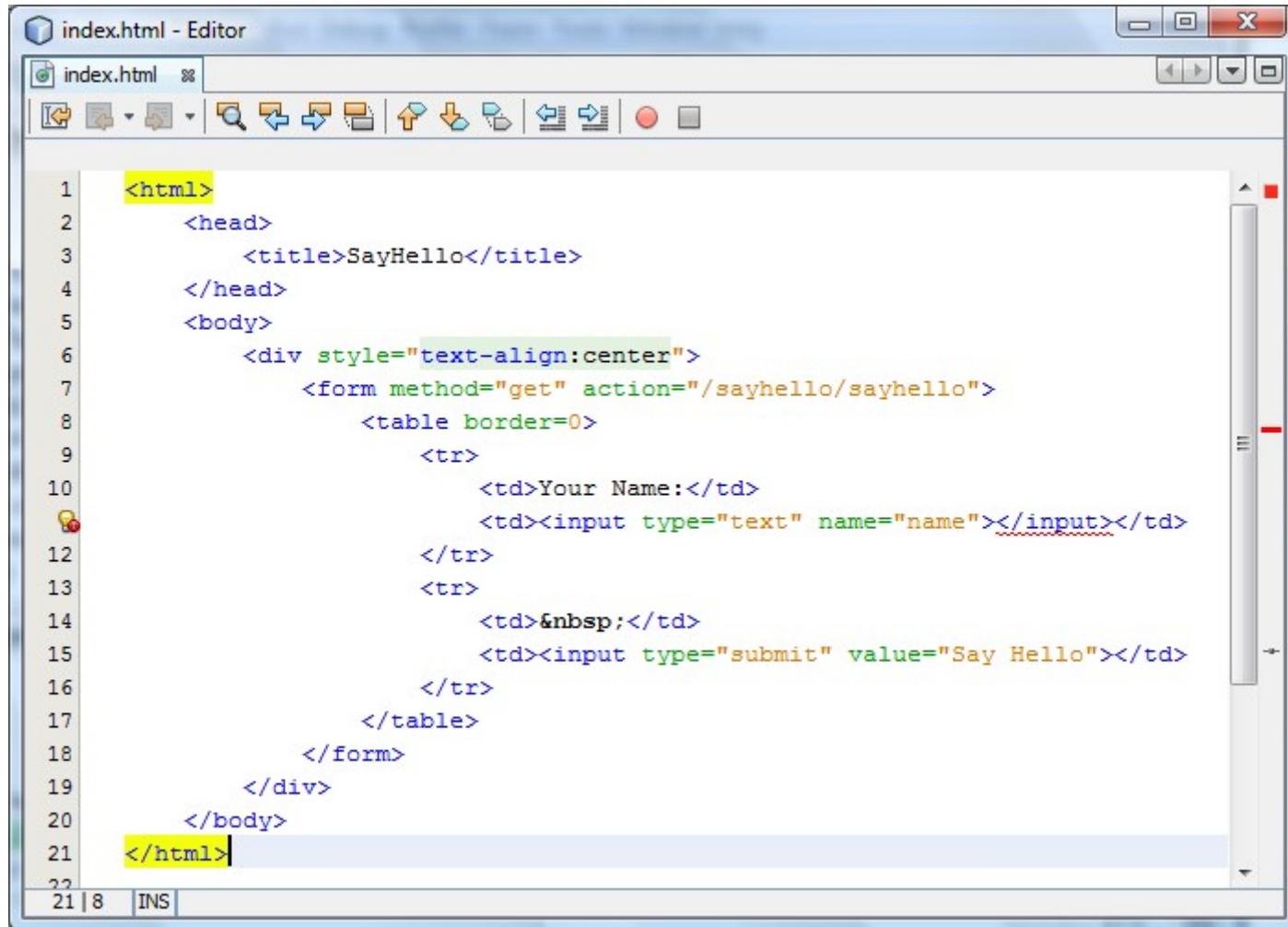
The screenshot shows a Java code editor window titled "SayHello.java - Editor". The code is a servlet named "SayHello" that extends "HttpServlet". It overrides the "doGet" method to print an HTML response containing a title and a message. The code includes imports for "HttpServletResponse", "IOException", and "PrintWriter". It also uses "request.getParameter("name")" to get a parameter from the request.

```
15
16 public class SayHello extends HttpServlet {
17
18     @Override
19     public void doGet(HttpServletRequest request, HttpServletResponse response)
20             throws IOException {
21         response.setContentType("text/html");
22         PrintWriter out = response.getWriter();
23         try {
24             out.println("<html><head><title>SayHello</title></head>");
25             out.println("<body><h1>SayHello</h1>");
26             out.println("Hello from sayhello.SayHello to");
27             out.println(request.getParameter("name"));
28             out.println("</body></html>");
29         } finally {
30             out.close();
31         }
32     }
33 }
34
```

# Example



# Example

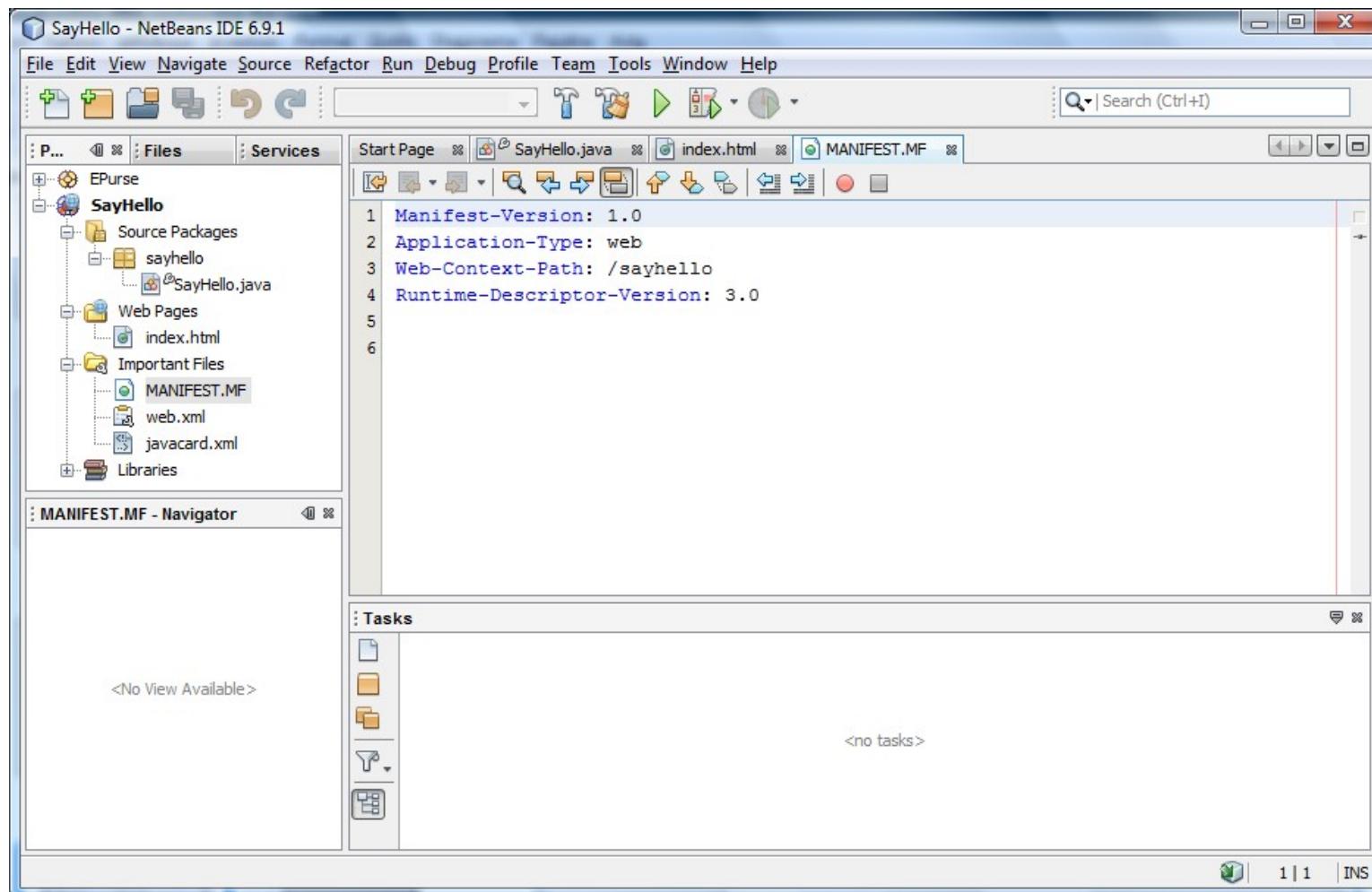


The screenshot shows a window titled "index.html - Editor" containing the following HTML code:

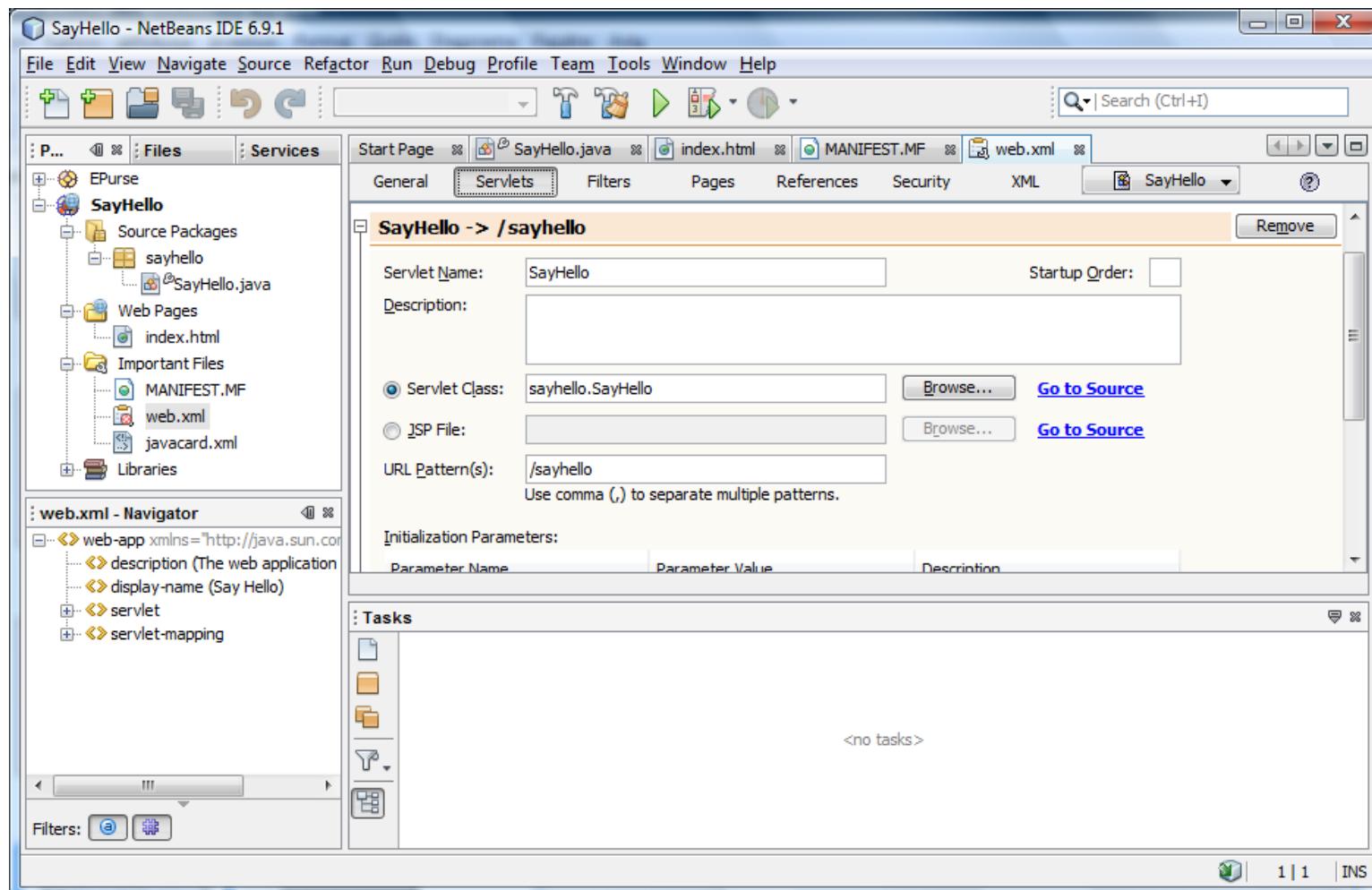
```
1 <html>
2     <head>
3         <title>SayHello</title>
4     </head>
5     <body>
6         <div style="text-align:center">
7             <form method="get" action="/sayhello/sayhello">
8                 <table border=0>
9                     <tr>
10                    <td>Your Name:</td>
11                    <td><input type="text" name="name"></input></td>
12                </tr>
13                <tr>
14                    <td>&nbsp;</td>
15                    <td><input type="submit" value="Say Hello"></td>
16                </tr>
17            </table>
18        </form>
19    </div>
20    </body>
21 </html>
```

The code is syntax-highlighted, with tags in blue, attributes in green, and values in orange. A yellow highlighter has been used to emphasize the opening and closing HTML tags (<html> and </html>), the opening and closing head tags (<head> and </head>), the opening and closing body tags (<body> and </body>), the opening and closing div tag (<div> and </div>), the opening and closing form tag (<form> and </form>), the opening and closing table tag (<table> and </table>), the opening and closing tr tag (<tr> and </tr>), the opening and closing td tag (<td> and </td>), and the opening and closing input tag (<input> and </input>).

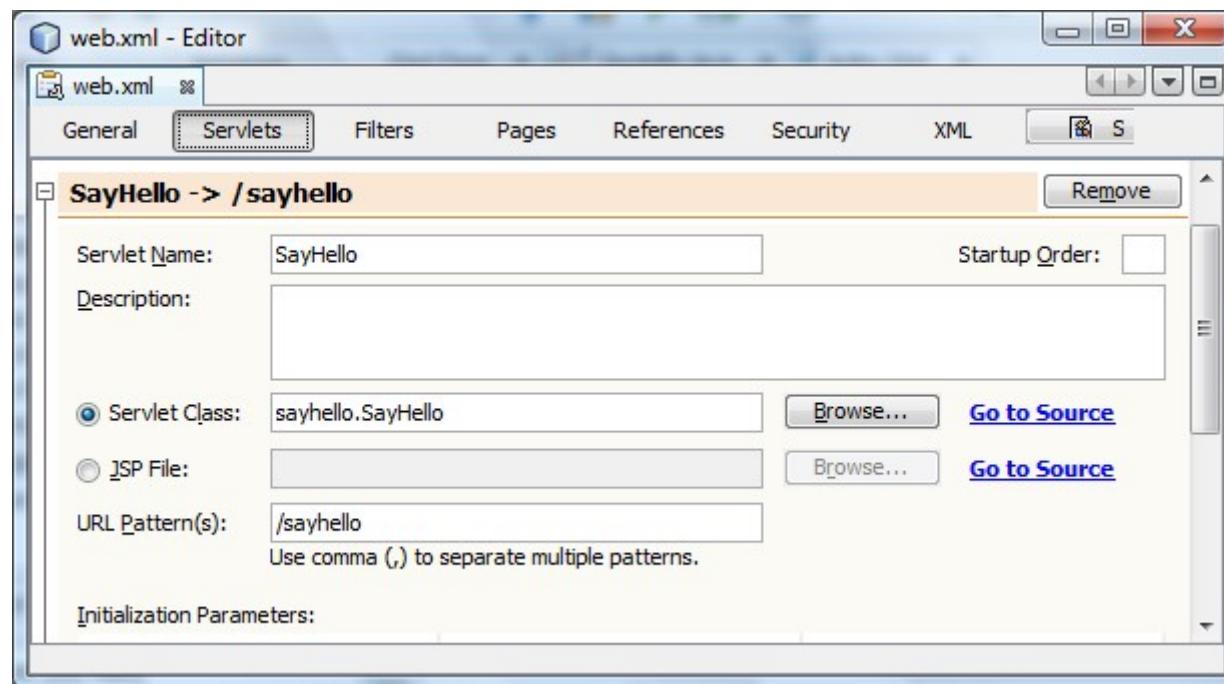
# Example



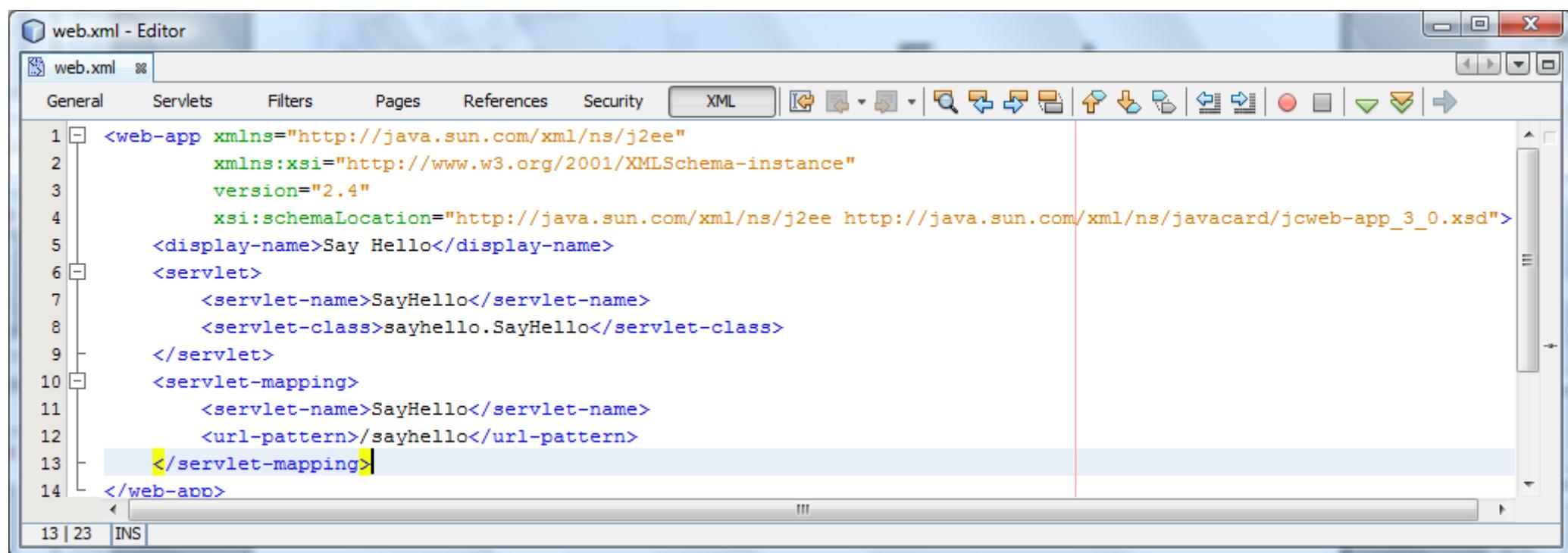
# Example



# Example



# Example



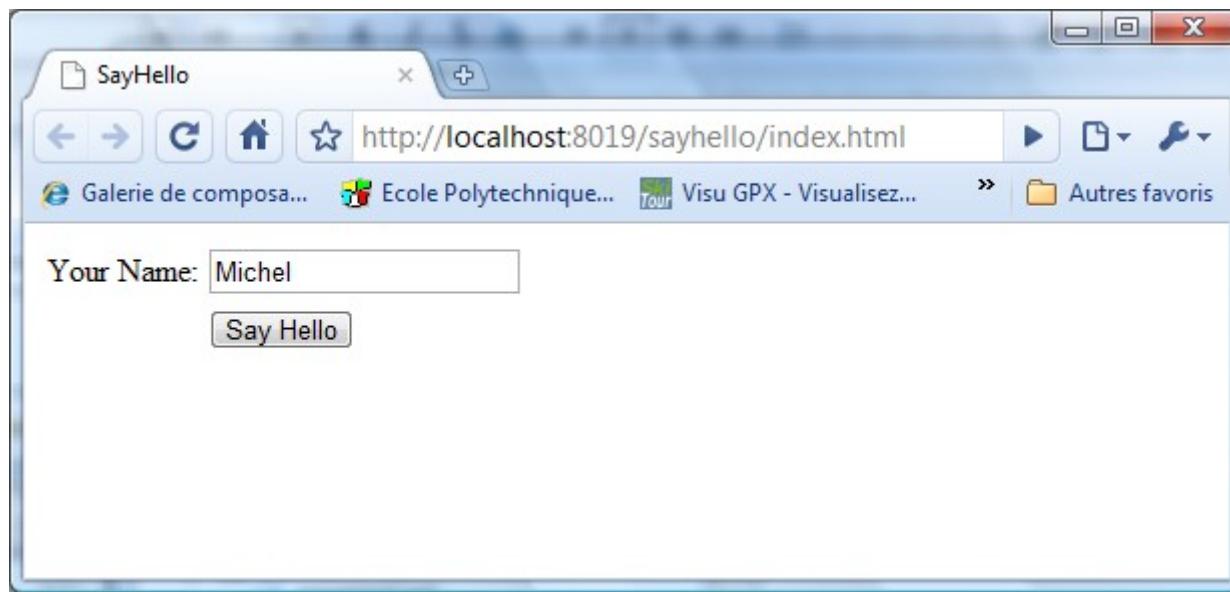
The screenshot shows an IDE window titled "web.xml - Editor". The tab bar has "General", "Servlets", "Filters", "Pages", "References", "Security", and "XML" selected. The XML editor displays the following code:

```
1 <web-app xmlns="http://java.sun.com/xml/ns/j2ee"
2   xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
3   version="2.4"
4   xsi:schemaLocation="http://java.sun.com/xml/ns/j2ee http://java.sun.com/xml/ns/javacard/jcweb-app_3_0.xsd">
5     <display-name>Say Hello</display-name>
6     <servlet>
7       <servlet-name>SayHello</servlet-name>
8       <servlet-class>sayhello.SayHello</servlet-class>
9     </servlet>
10    <servlet-mapping>
11      <servlet-name>SayHello</servlet-name>
12      <url-pattern>/sayhello</url-pattern>
13    </servlet-mapping>
14  </web-app>
```

The code defines a web application with a single servlet named "SayHello" that maps to the URL pattern "/sayhello". The XML editor interface includes a toolbar with various icons for navigating and modifying the XML document.

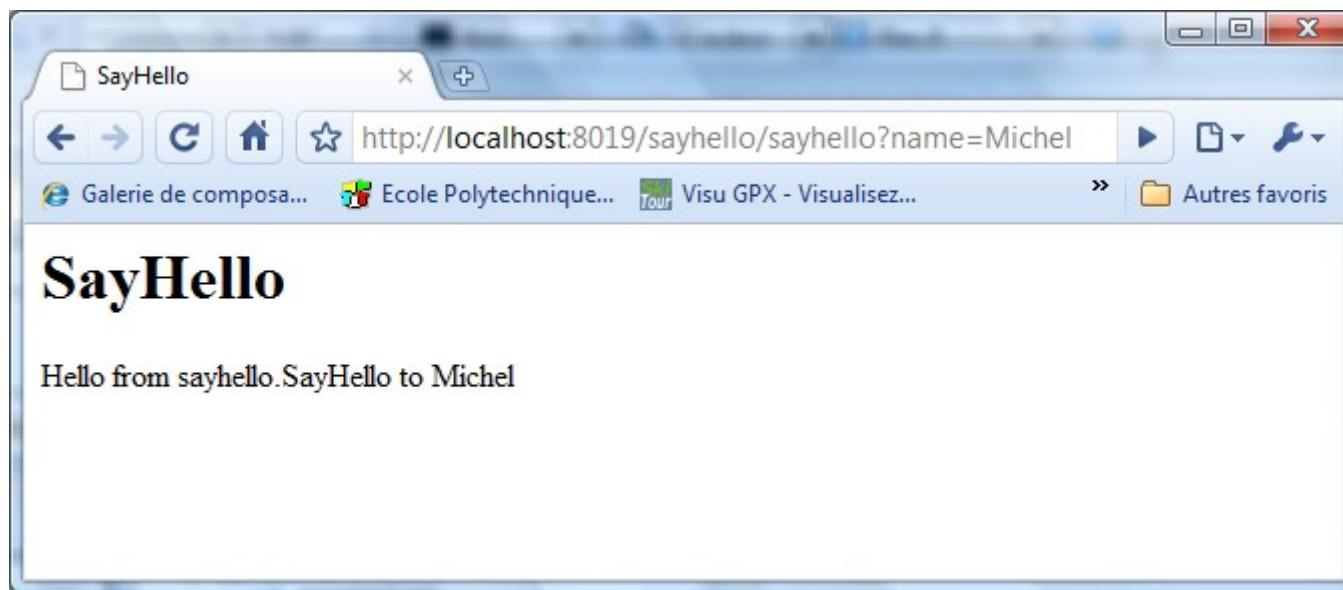


# Example





# Example



# Conclusion

- In this chapter, we have seen
  - The main enhancements introduced by Java Card 3
  - The restrictions of Java Card 3 compared to Java SE
  - A full example of a servlet



# Conclusion

# Conclusion

- In 1996, the Java Card system changed dramatically the way to program secure applications for smart cards
- Despite many concurents on the field, this system remains today the first language for smart cards in the world
- Combined with Java for Mobile Equipment it represents the solution to develop secure applications for the future powerful smartphones