

# 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
  - ...

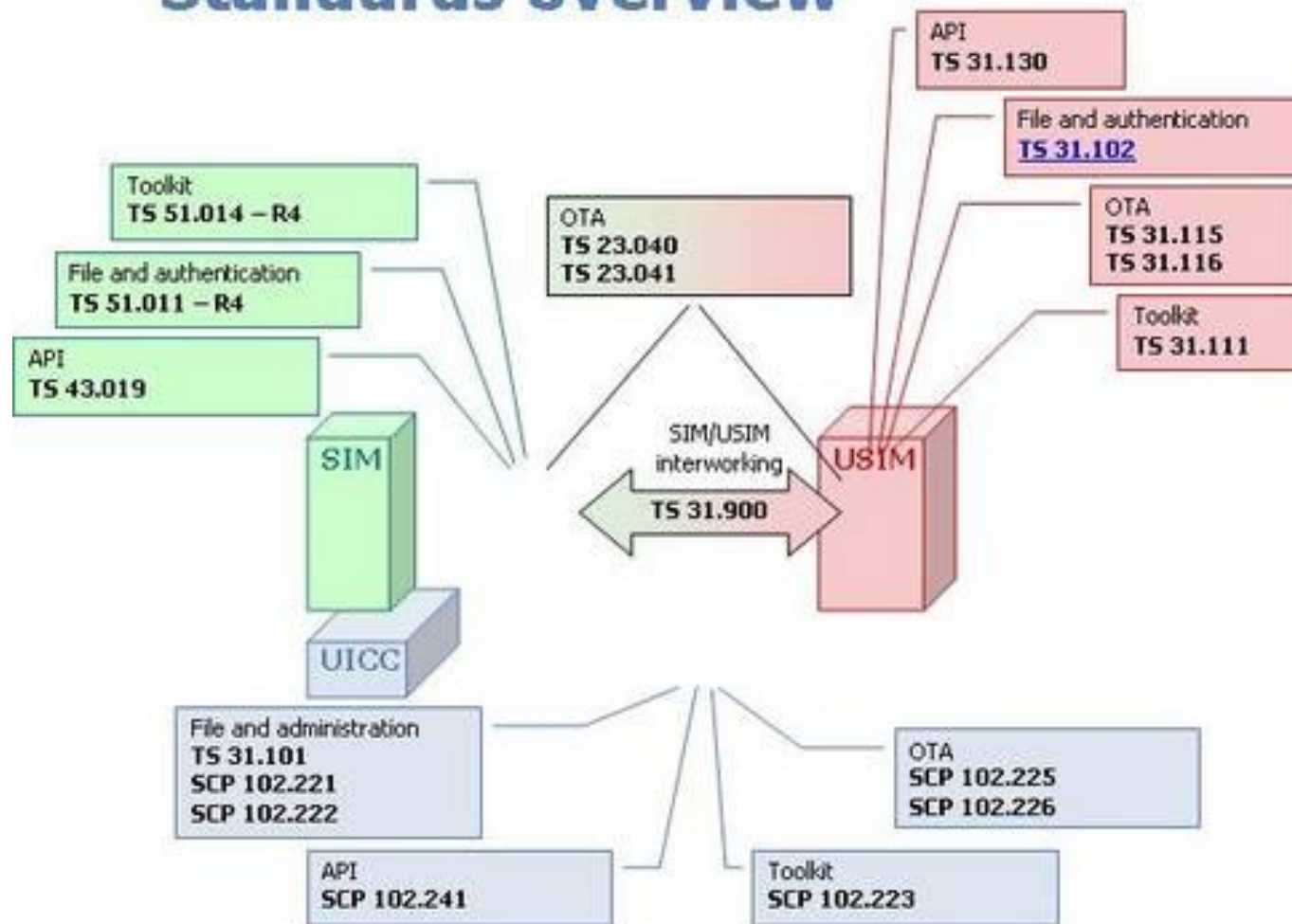


# Standards



- **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 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

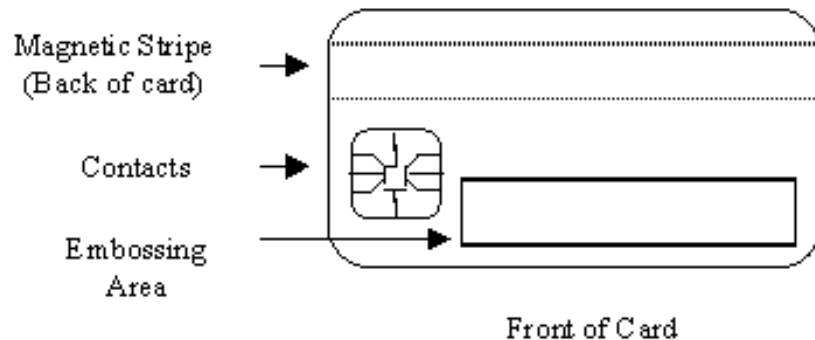
*Physical description, communication layer,  
file system*

# Introduction

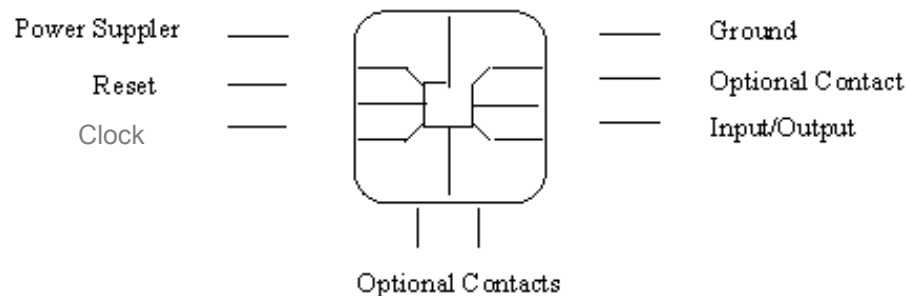
- In this chapter, we'll see
  - An introduction to the ISO7816 standard
  - What is an APDU
  - How to exchange data between the CAD and the smart card

# Mechanical and Electrical Aspects

## Physical Characteristics

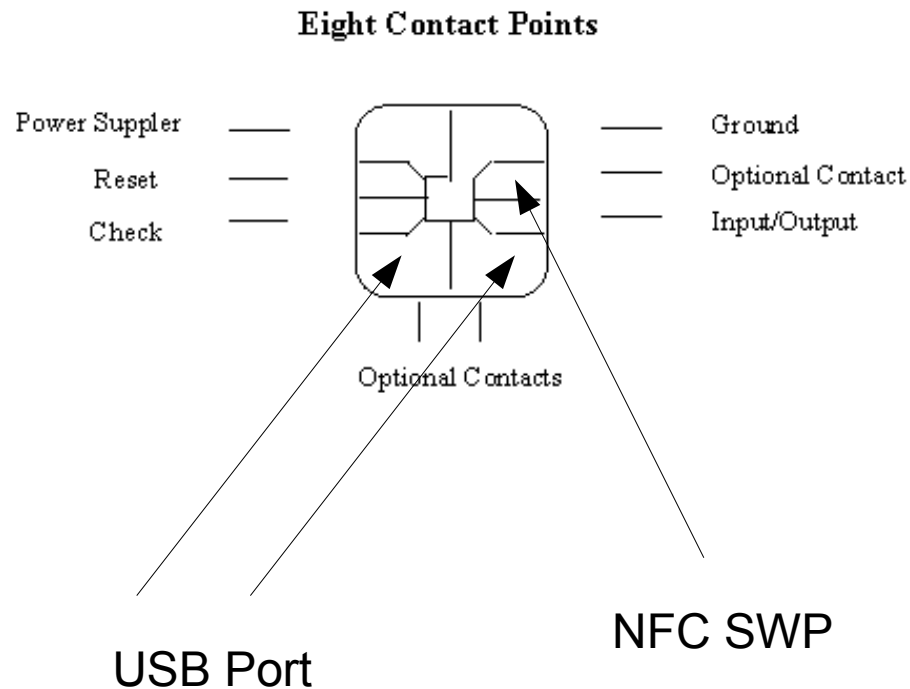


## Eight Contact Points



- 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

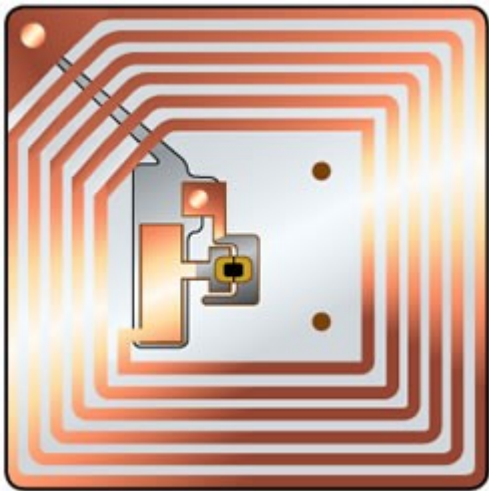
- Max speed 12 Mb/s
- Three flavours:
  - Integrated Circuit Card Devices
    - Compatible with the previous serial protocol
  - Mass Storage
    - Disk emulation
  - Ethernet Emulation Mode
    - To support TCP/IP protocol



# 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 **C**ard **A**cceptance **D**evice
  - Or CAD



# Answer to Reset

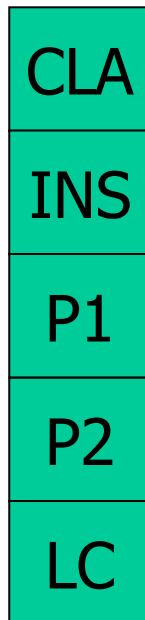
- When a card is inserted into the reader, a micro-switch signals this event to the terminal.
- The terminal powers up the card
  - Using a particular protocol
- When it is properly powered, the card sends back to the terminal a message called "**Answer to Reset**"

# 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

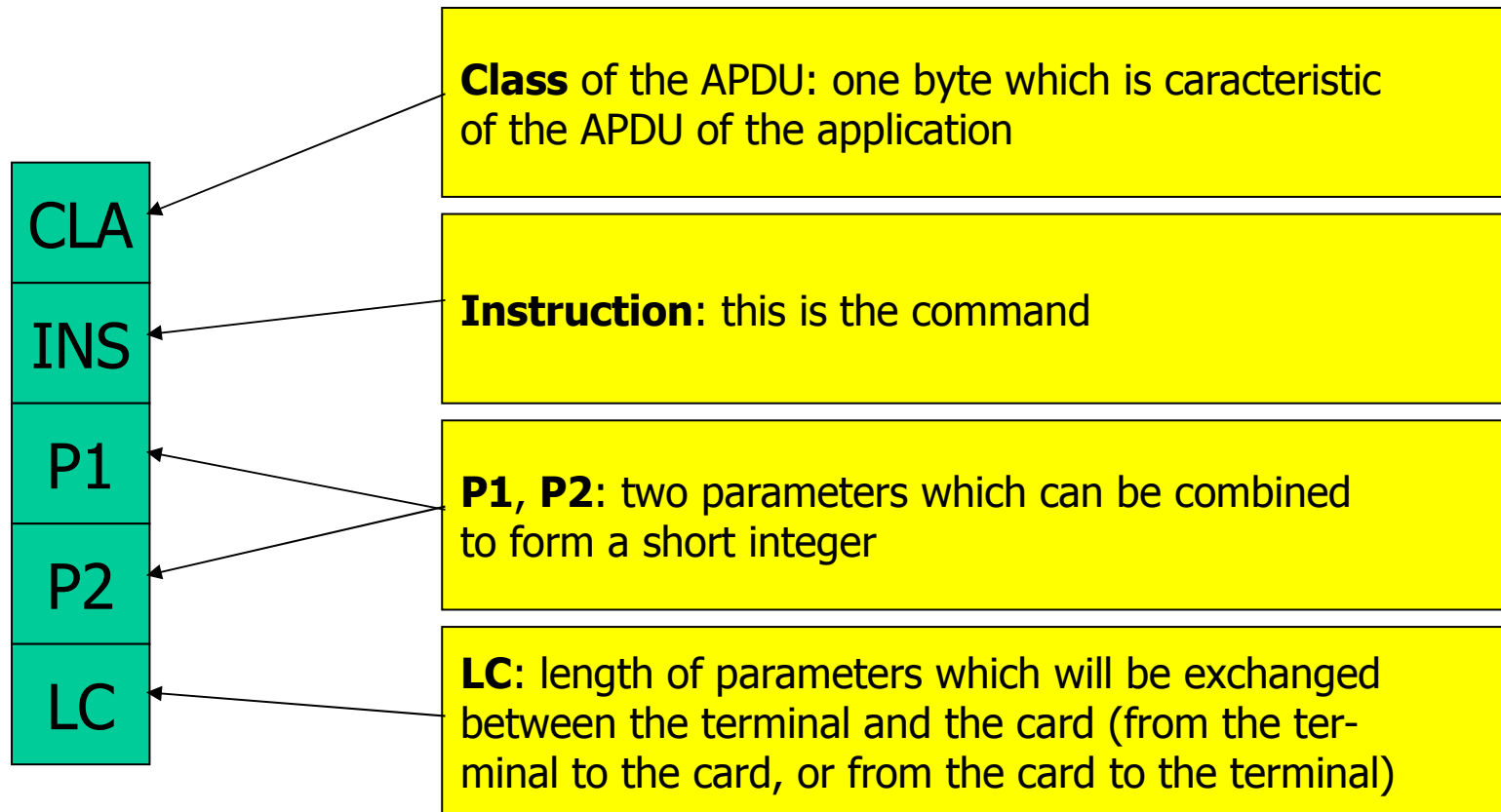
# Application Protocol Data Unit



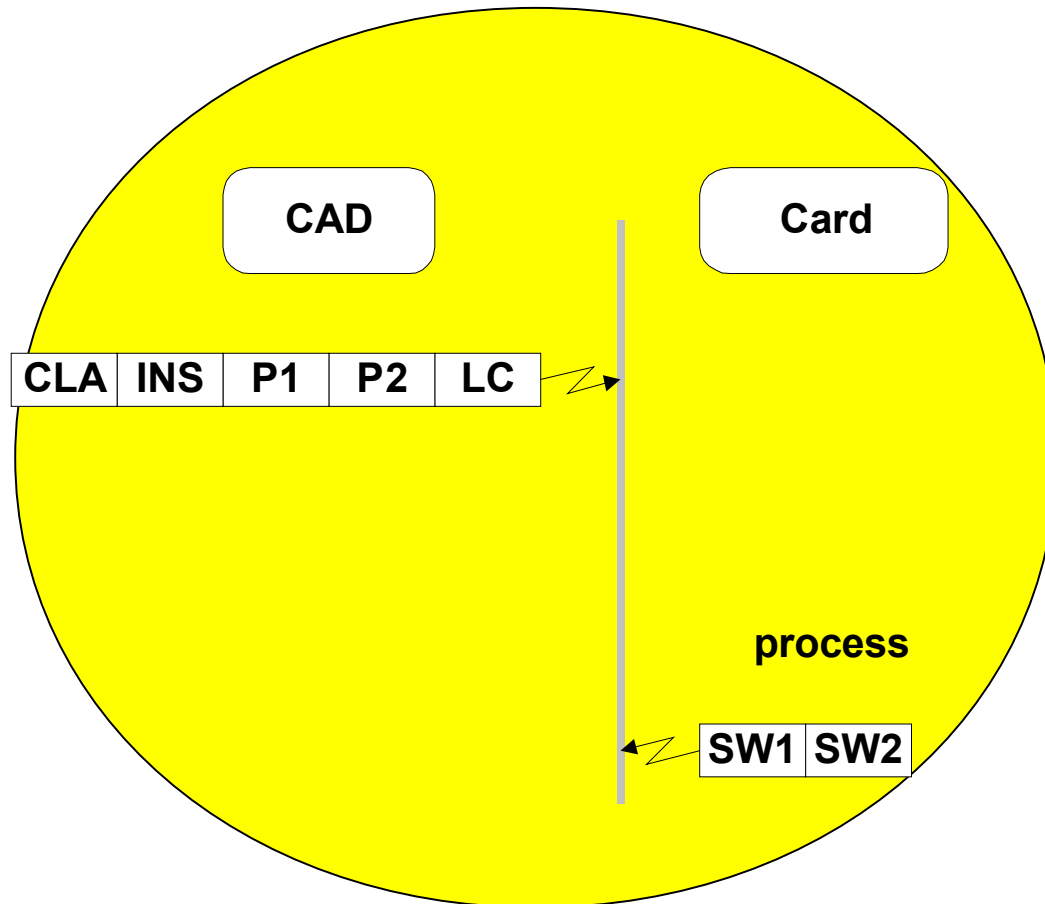
- The APDUs are the commands sent by the terminal to the smart card
- The APDU can
  - Carry parameters to the card
  - Expect results from the card
- Card and terminal must synchronize to
  - The number of bytes to exchange
  - The direction of the exchange
    - This is done by the software embedded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



# Application Protocol Data Unit

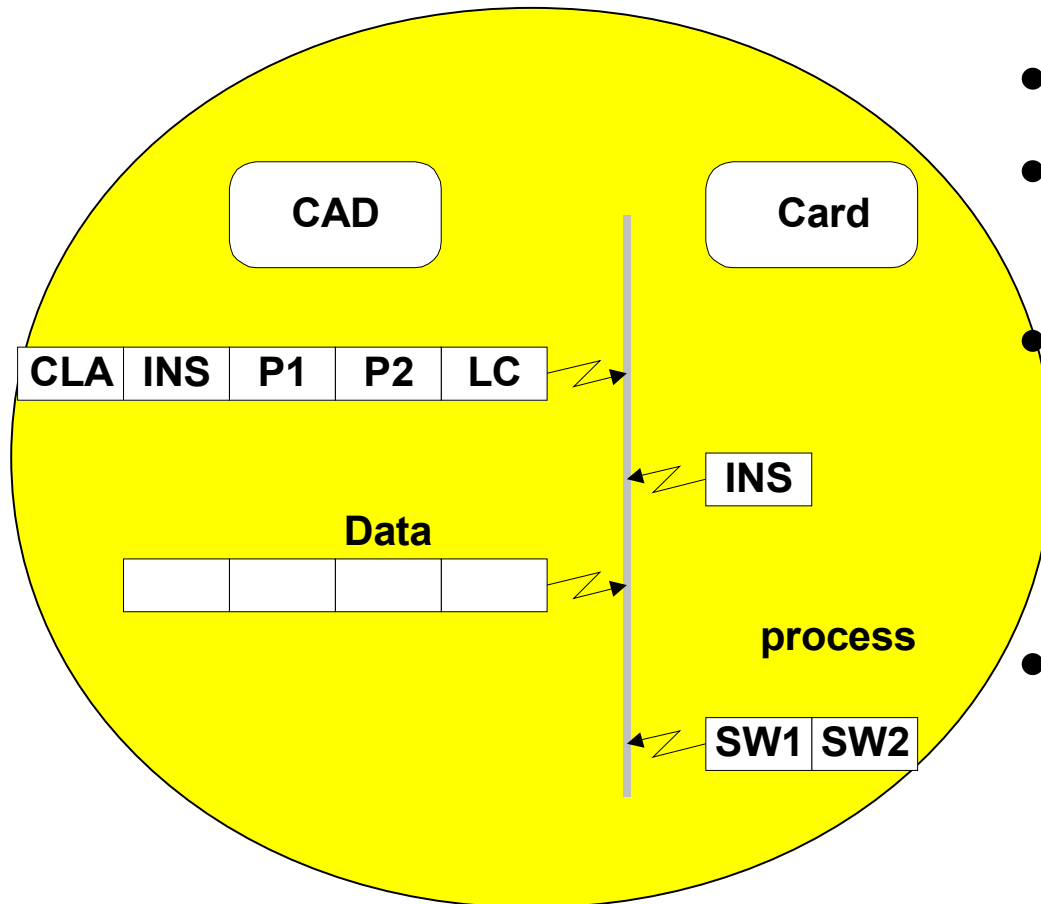


# No parameters exchanged



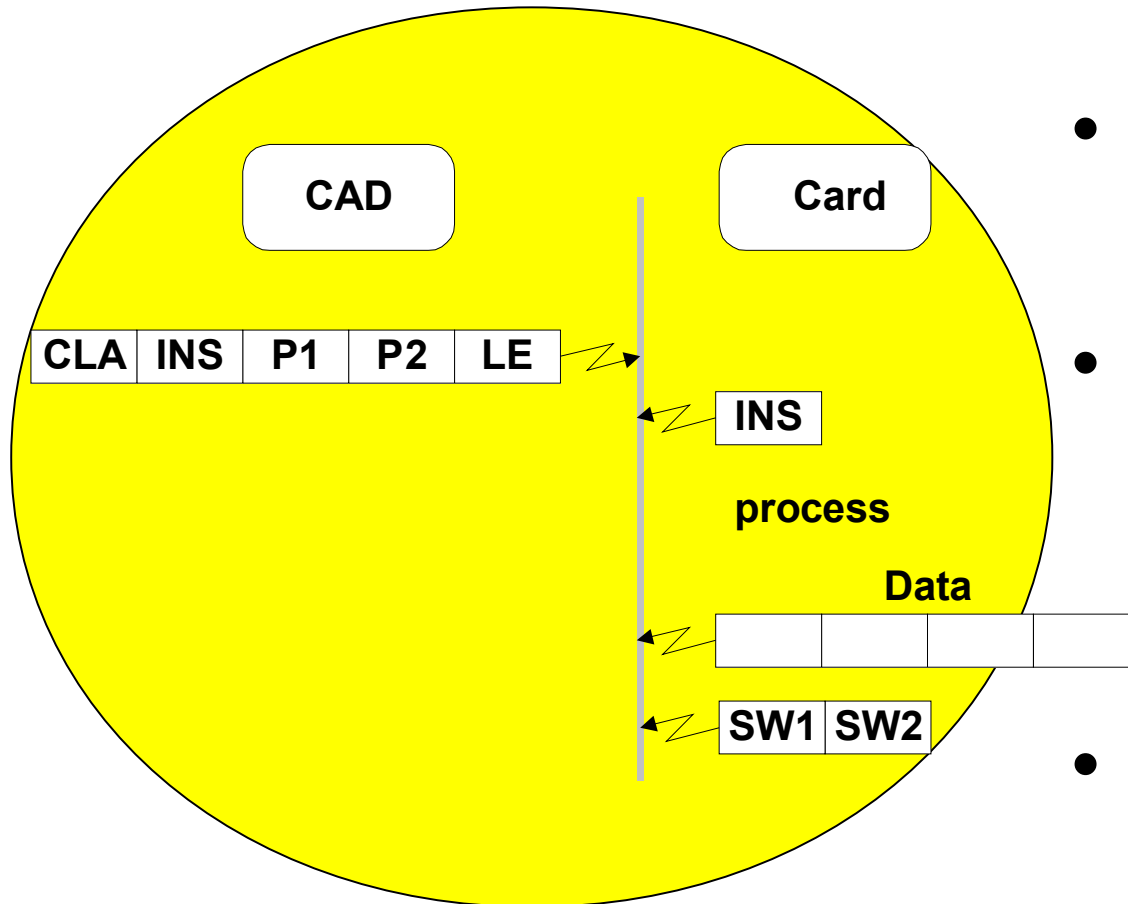
- **LC == 0**
- The card receives the APDU
- It processes it
- It returns a status word
  - Two bytes

# 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



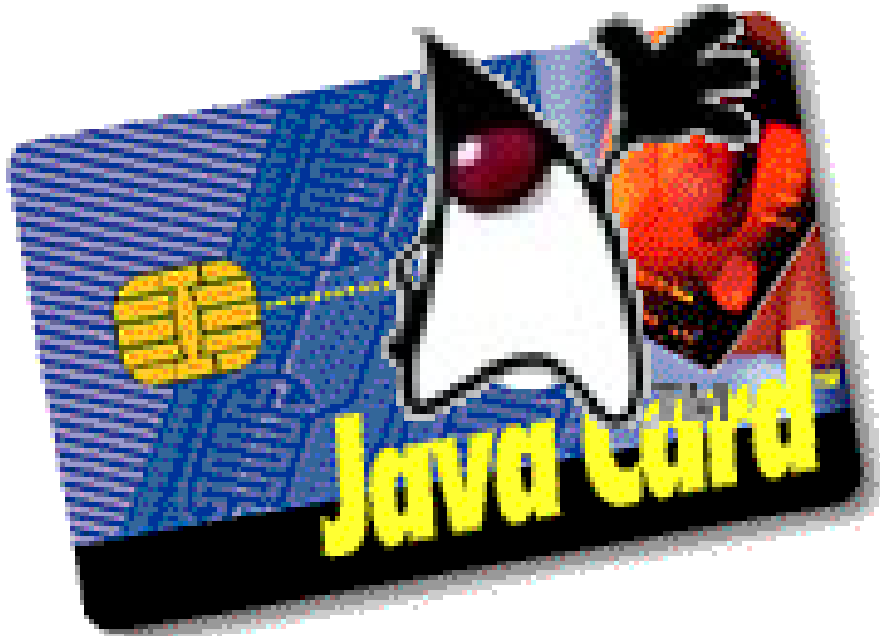
- Beginning: proprietary systems
  - Only the applications were standardized
    - B0' for French banking system
- Now: multi-application systems
  - MULTOS
  - Windows for Smart Card
    - Dead but replaced by .NET for smart cards
  - Java Card

# 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

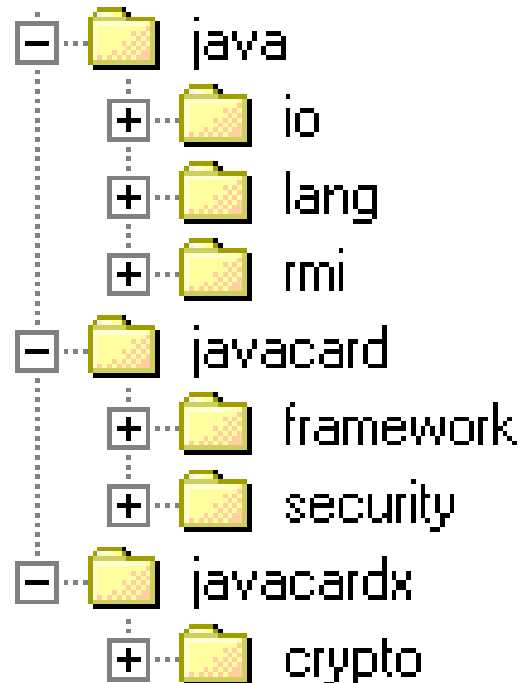
- » Java Card Platform Specification 3.0.1
- » Java Card Platform Specification 2.2.2
- » Java Card Development Kit 2.2.2
- » Java Card Protection Profile

### 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

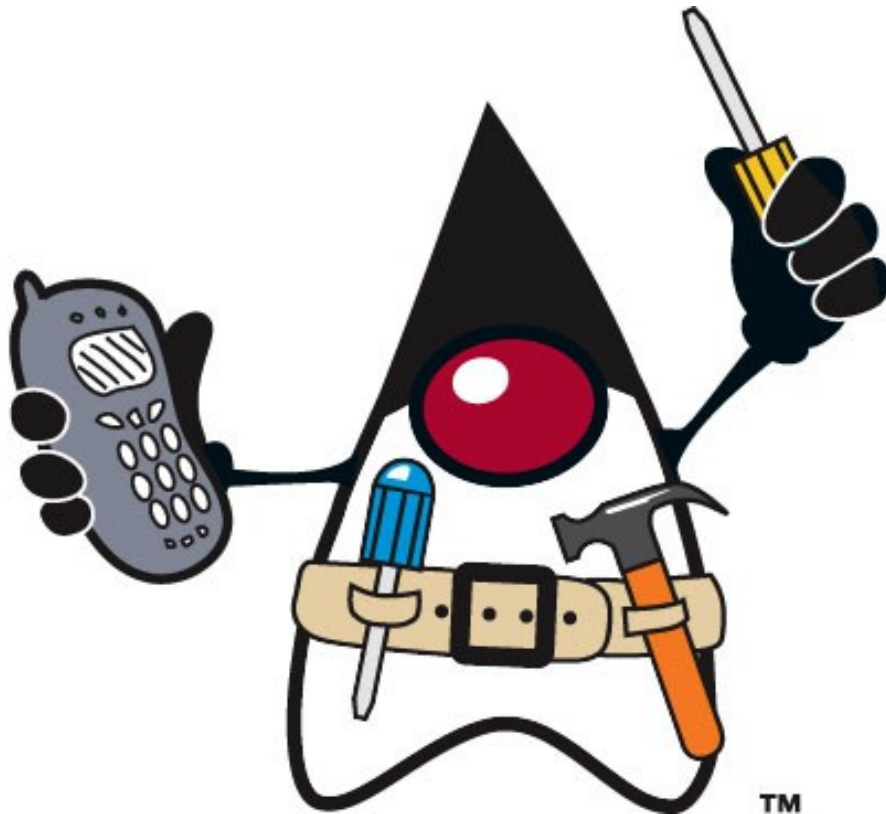
# Available libraries



- 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

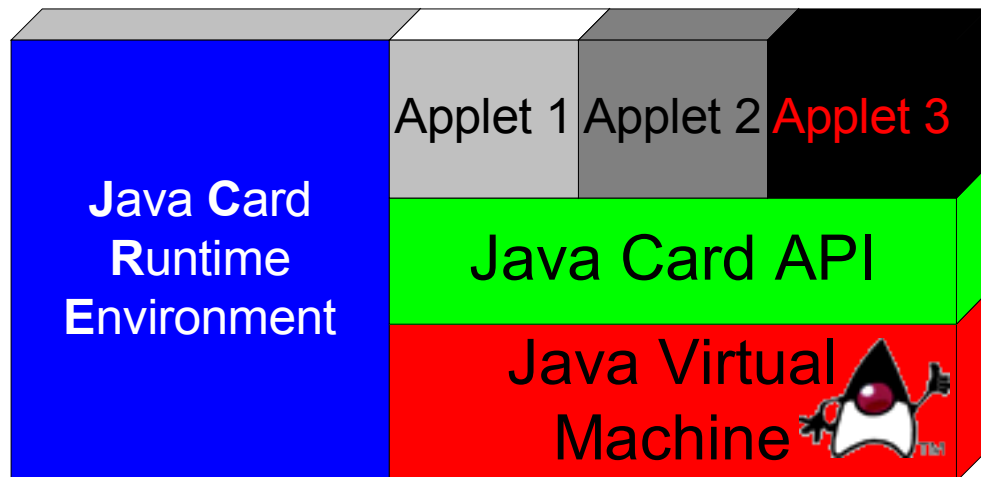


# SIM Toolkit



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

# How Java works in a smart card



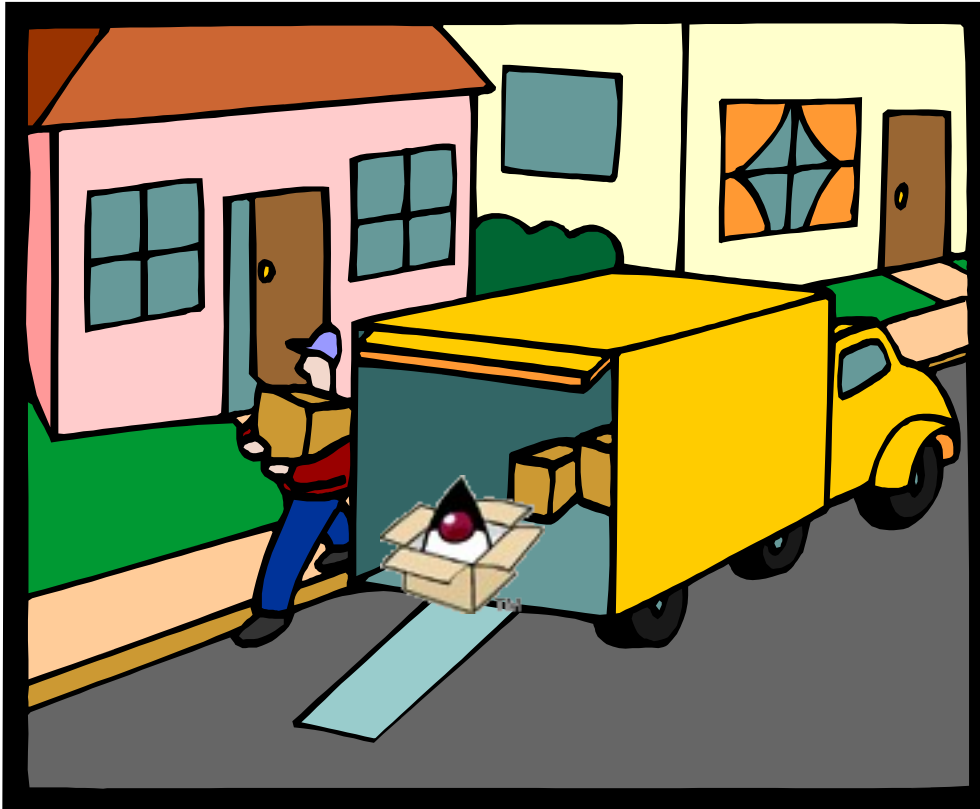
- A Java Virtual Machine is embedded
  - 4 K bytes
  - Basic library
- **Java Card Runtime Environment**
  - In charge of
    - Activation of applications
    - Low level communication protocol
    - Application downloading



# Roles of the JCRE

- 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

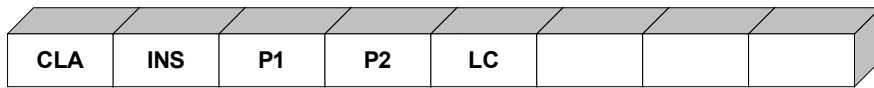


- Applets must be encapsulated in a package
- External processes
  - Compile the applets
  - Verify the bytecode
  - Create a jar-like container
    - CAP file
  - Will be seen later
- Package and applets are associated an identifier for future selection

# What is a Java Card Applet

```
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)  
        {...}  
}
```

- 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

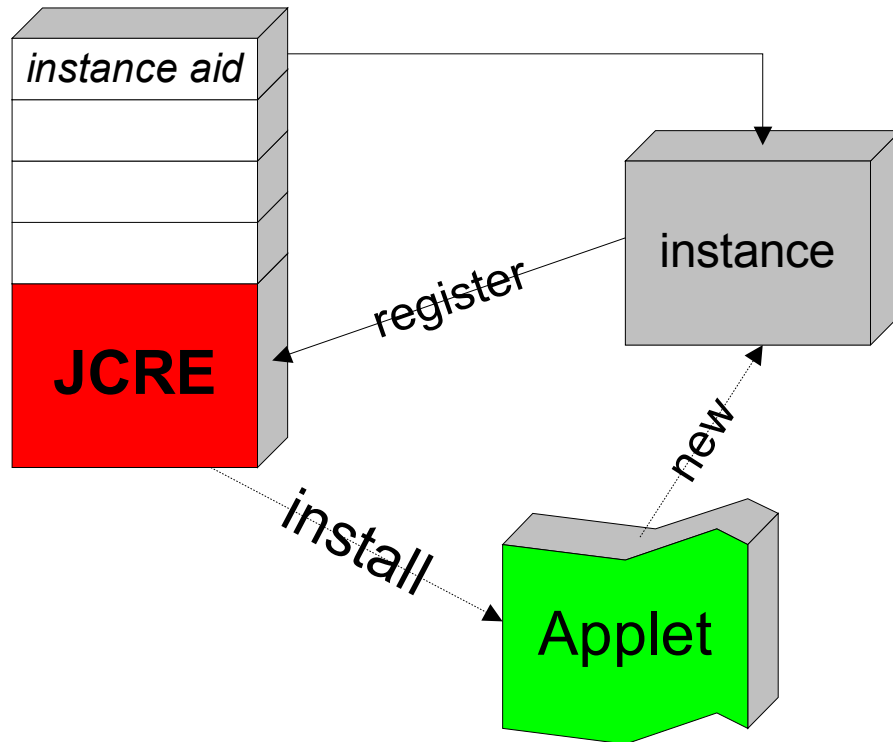
## Field Summary

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

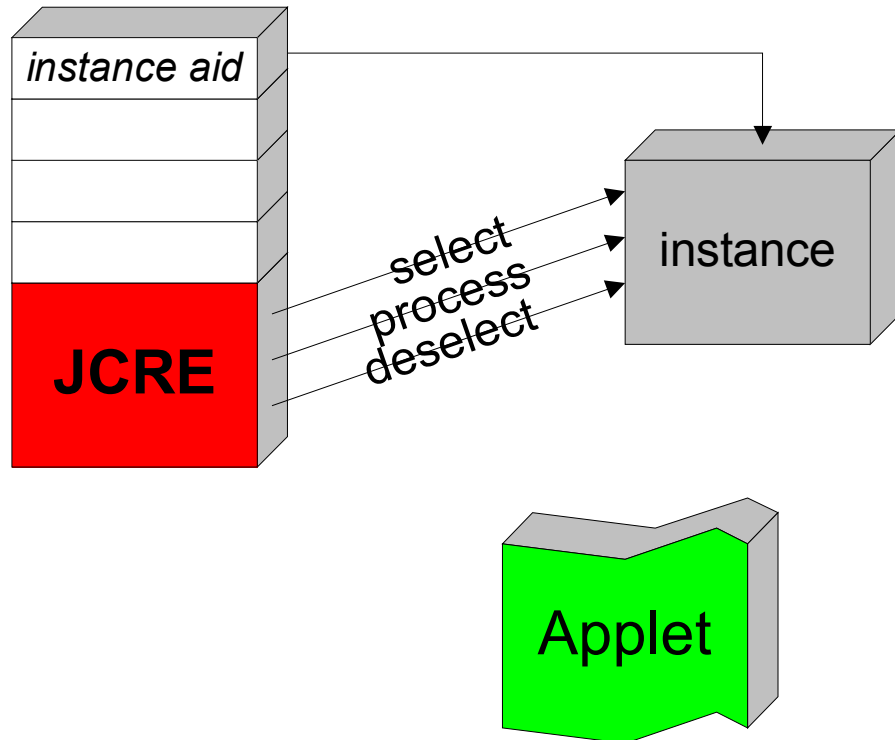


# Lifecycle of an applet



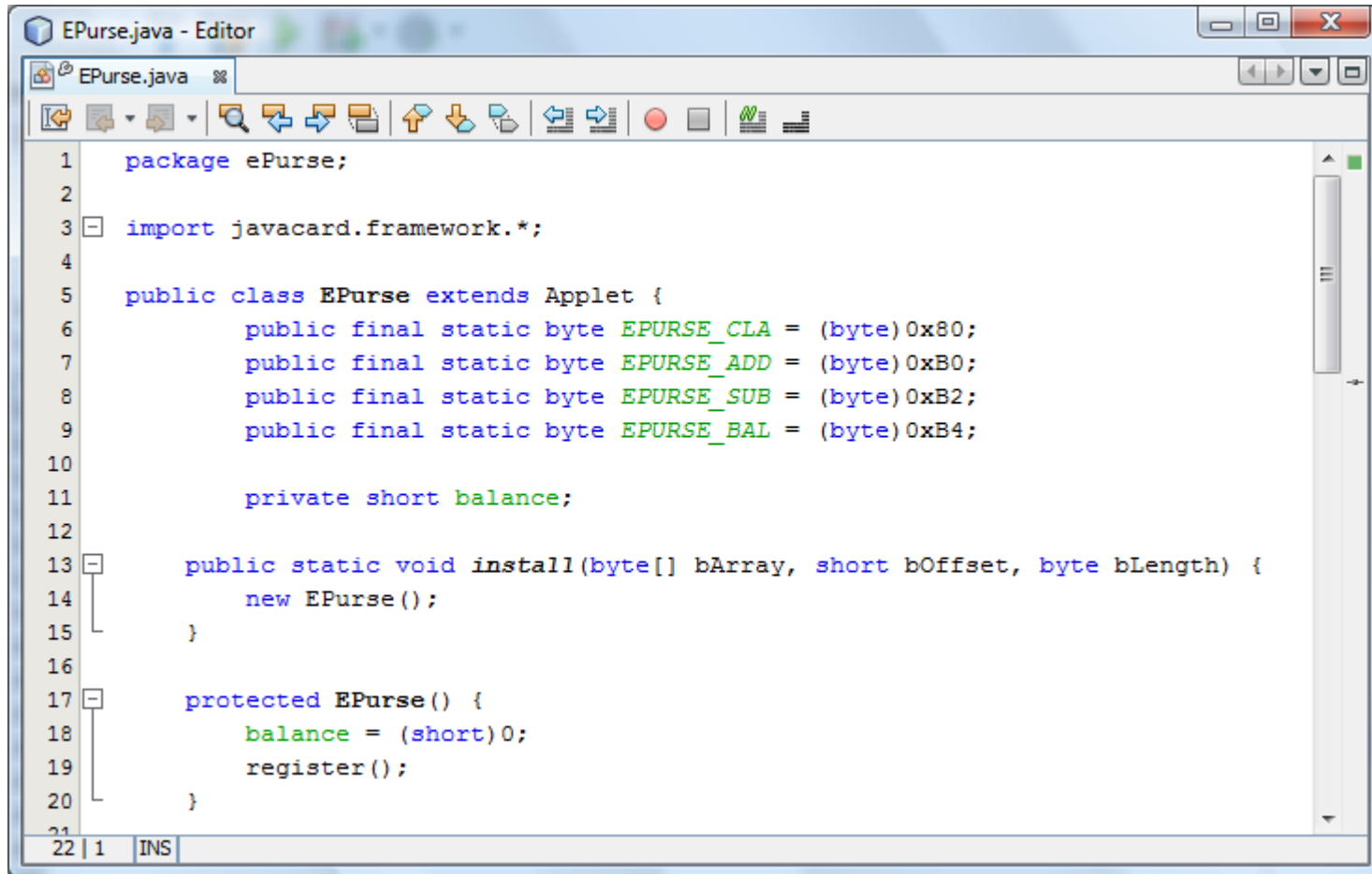
- The JCRE downloads the package containing the Applet
- It calls the static method **install** on the Applet
- This method creates an instance
  - Or more
- And **register** this instance using an **AID**

# Lifecycle of an Applet

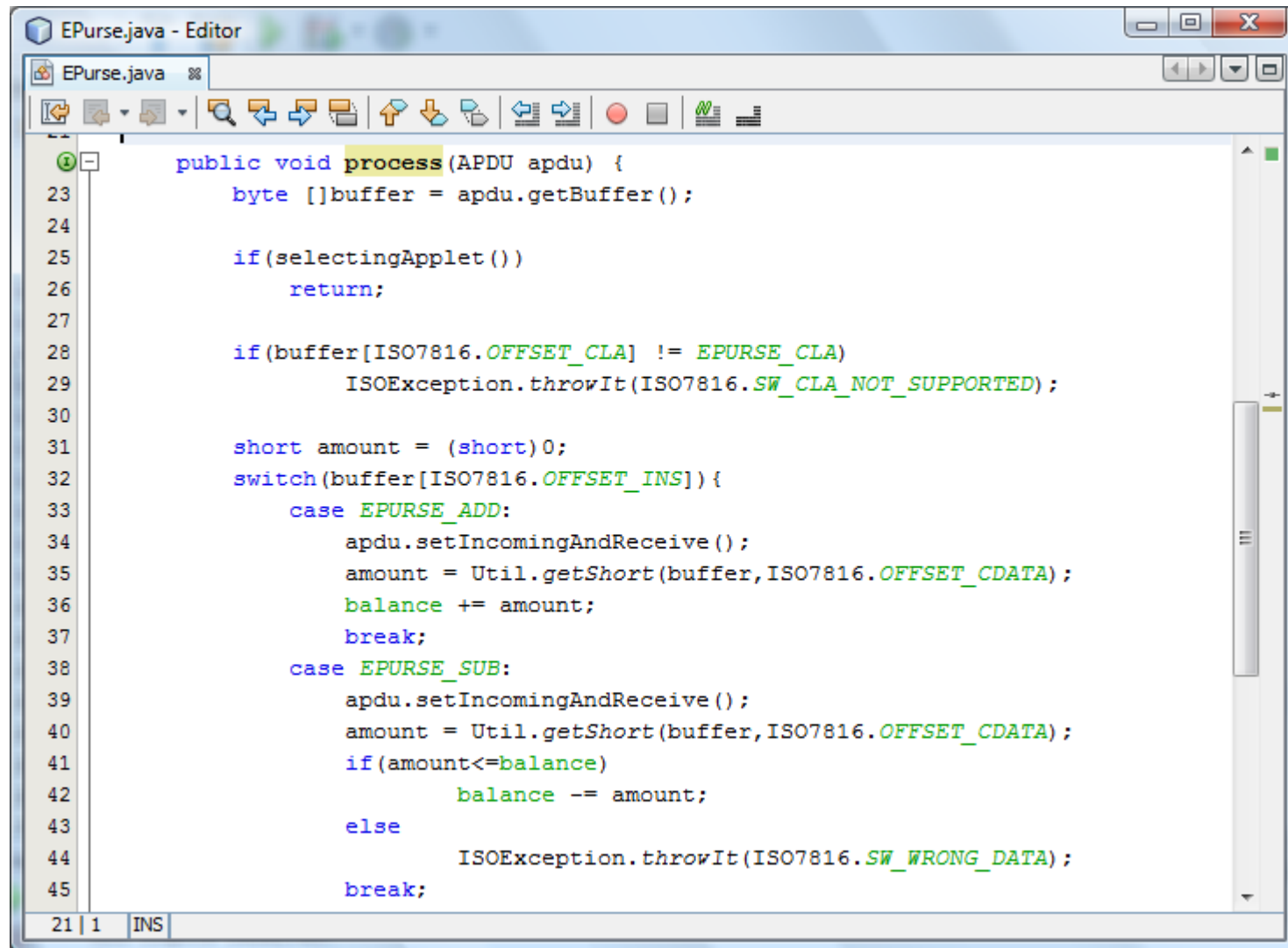


- When the instance is created and registered it can be called
- The JCRE can
  - **select**
  - **deselect**the instance
- Can call the instance to **process** an APDU

# Example of an Applet



```
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
22 | 1 | INS
```

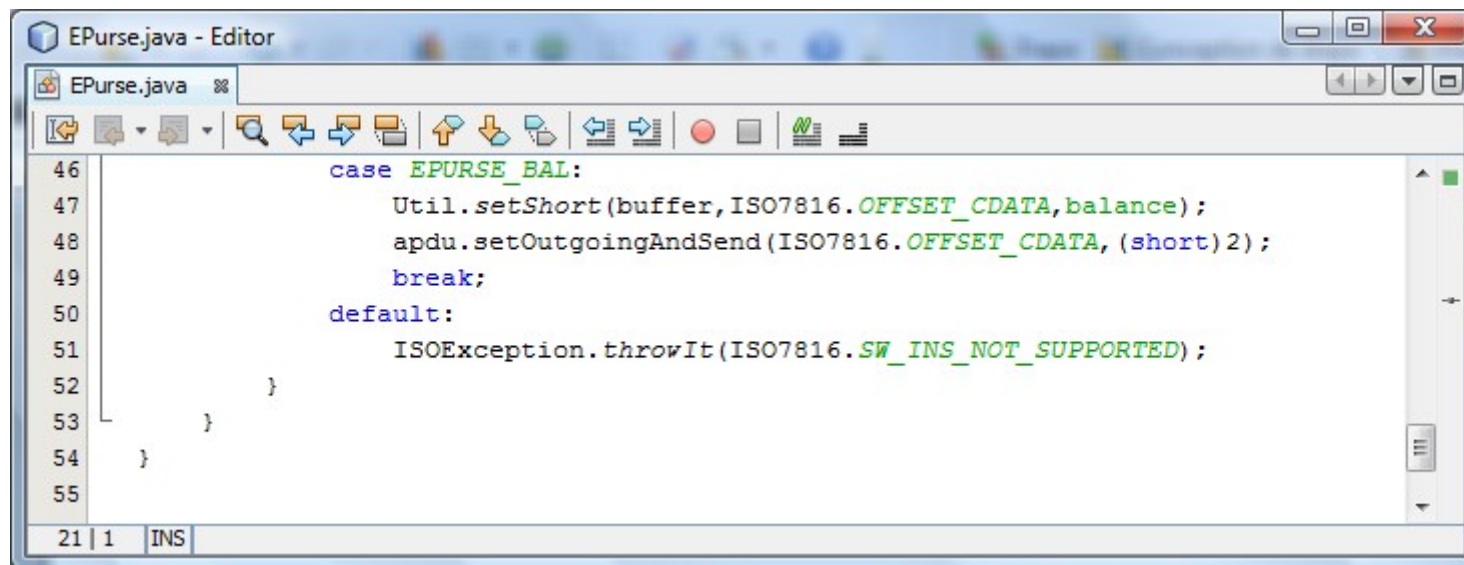


```
public void process(APDU apdu) {
    byte []buffer = apdu.getBuffer();

    if(selectingApplet())
        return;

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

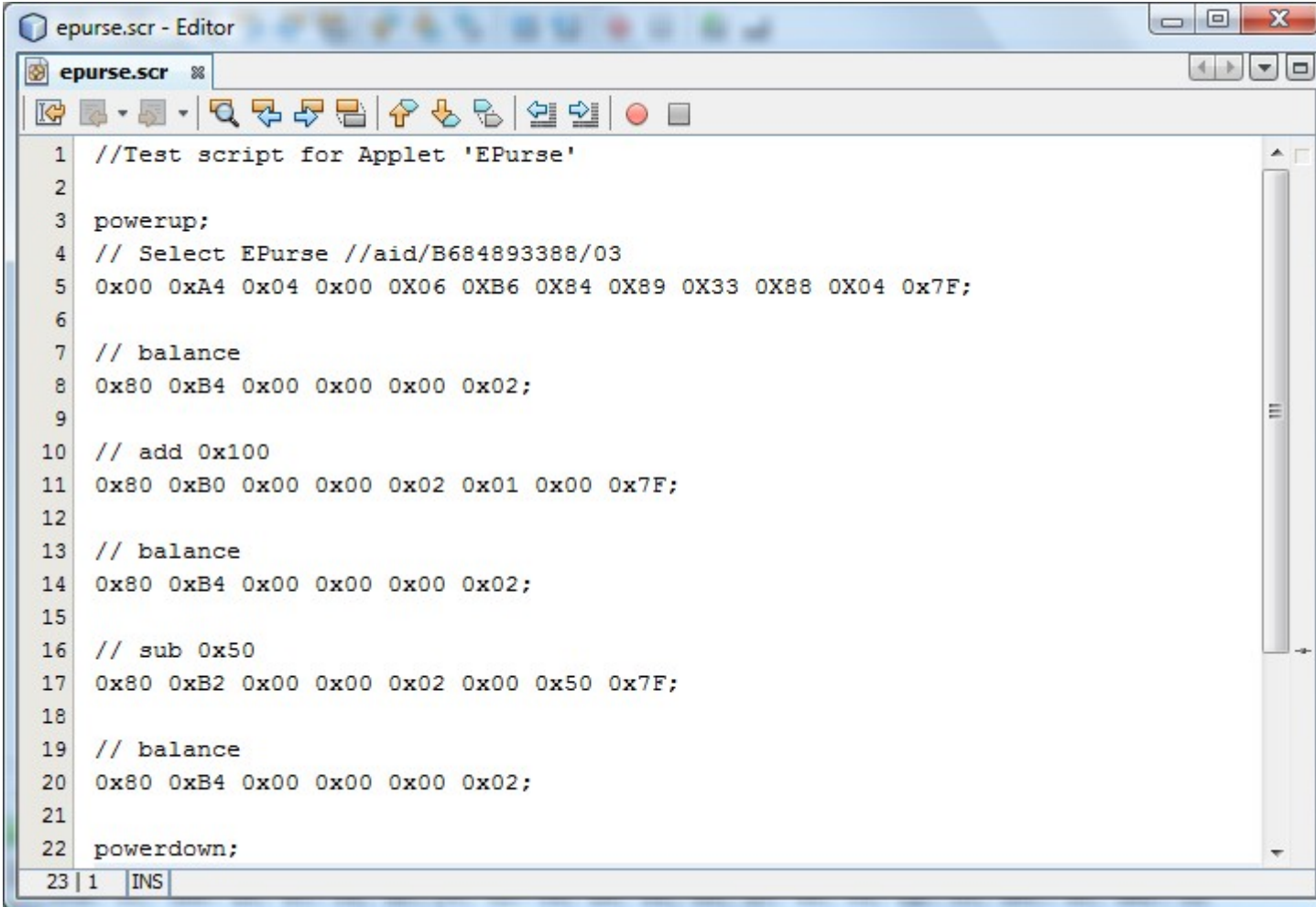
    short amount = (short)0;
    switch(buffer[ISO7816.OFFSET_INS]) {
        case EPURSE_ADD:
            apdu.setIncomingAndReceive();
            amount = Util.getShort(buffer, ISO7816.OFFSET_CDATA);
            balance += amount;
            break;
        case EPURSE_SUB:
            apdu.setIncomingAndReceive();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



```
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 }
55
```

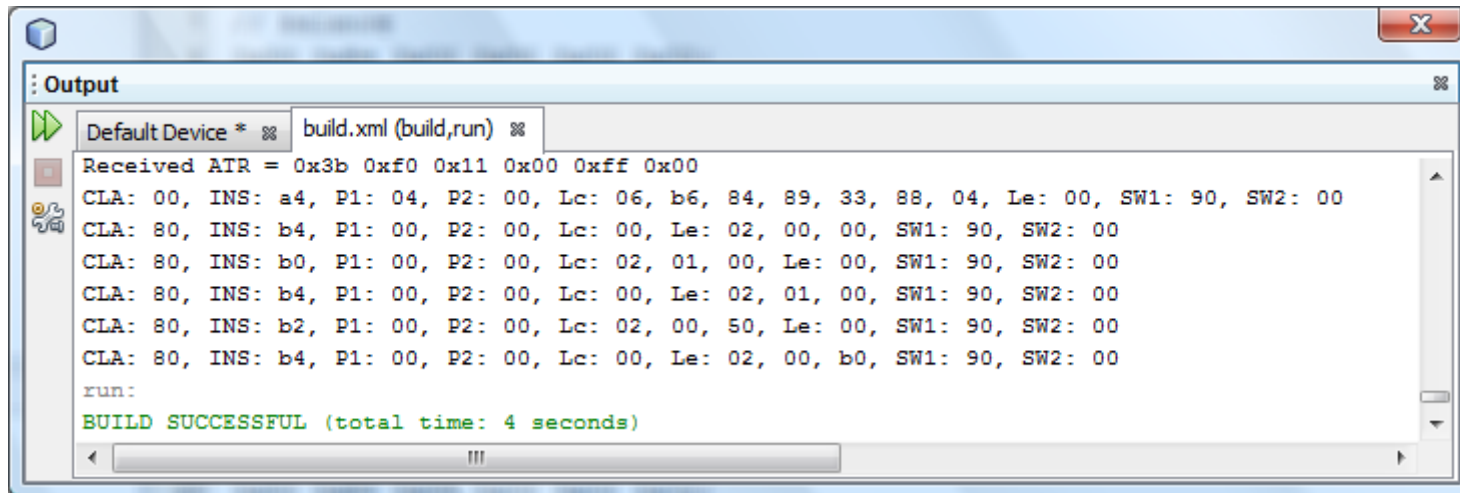
21 | 1 | INS

# Simulation script



```
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;
23 | 1 | INS
```

# Result

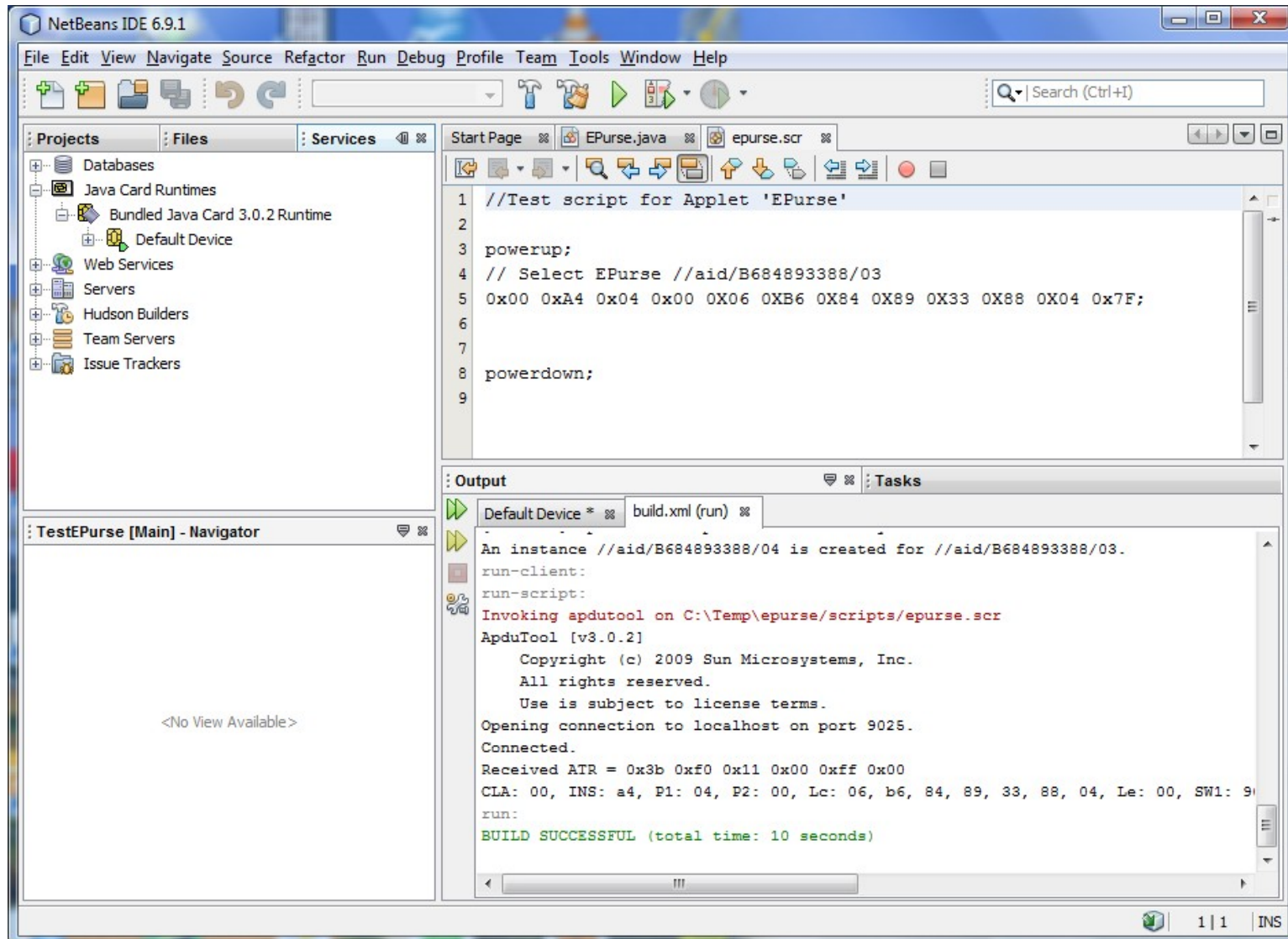


The screenshot shows an IDE output window titled "Output". It contains the following text:

```
Default Device *  build.xml (build,run)  %  
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 **JCSytem**
    - 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);

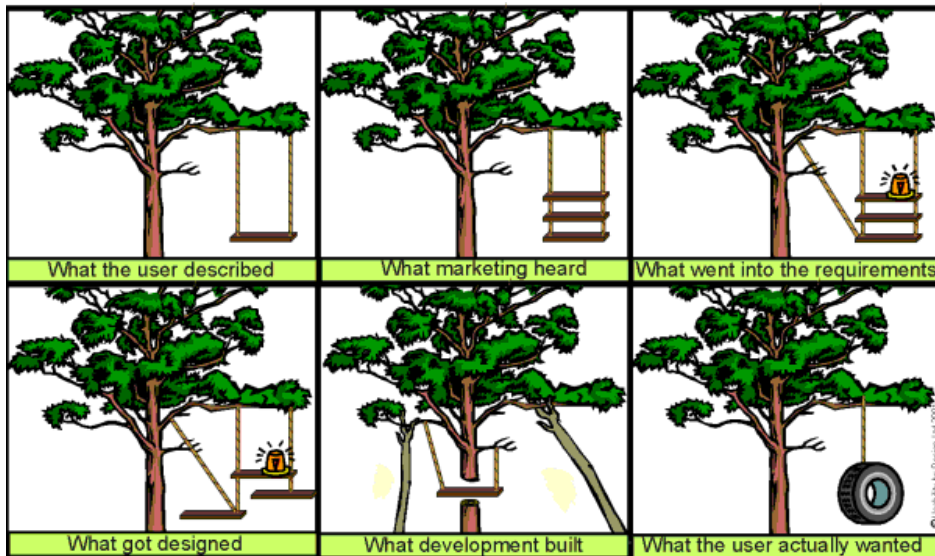
    break;
```

# Transaction aware (a better code)

```
...  
try{  
    JCSystem.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);  
    JCSystem.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*

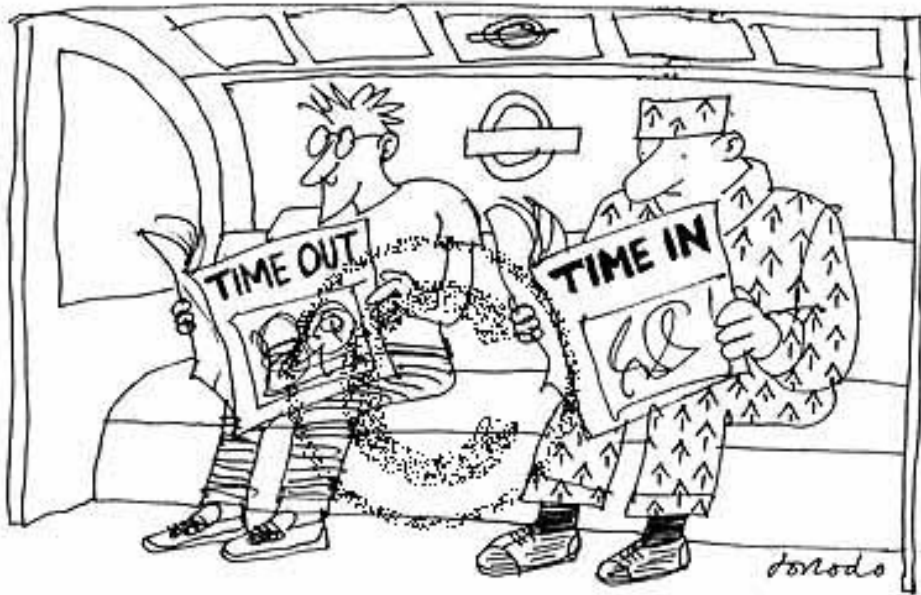
# Security

- 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)

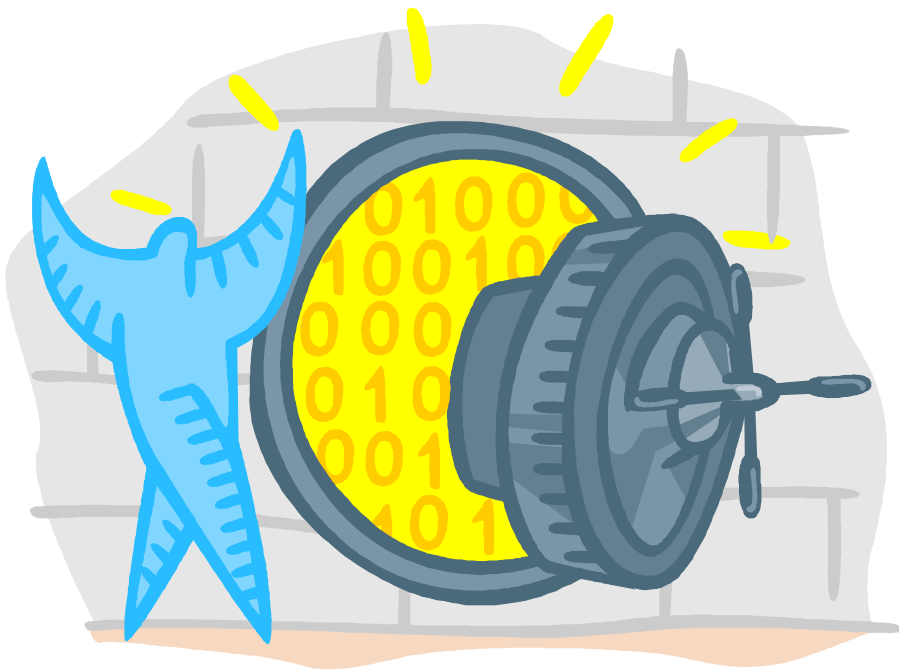
- What if
  - The Java card is teared from the card reader after the first command arrives and before the second command is issued
- Or if
  - The second command arrives before the first one is issued

# 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

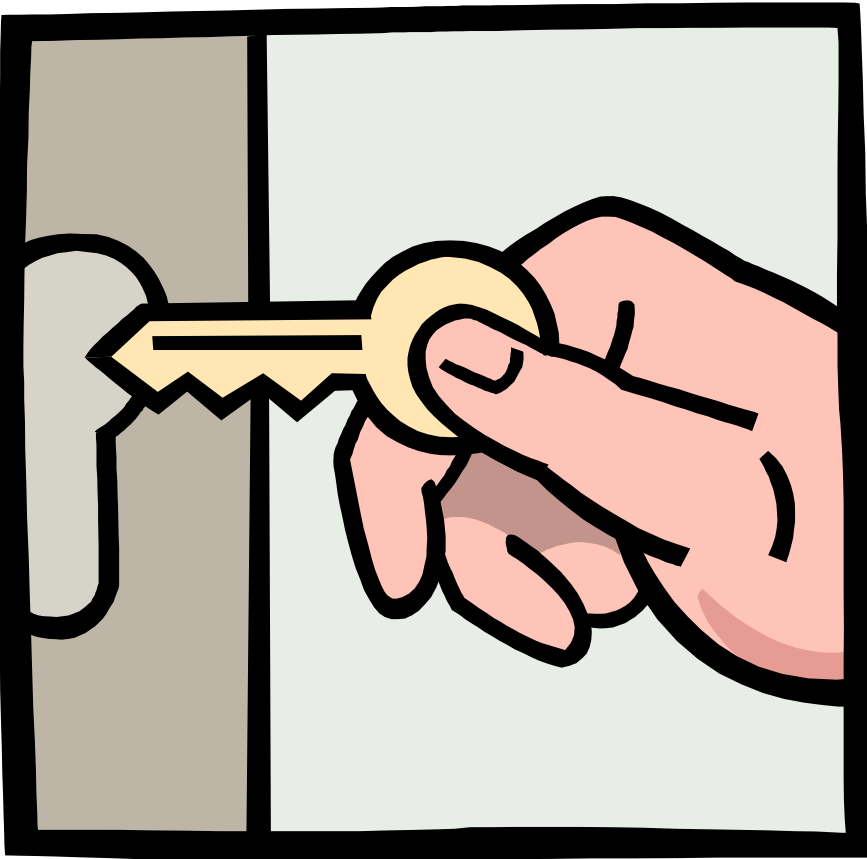
- The Java Card programmers must be aware of:
  - Transactions
  - Usability
  - Security
  - Time out
  - Memory usage

# Security

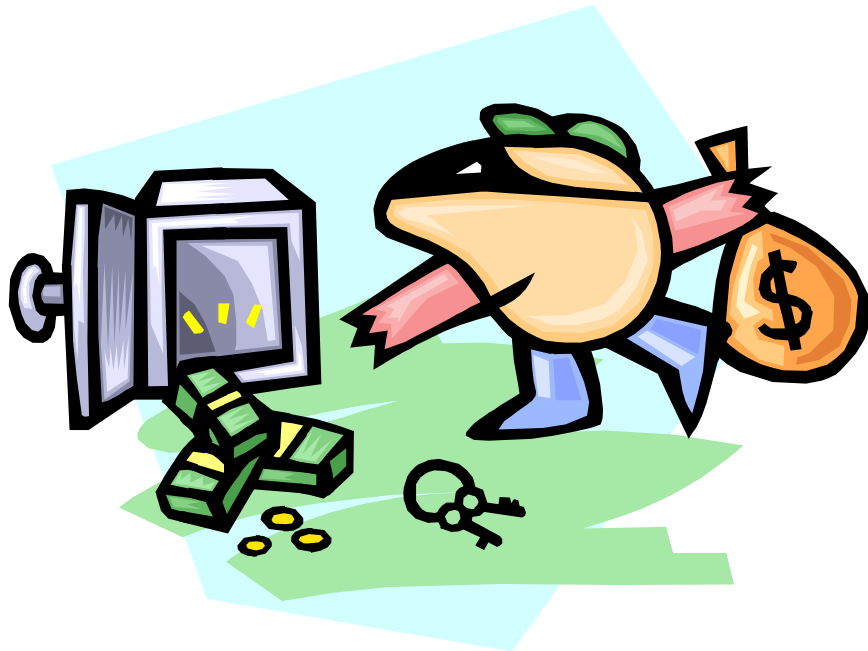
*Hardware and software aspects*

# 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



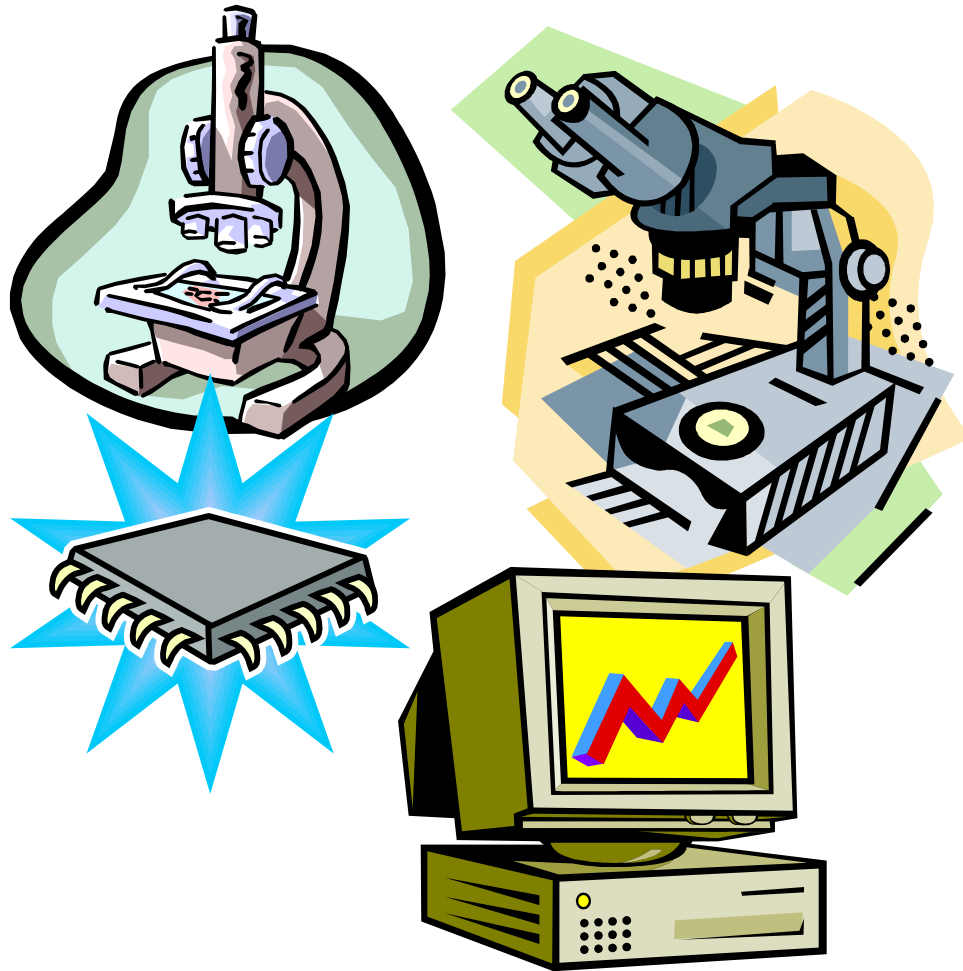
# Hardware security



- 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"*

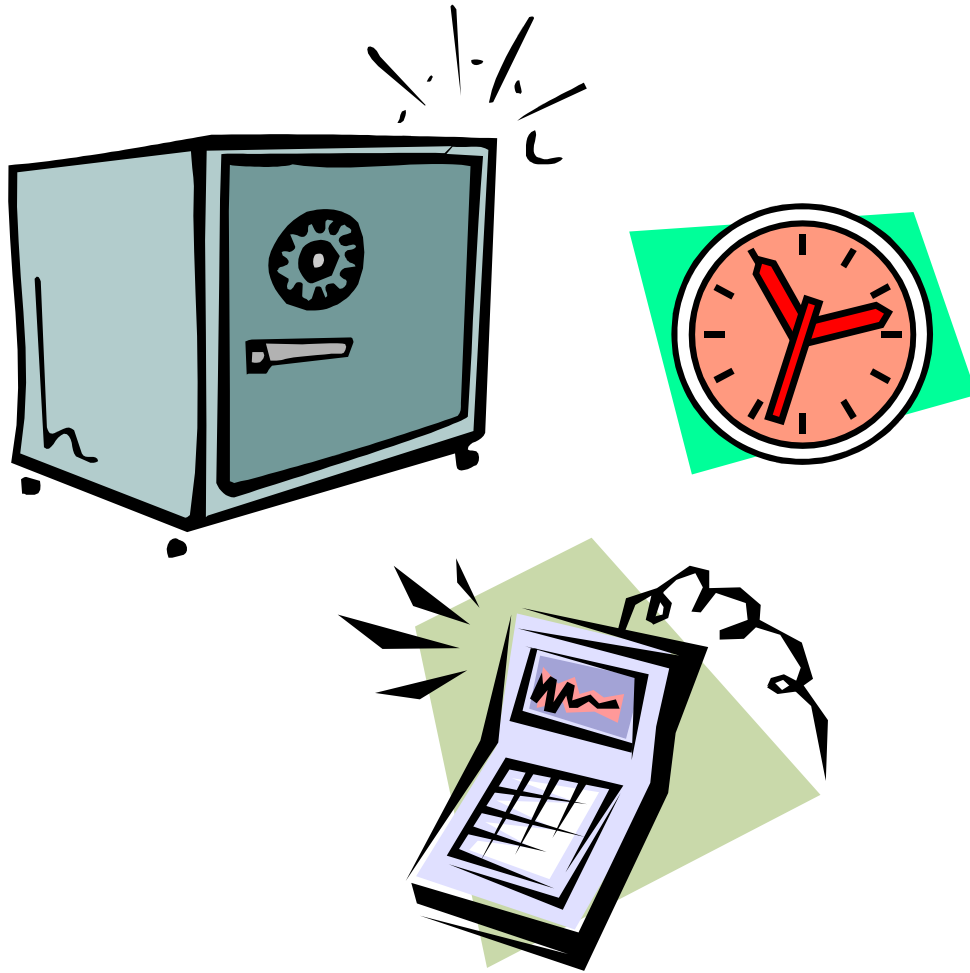


# The attacks



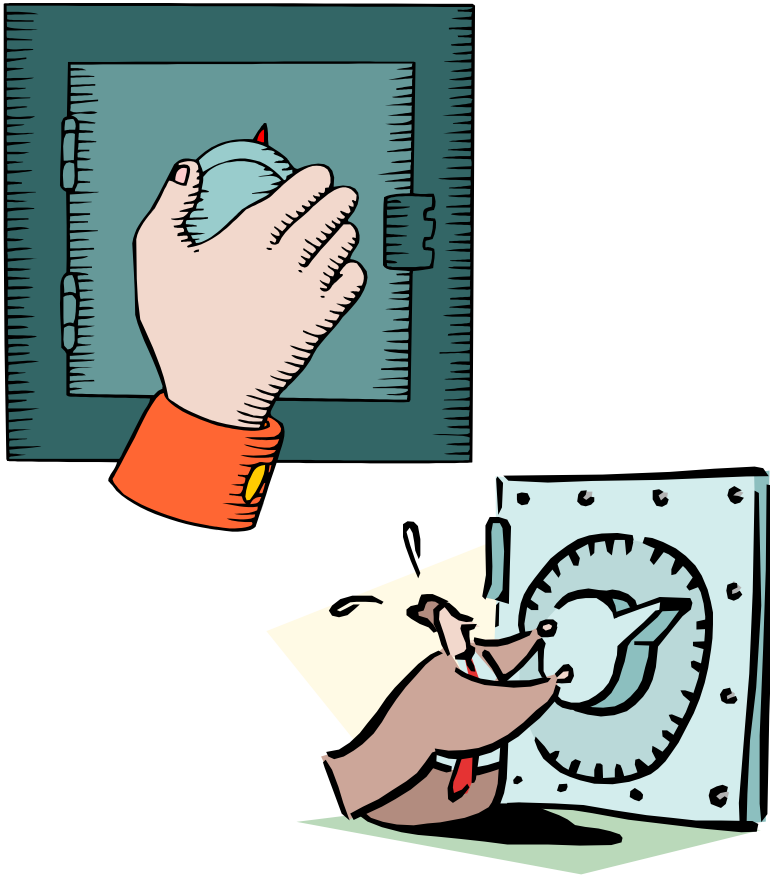
- X raying the micro-chip
- Measuring the power consumption variation during critical APDU
  - When the PIN code is transmitted for example
- Measuring the answer delay
  - To try to predict what branches in the program are completed

# The shields



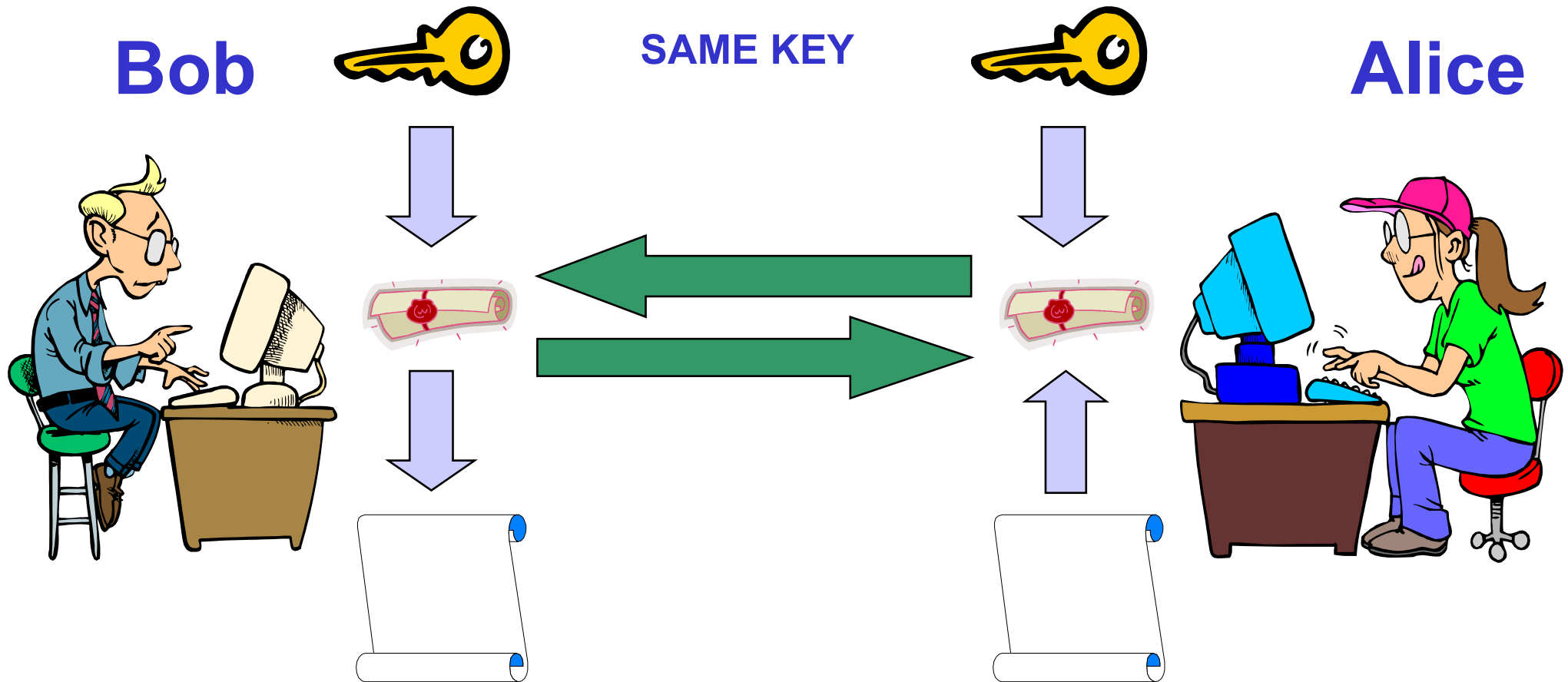
- The micro-chip uses an internal shield to protect itself against an X-Ray scanning
- It guarantees the same delay for both branches of an alternative statement
- It guarantees the same power consumption in all cases

# 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

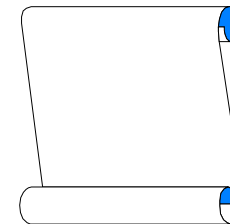
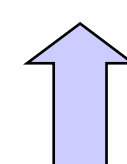
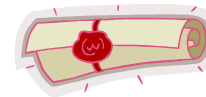
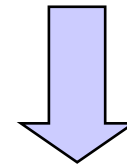
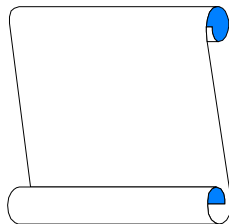
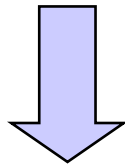
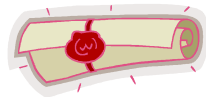
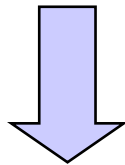


# Asymmetric enciphering

Bob's private key

Bob's Public Key

Bob



Alice

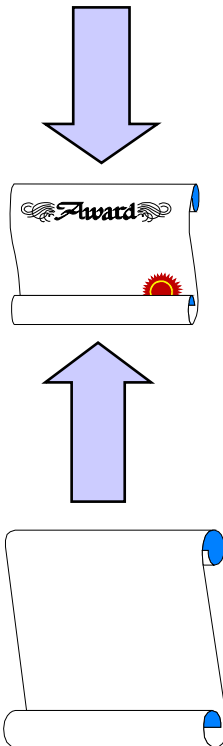


# Signing using asymmetric keys

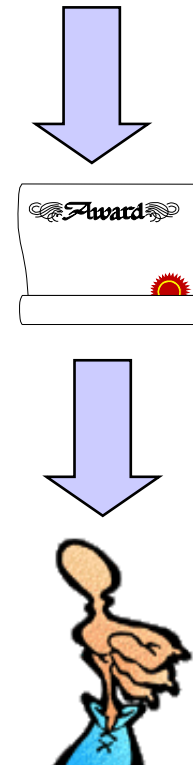
Bob's private key

Bob's Public Key

Bob



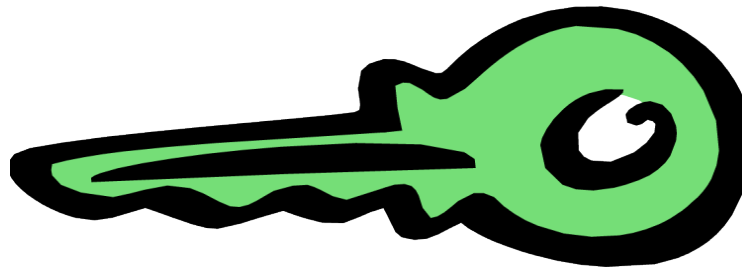
Alice



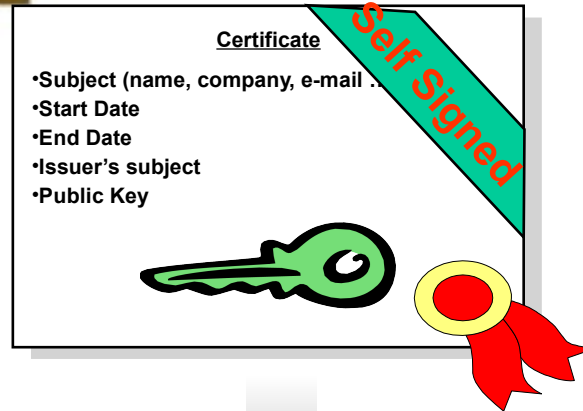
# Certify public key

## X509 Certificate

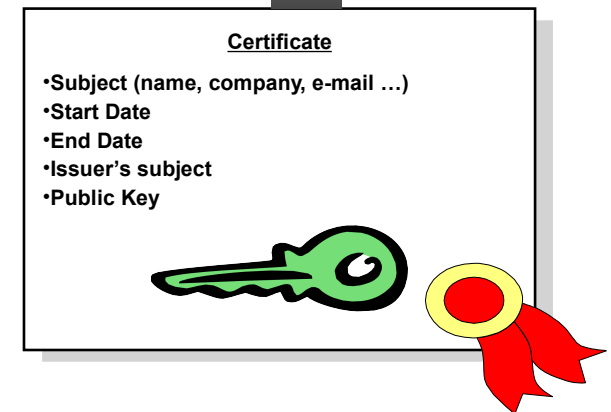
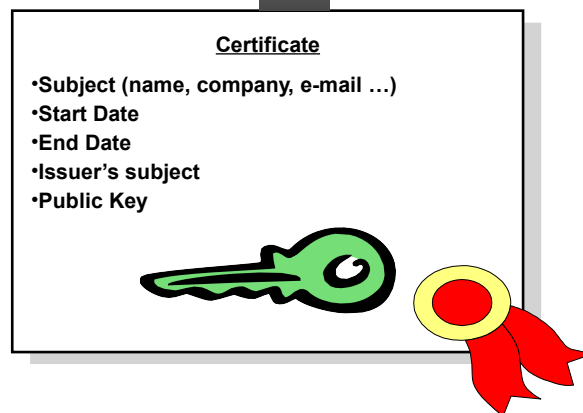
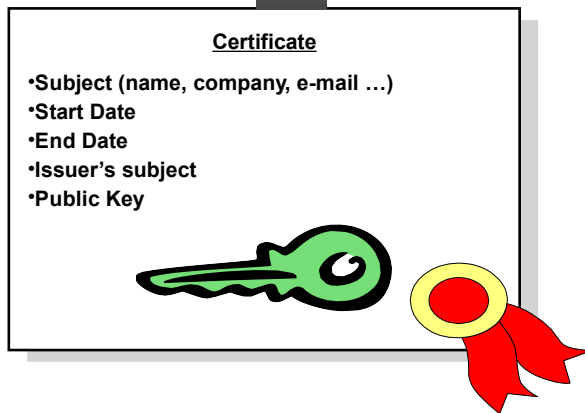
- Subject (name, company, e-mail ...)
- Issuer's subject
- Public Key



# 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



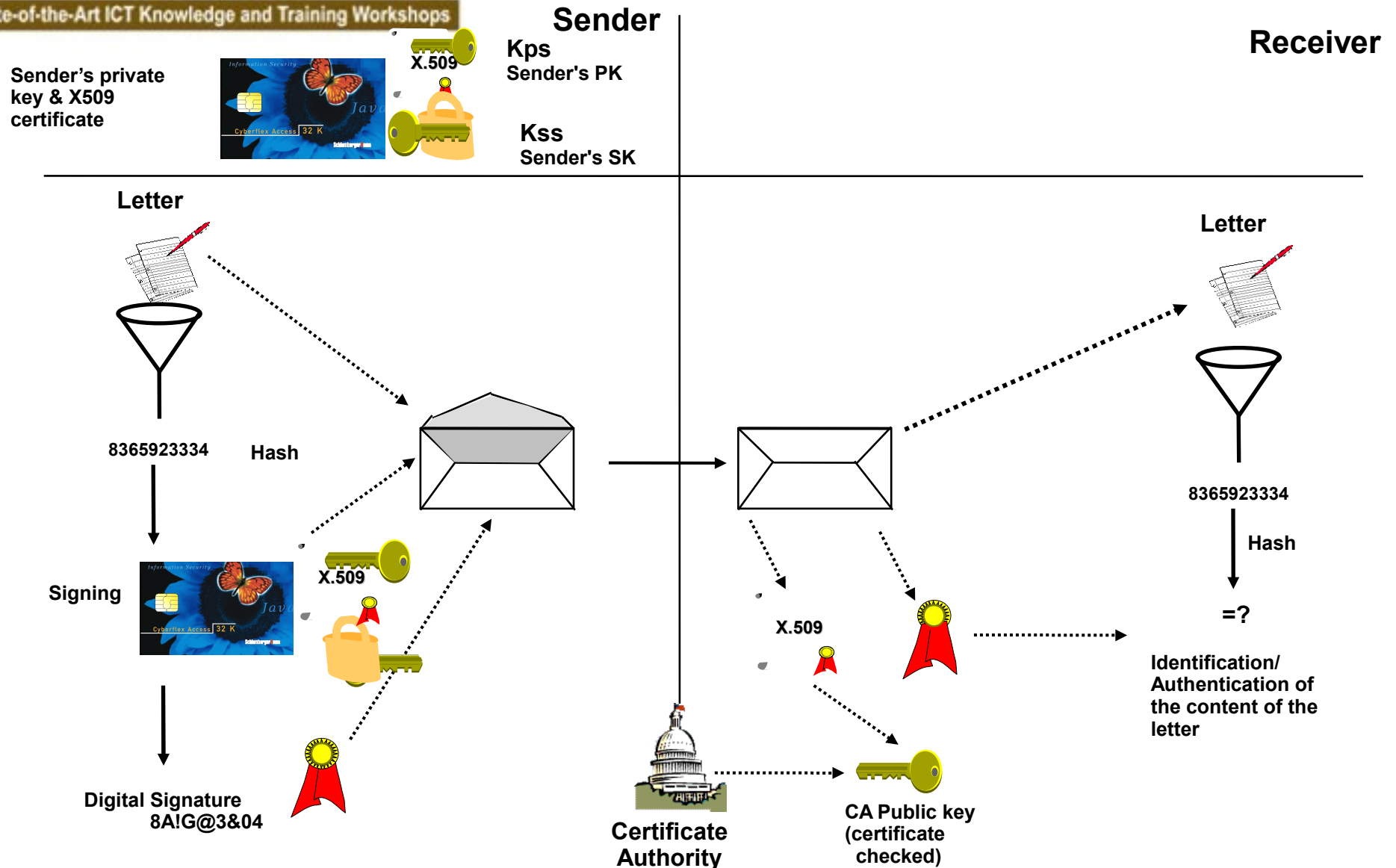
Hash

8365923334

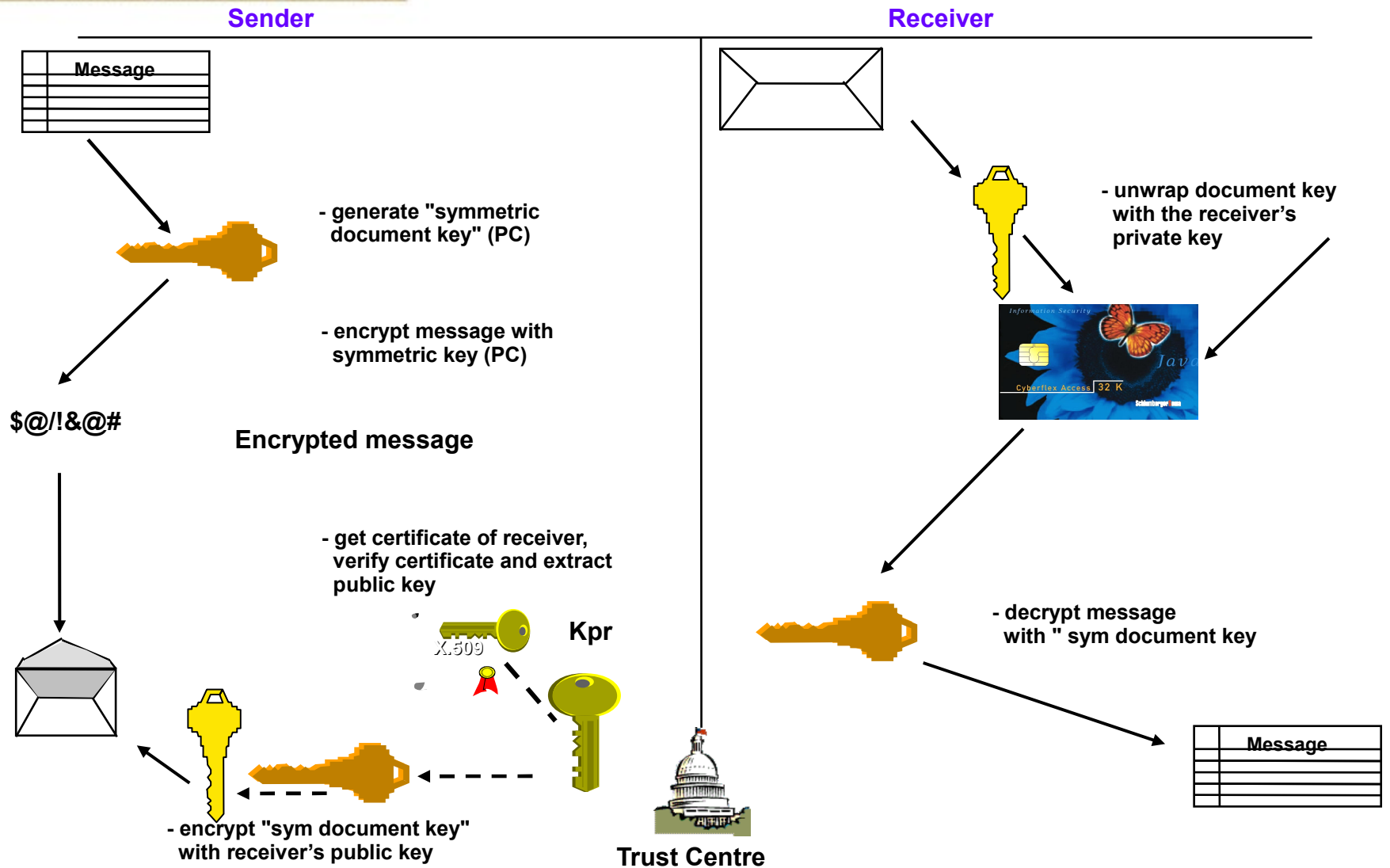
# Hashing (a.k.a FingerPrint)

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

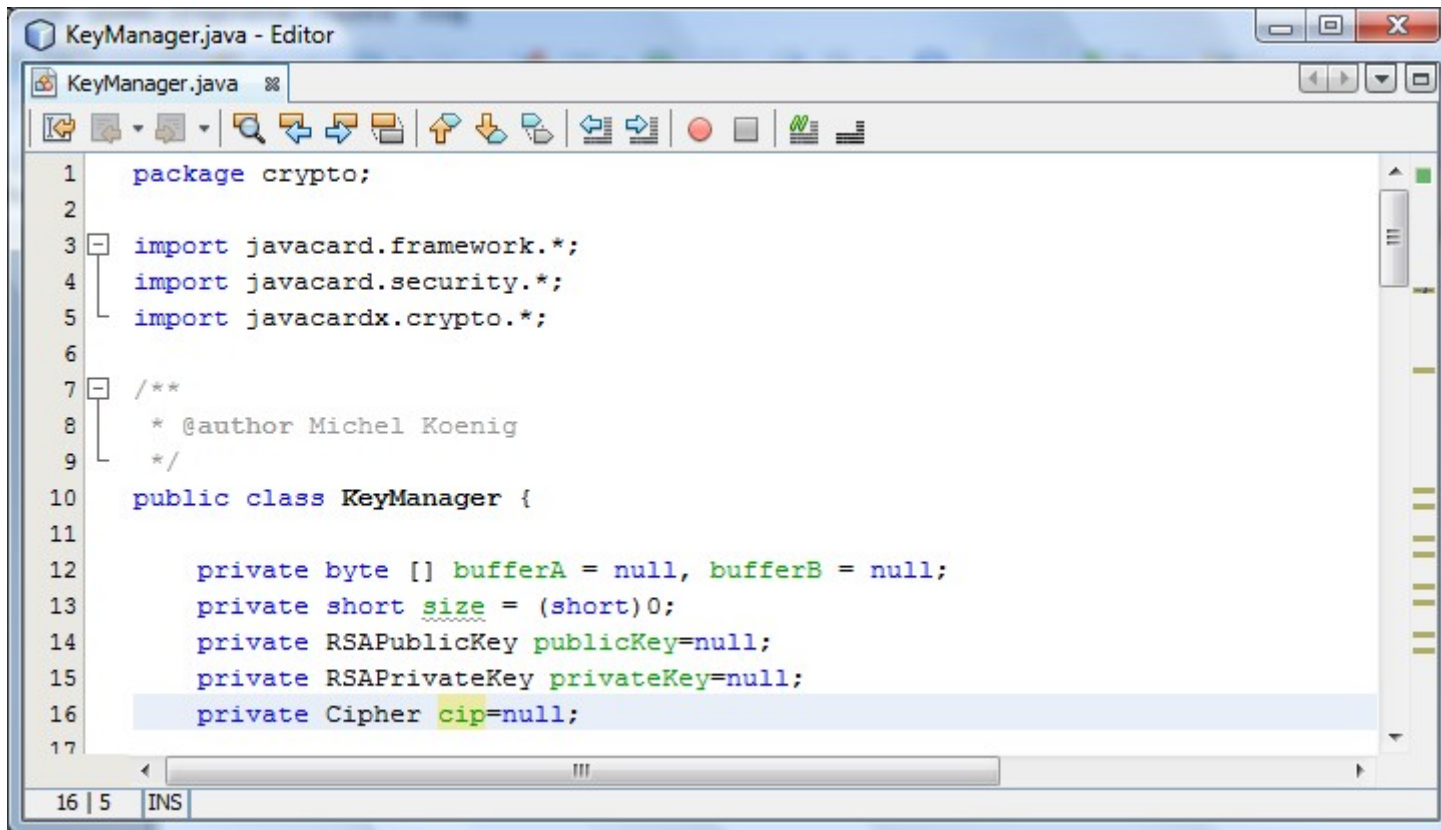
# Digital Signature (Email)



# S/MIME Encryption

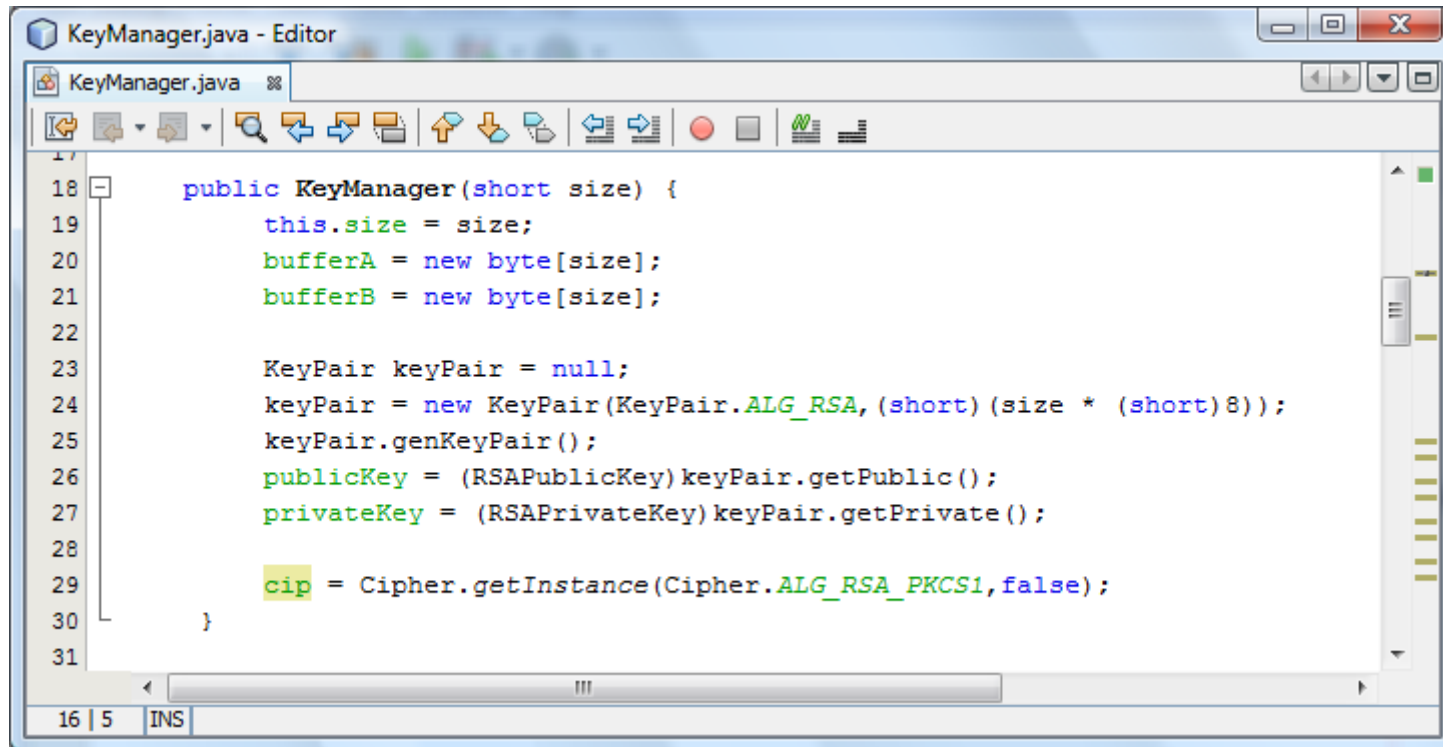


# Example



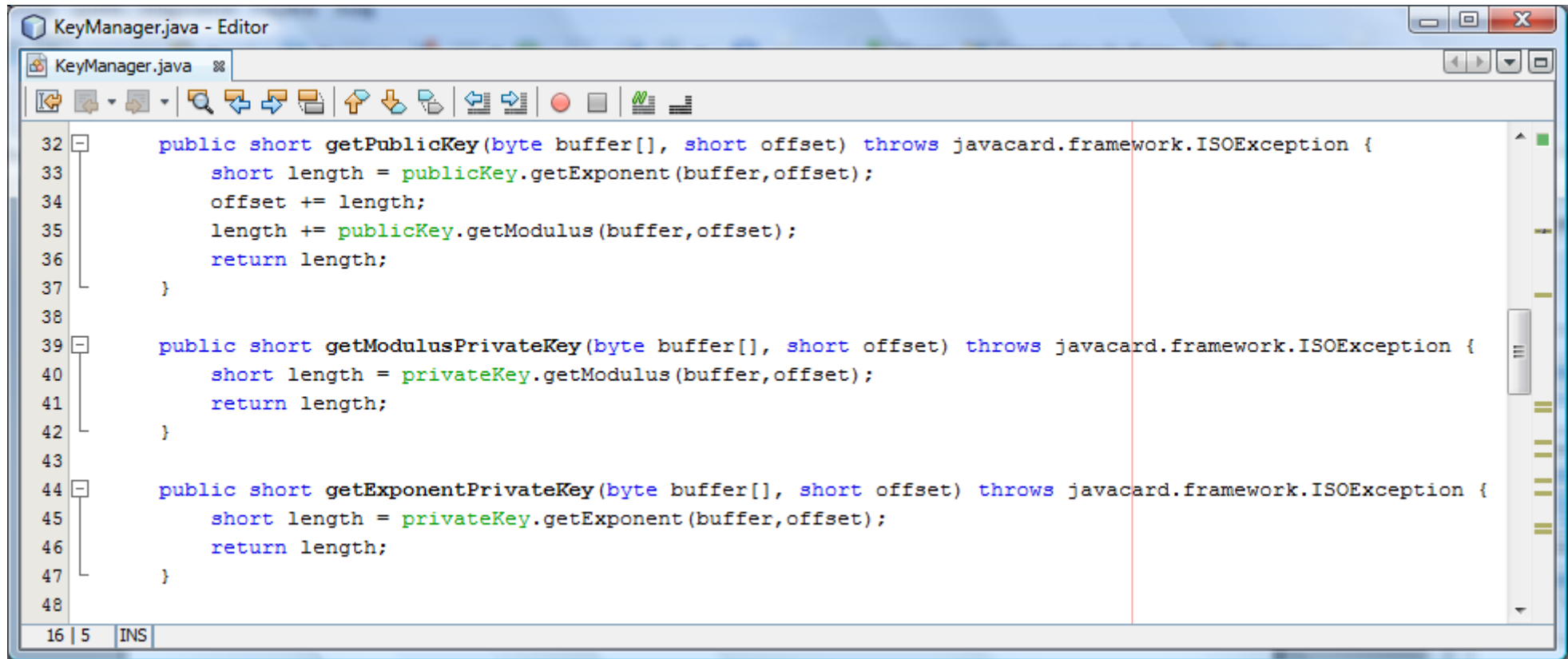
```
1  package crypto;
2
3  import javacard.framework.*;
4  import javacard.security.*;
5  import javacardx.crypto.*;
6
7  /**
8   * @author Michel Koenig
9   */
10 public class KeyManager {
11
12     private byte [] bufferA = null, bufferB = null;
13     private short size = (short)0;
14     private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

# Example



```
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
```

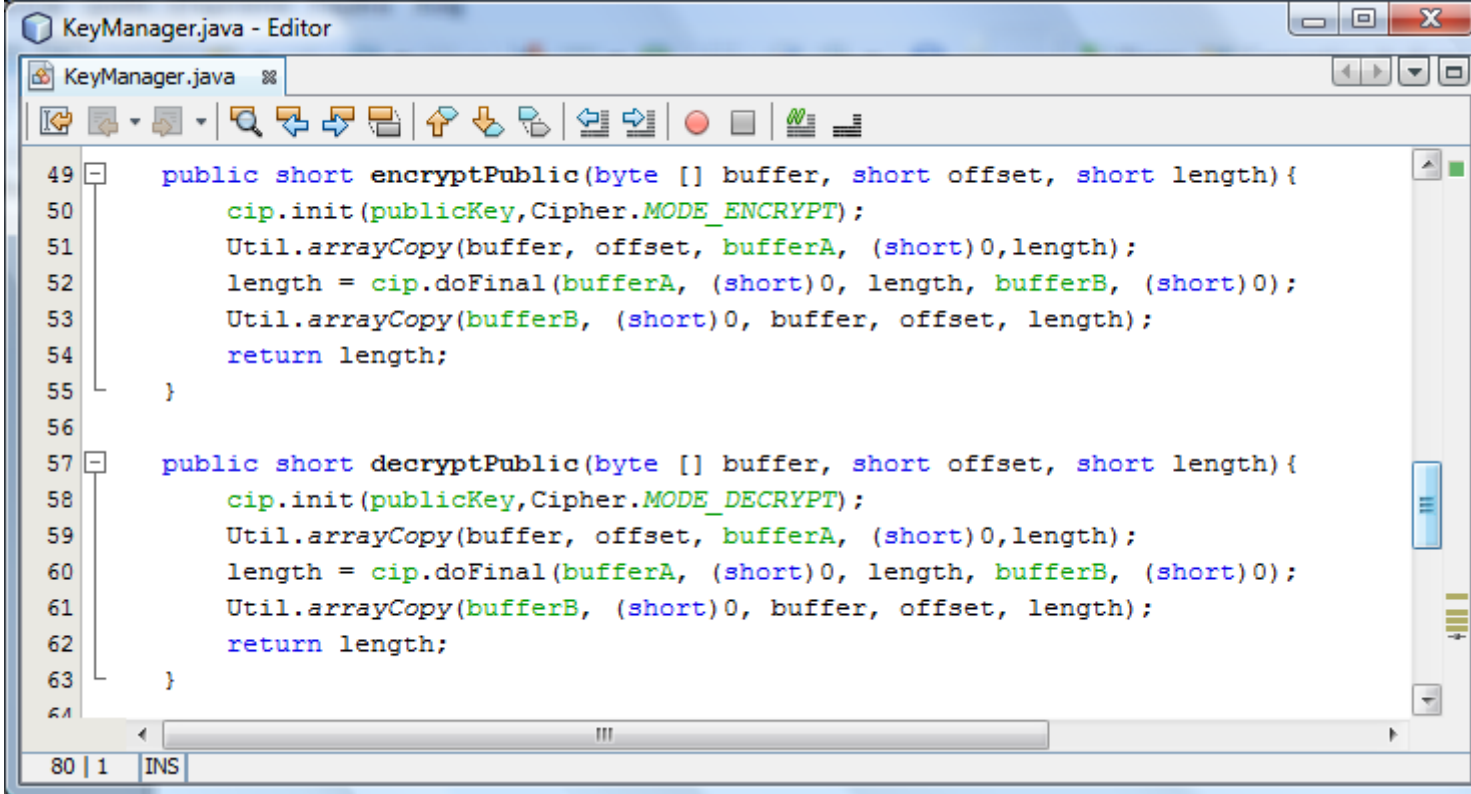
# Example



```
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
```

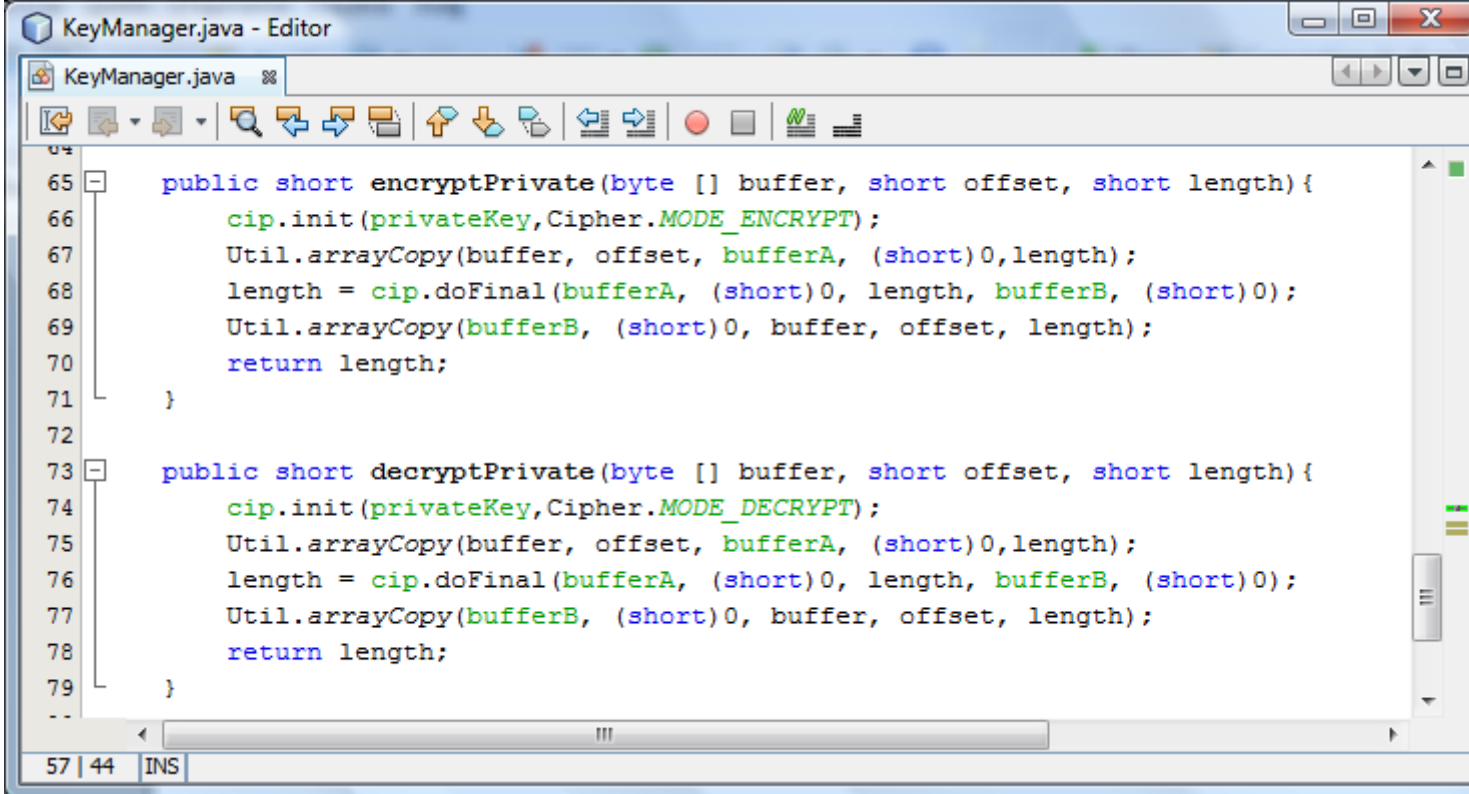


# Example



```
KeyManager.java - Editor
KeyManager.java
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
80 | 1 | INS
```

# Example

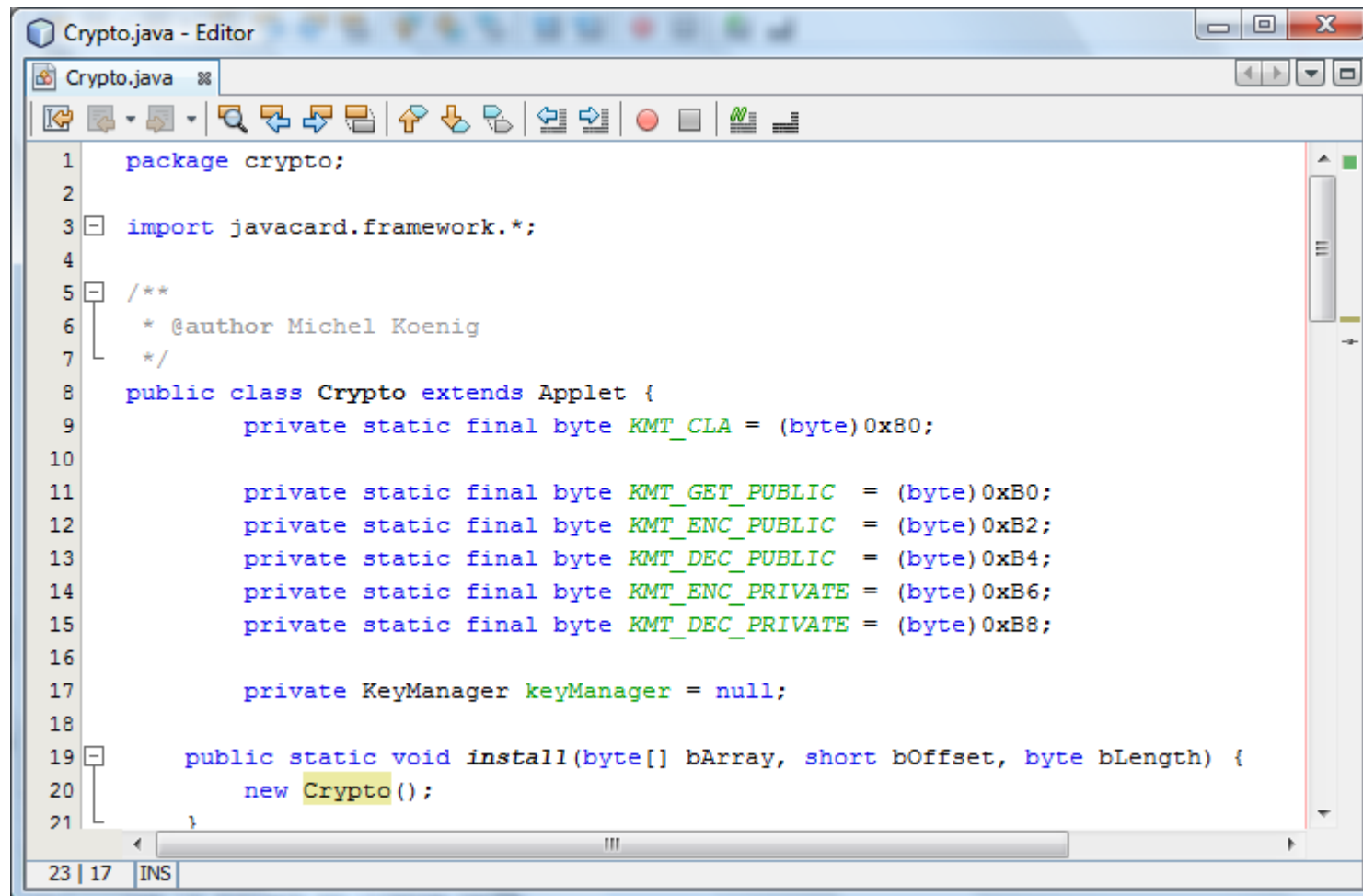


```
KeyManager.java - Editor
KeyManager.java
public short encryptPrivate(byte [] buffer, short offset, short length){
    cip.init(privateKey,Cipher.MODE_ENCRYPT);
    Util.arrayCopy(buffer, offset, bufferA, (short)0,length);
    length = cip.doFinal(bufferA, (short)0, length, bufferB, (short)0);
    Util.arrayCopy(bufferB, (short)0, buffer, offset, length);
    return length;
}

public short decryptPrivate(byte [] buffer, short offset, short length){
    cip.init(privateKey,Cipher.MODE_DECRYPT);
    Util.arrayCopy(buffer, offset, bufferA, (short)0,length);
    length = cip.doFinal(bufferA, (short)0, length, bufferB, (short)0);
    Util.arrayCopy(bufferB, (short)0, buffer, offset, length);
    return length;
}
```

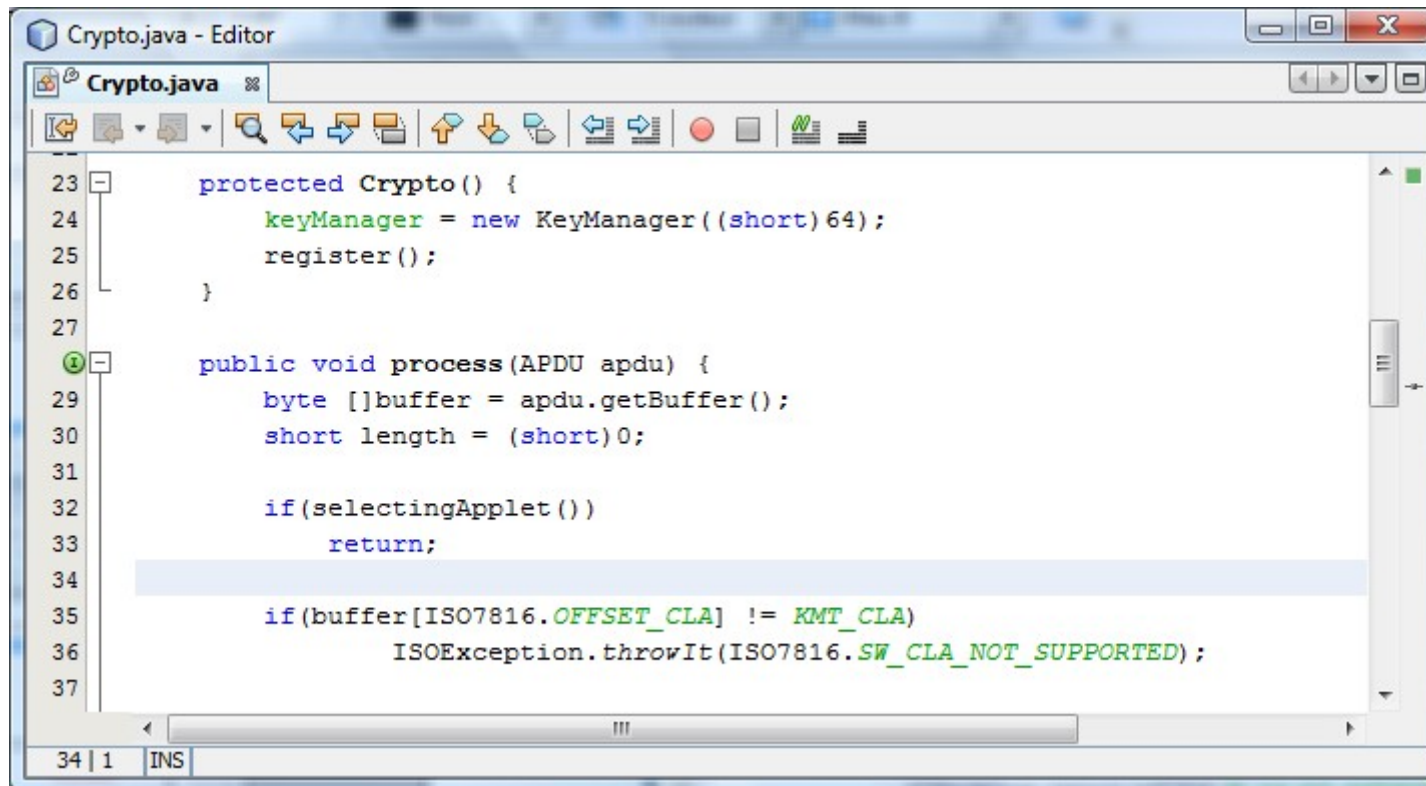
57 | 44 | INS

# Example



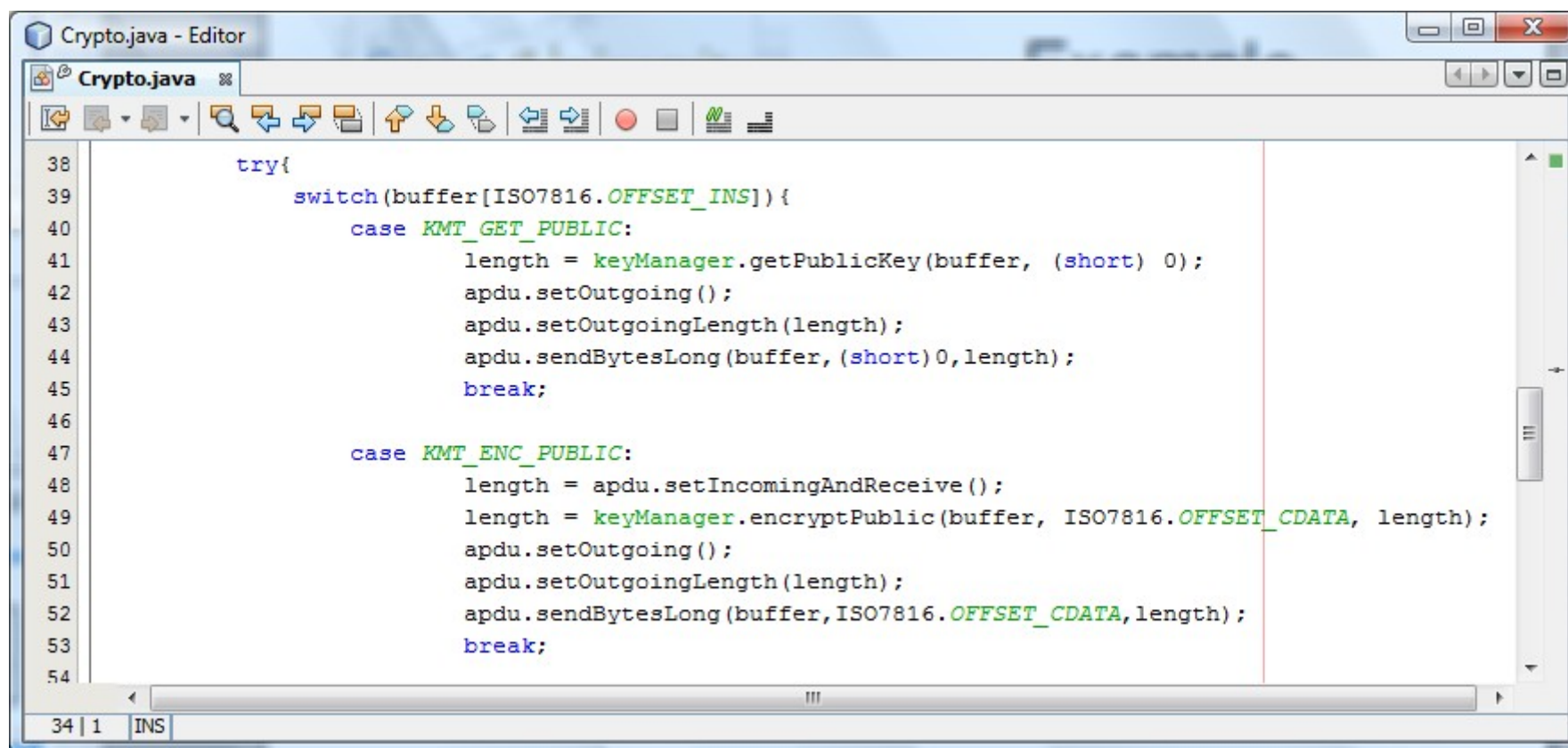
```
1  package crypto;
2
3  import javacard.framework.*;
4
5  /**
6   * @author Michel Koenig
7   */
8  public class Crypto extends Applet {
9      private static final byte KMT_CLA = (byte) 0x80;
10
11      private static final byte KMT_GET_PUBLIC = (byte) 0xB0;
12      private static final byte KMT_ENC_PUBLIC = (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      }
22  }
```

# Example



```
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 }
```

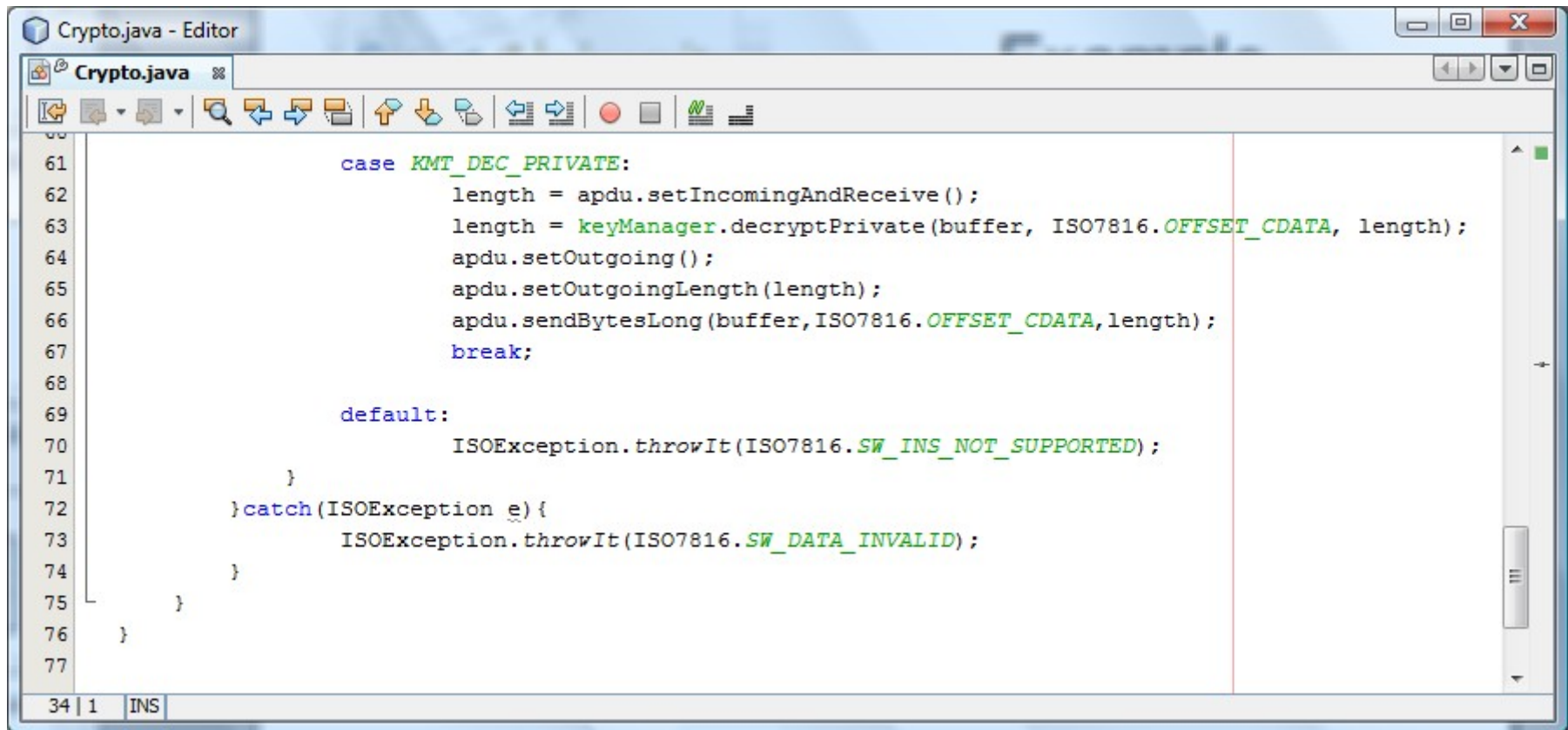
# Example



```
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         }
```



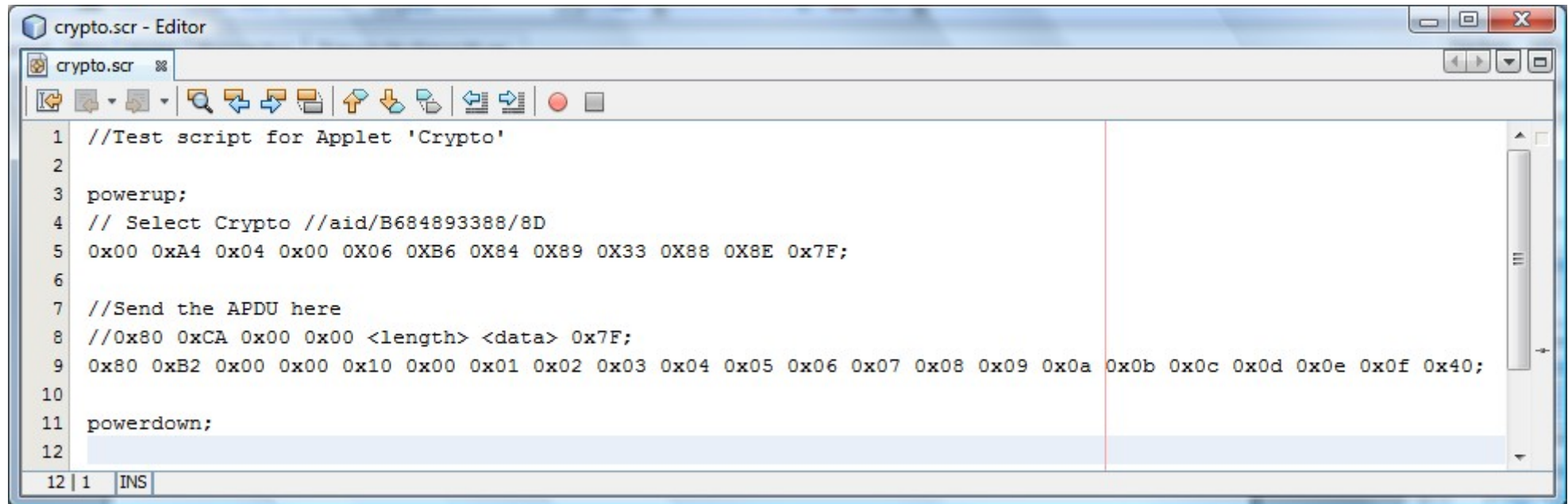
# Example



```
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 }
```

34 | 1 | INS

# Encrypting w/public



The screenshot shows a Java Card Editor window titled 'crypto.scr - Editor'. The editor contains a script for an applet named 'Crypto'. The script includes comments and commands for powerup, selecting the Crypto applet, sending an APDU, and powerdown. The APDU data field contains a sequence of hexadecimal values.

```
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
```

# Result

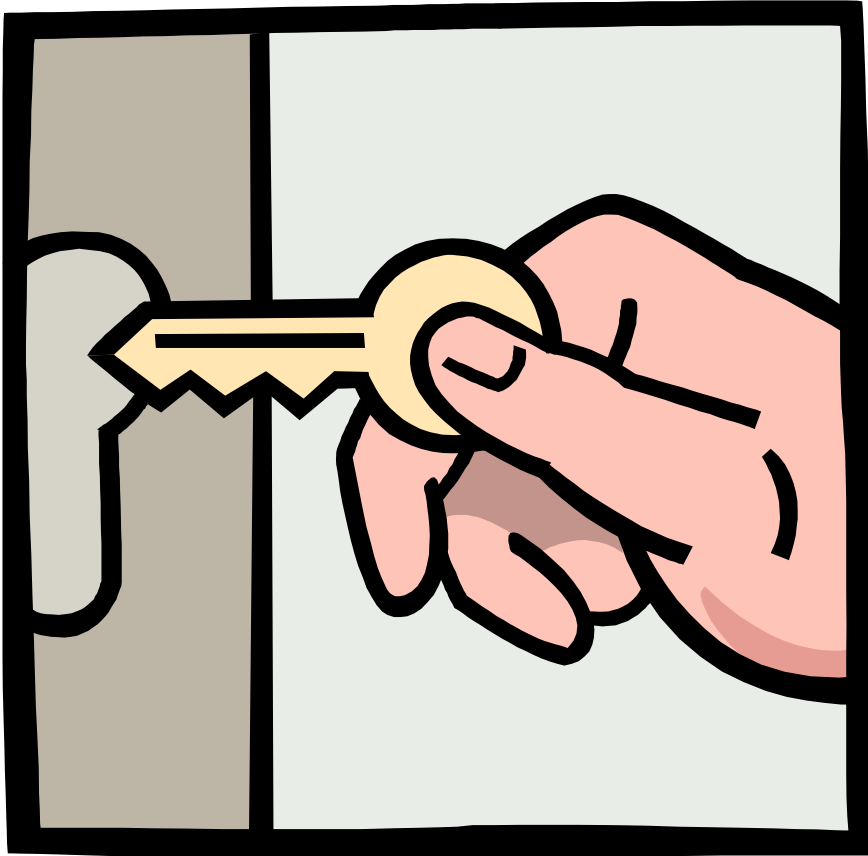
Received ATR = 0x3b 0xf0 0x11 0x00 0xff 0x00

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



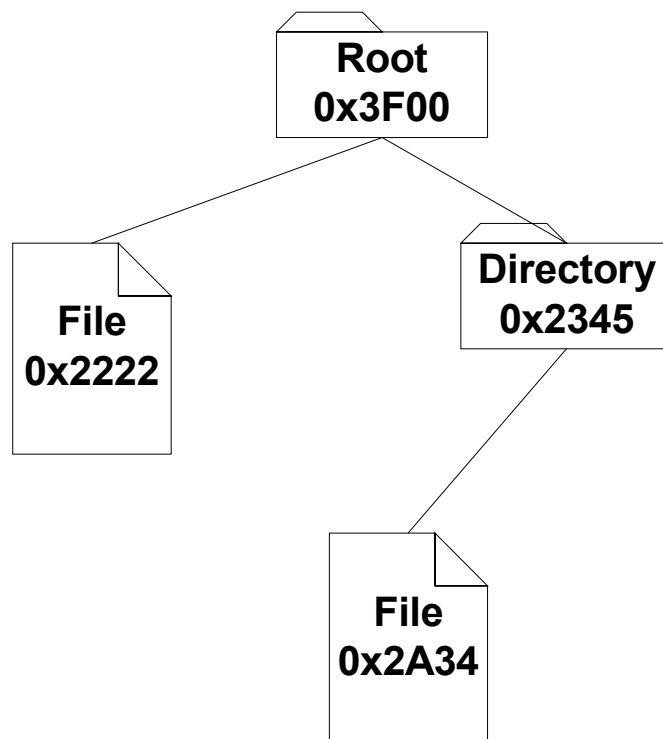
- Standardized by ETSI for GSM
- GSM 11.11 V6.1.0
  - SIM specs
    - **S**ubscriber **I**dentification **M**odule
- GSM 11.14 V7.1.0
  - SIM Toolkit specs
- GSM 03.19 V1.0.0
  - Javacard SIM API

# Proactives SIM



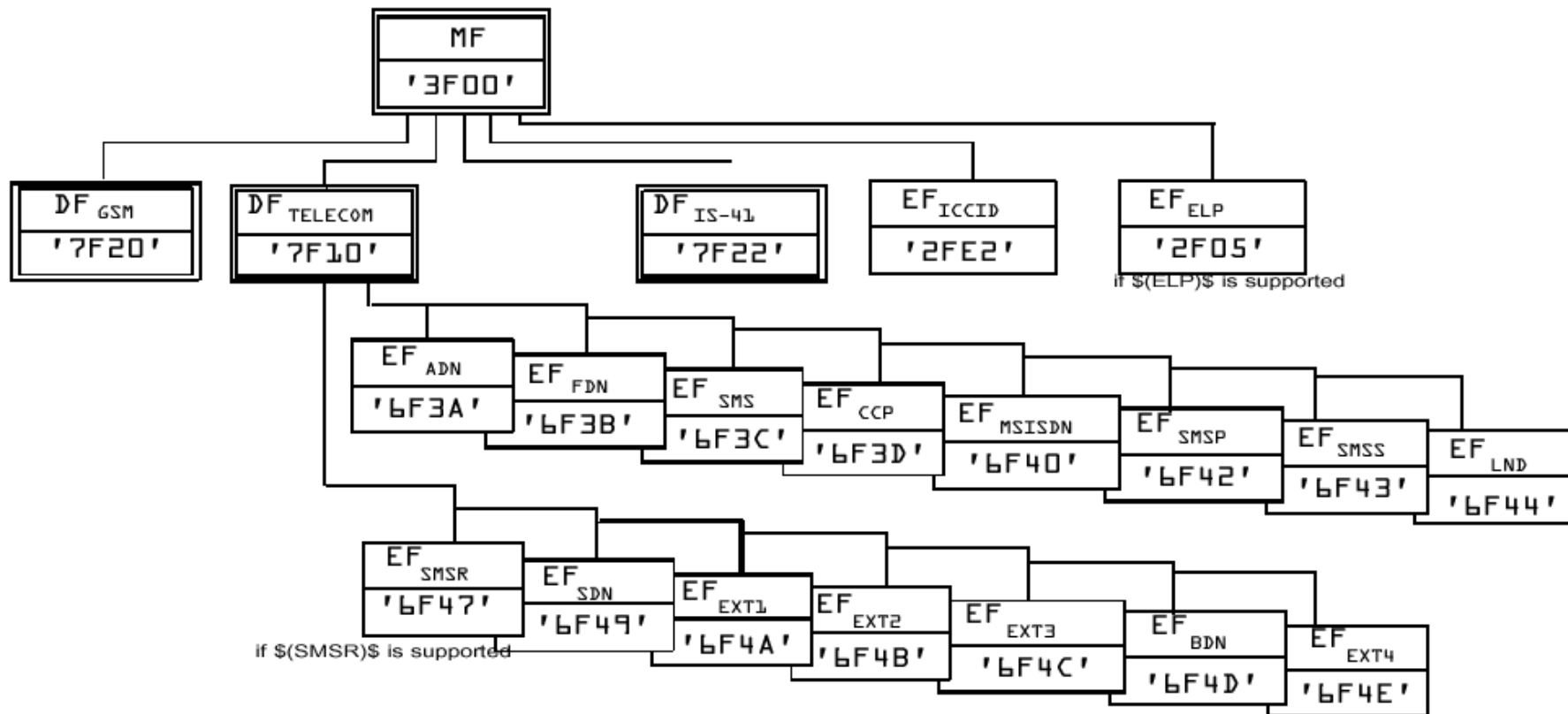
- Using the SIM Toolkit, possibility to
  - Program the SIM
  - Make the SIM card application driving the phone
    - Access to keyboard, display, ...

# Internal organization

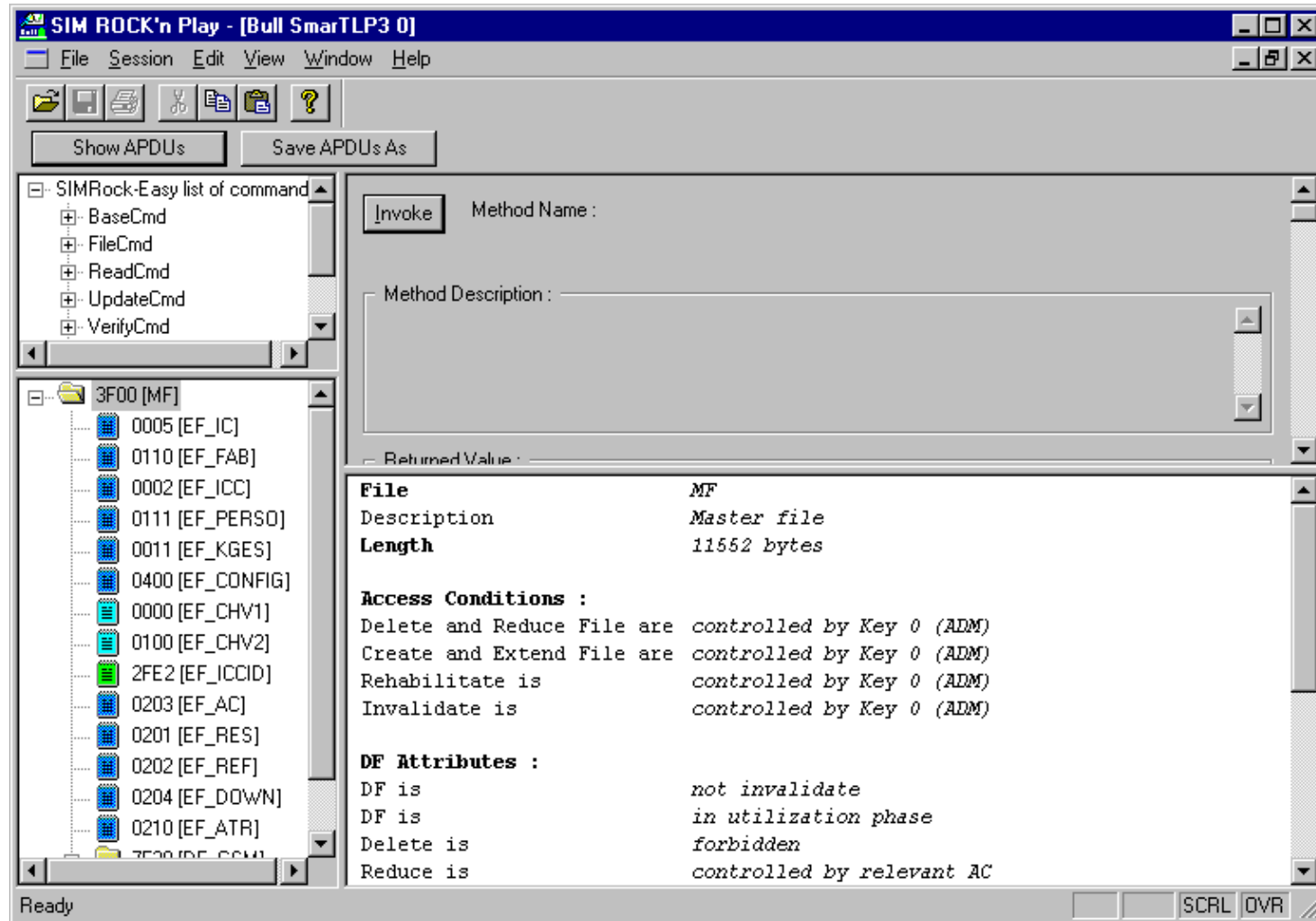


- The SIM contains a certain number of "files" grouped into "directories"
- Terminology:
  - **Element File**: file
  - **Dedicated File**: directory

# 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

Phase 2+  
mobile  
( EF PHASE )



ME

**Terminal Profile**

91XX

**Fetch**

Data (SetUpMenu) + 9000

**Terminal Response**

9000

**Envelope (Menu selection)**

91XX

**Fetch**

Data (Proactive commands) + 9000

**Terminal Response**

91XX

....



SIM

# 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 */
```

# SIMView

- 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]);
}
```

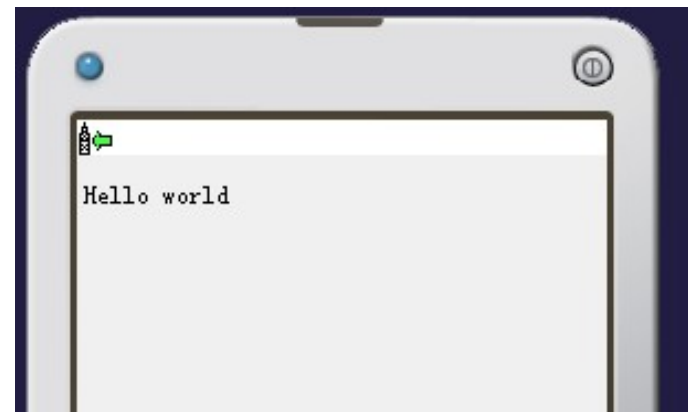
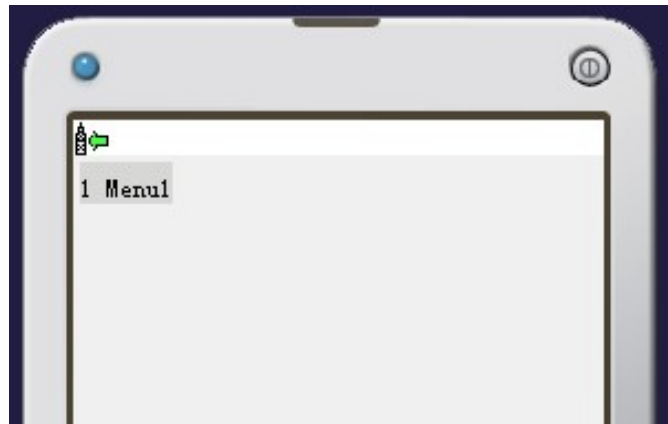
# SIM Toolkit applet

```
/**  
 * 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.getItemIdentifier();  
        // Perform the required service following the Menu1 selected  
        // item  
        if (selectedItemId == idMenu1) {  
            menu1Action();  
        }  
    }  
}
```

# SIM Toolkit applet

```
private byte [] helloWorld;
private void menu1Action() {
    // 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

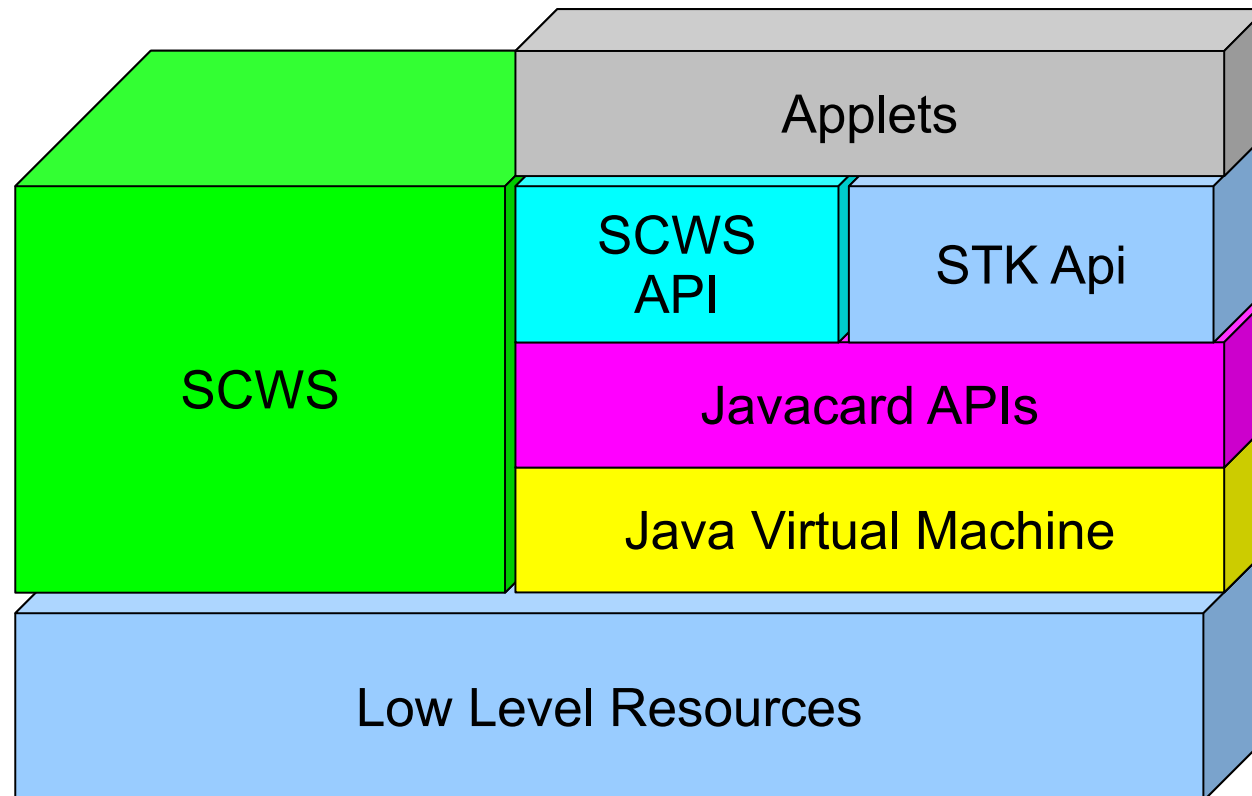
- Axalto developers proposed at Cartes 2000 a simplified web server inside the SIM card
  - SESAME 2000
- With
  - the introduction of the USB port
  - the powerfulness of modern SIM card
  - the size of SIM applications

this solution was rapidly adopted and standardized

# SCWS

- 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;
```

A blue callout bubble with a black outline, pointing from the left towards the text. It has a long tail pointing towards the code block above.

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`

# HttpResponse

- 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
  - **String**s 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.findAndCopyKeywordValue(
            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();
}
```

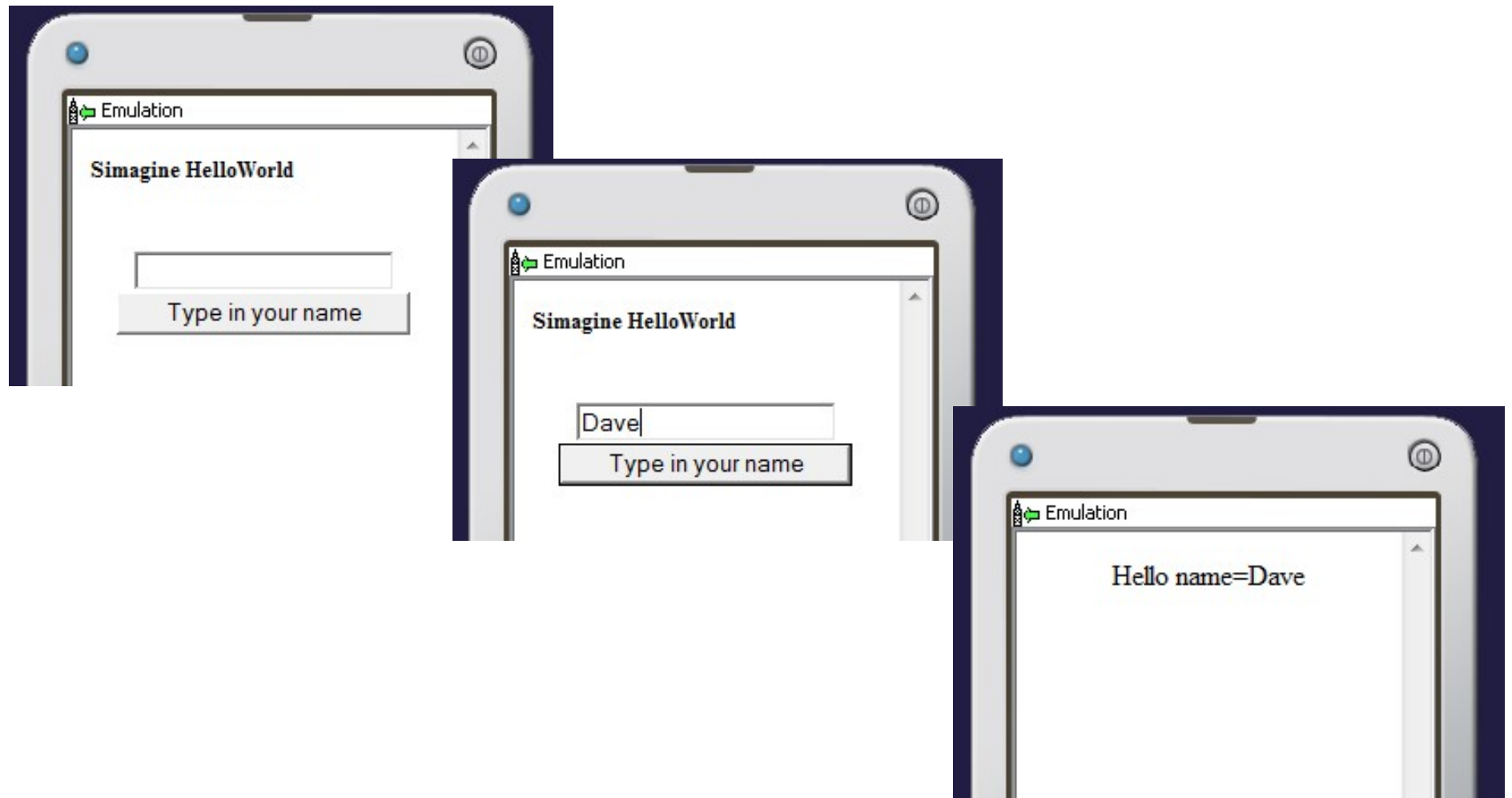
# Static HTML

- 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.

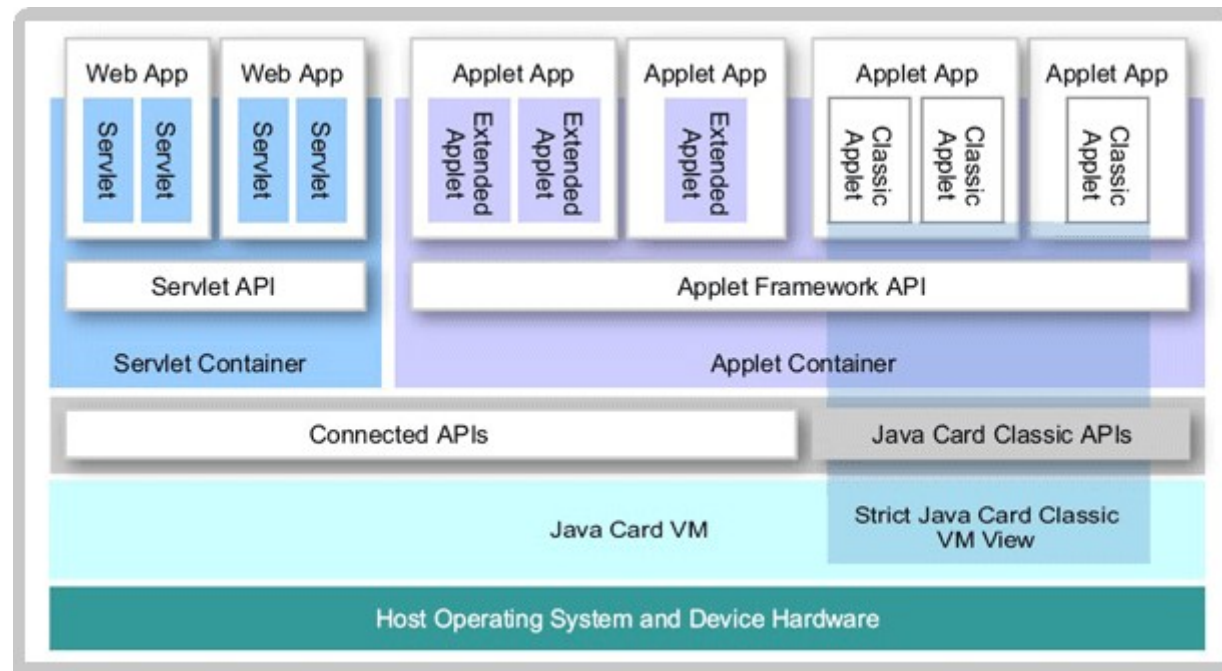
# Features

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

# Features

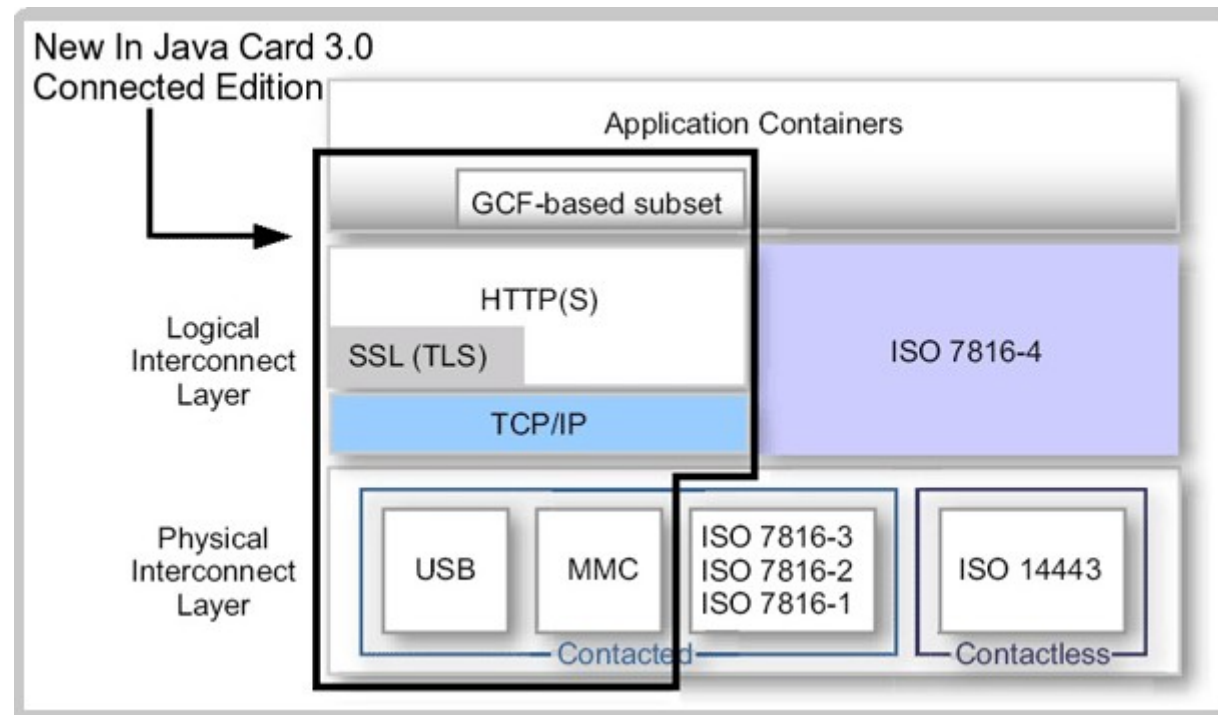
- Better support of the Java language
  - All data types except float and double
  - Multiple threads
  - Extensive API support (java.lang, java.util, GCF, and so on)
  - Direct handling of class files, with all loading and linking on card
  - All new Java language syntax constructs, like enums, generics,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

# Architecture





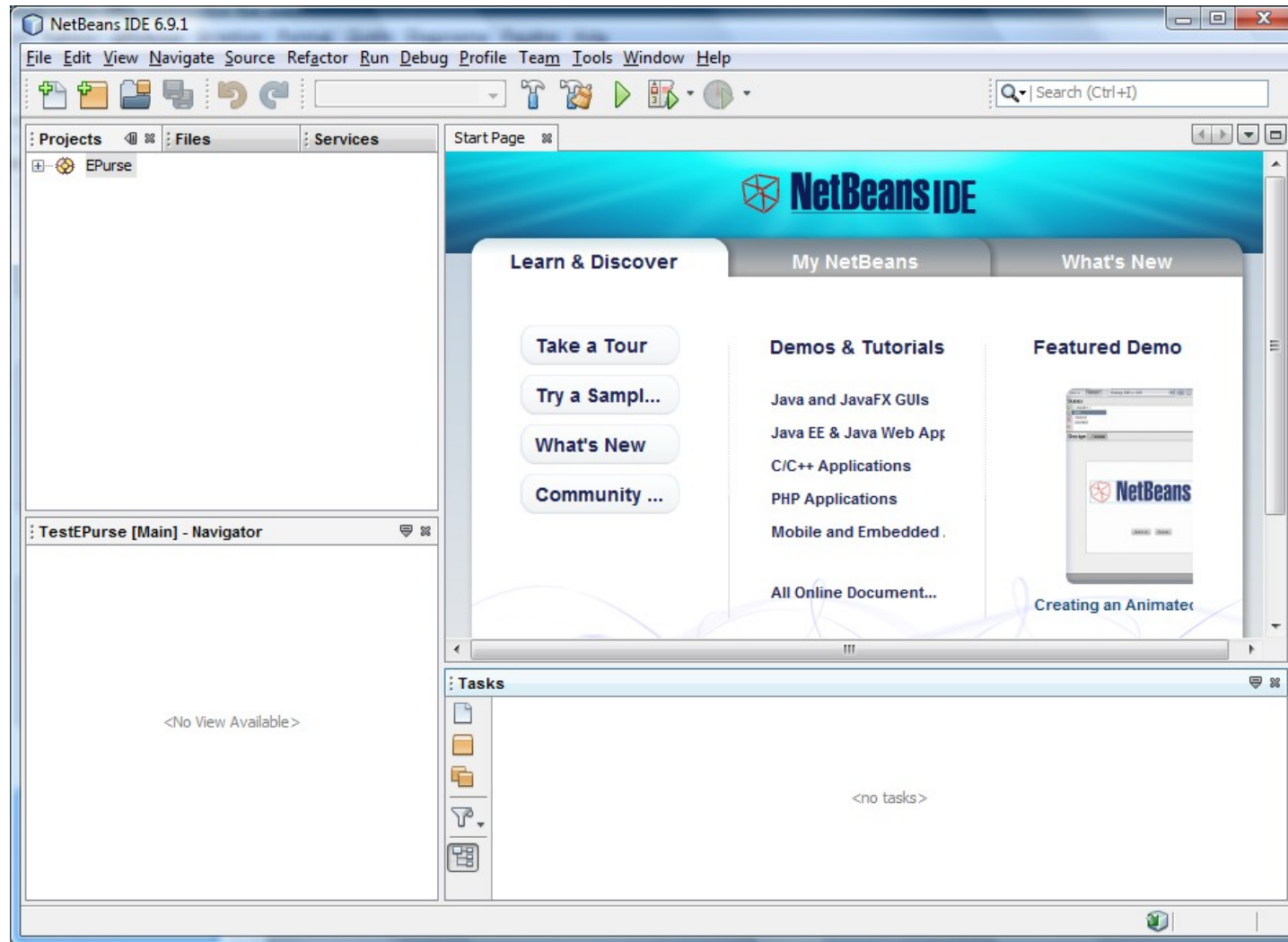
# Architecture



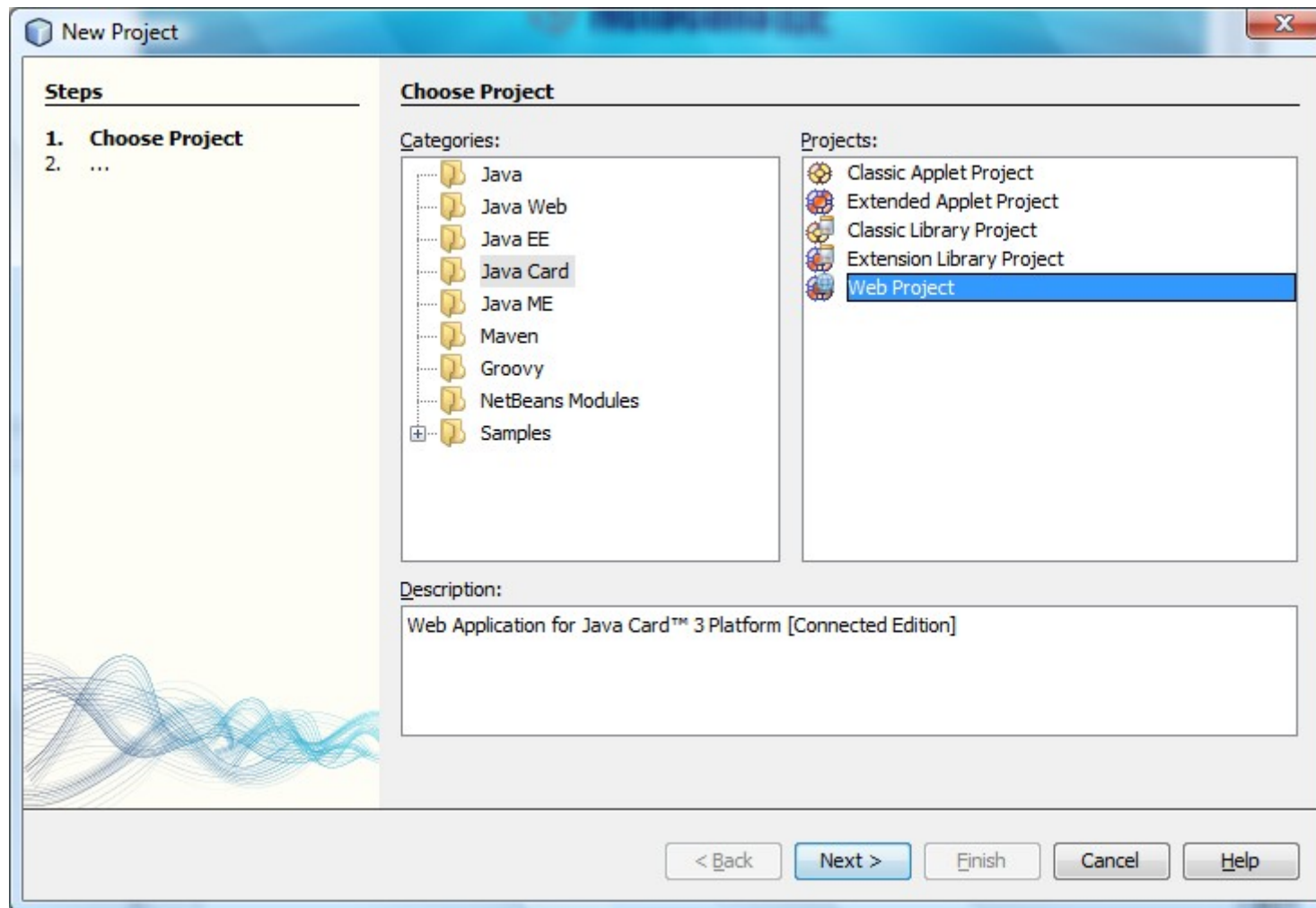
# Example

- 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

**New Project**

**Steps**

1. Choose Project
2. **Enter Name & Runtime Info**

**Create Project**

Project Name: SayHello

Project Location: C:\Temp Browse...

Project Folder: C:\Temp\SayHello

Platforms: Bundled Java Card 3.0.2 Runtime Manage Platforms

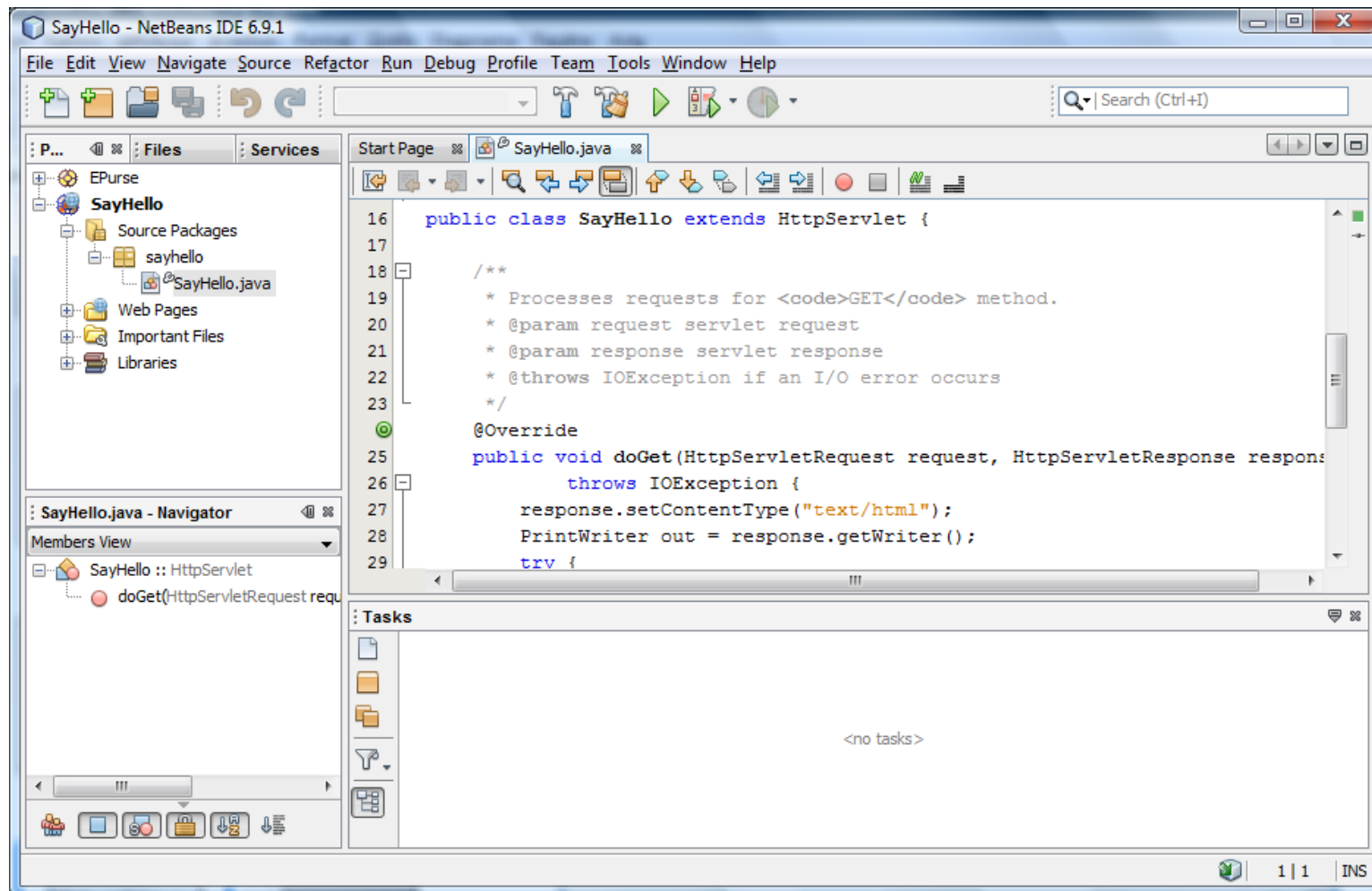
Cards: Default Device Manage Cards

Web Context Path: /sayhello Servlet Mapping: /sayhello

Base package name: sayhello ☐ Set as Main Project

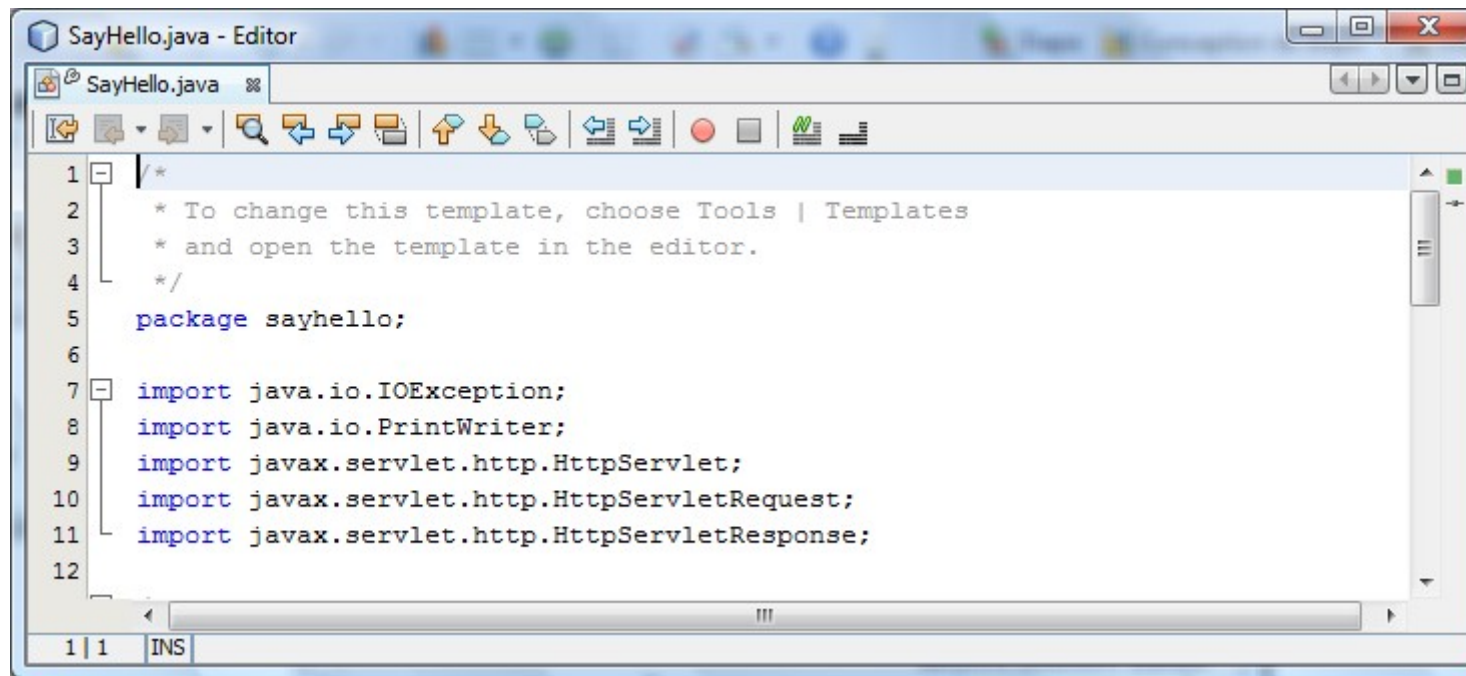
< Back Next > Finish Cancel Help

# Example



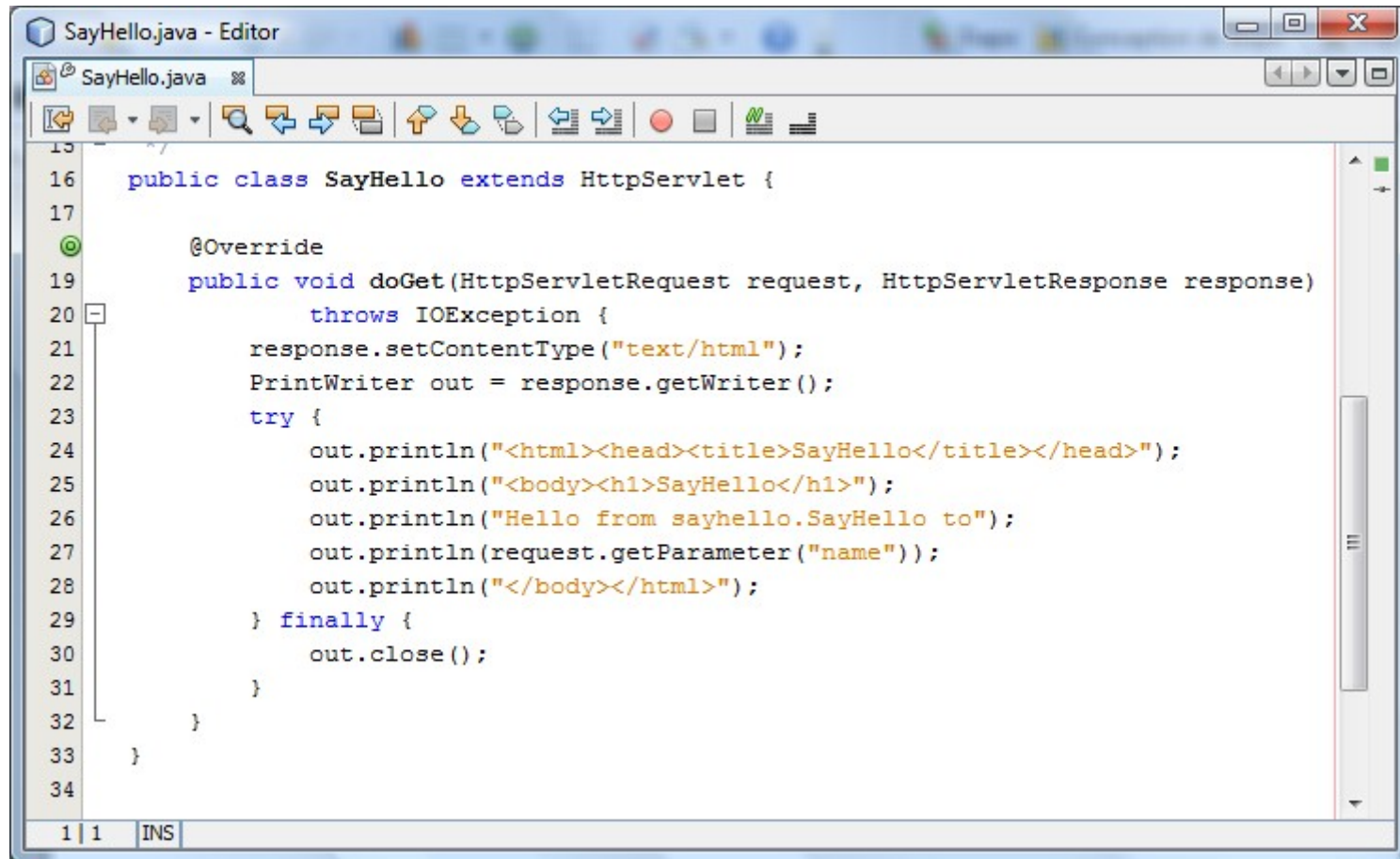


# Example



```
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;
12
1 | 1  INS
```

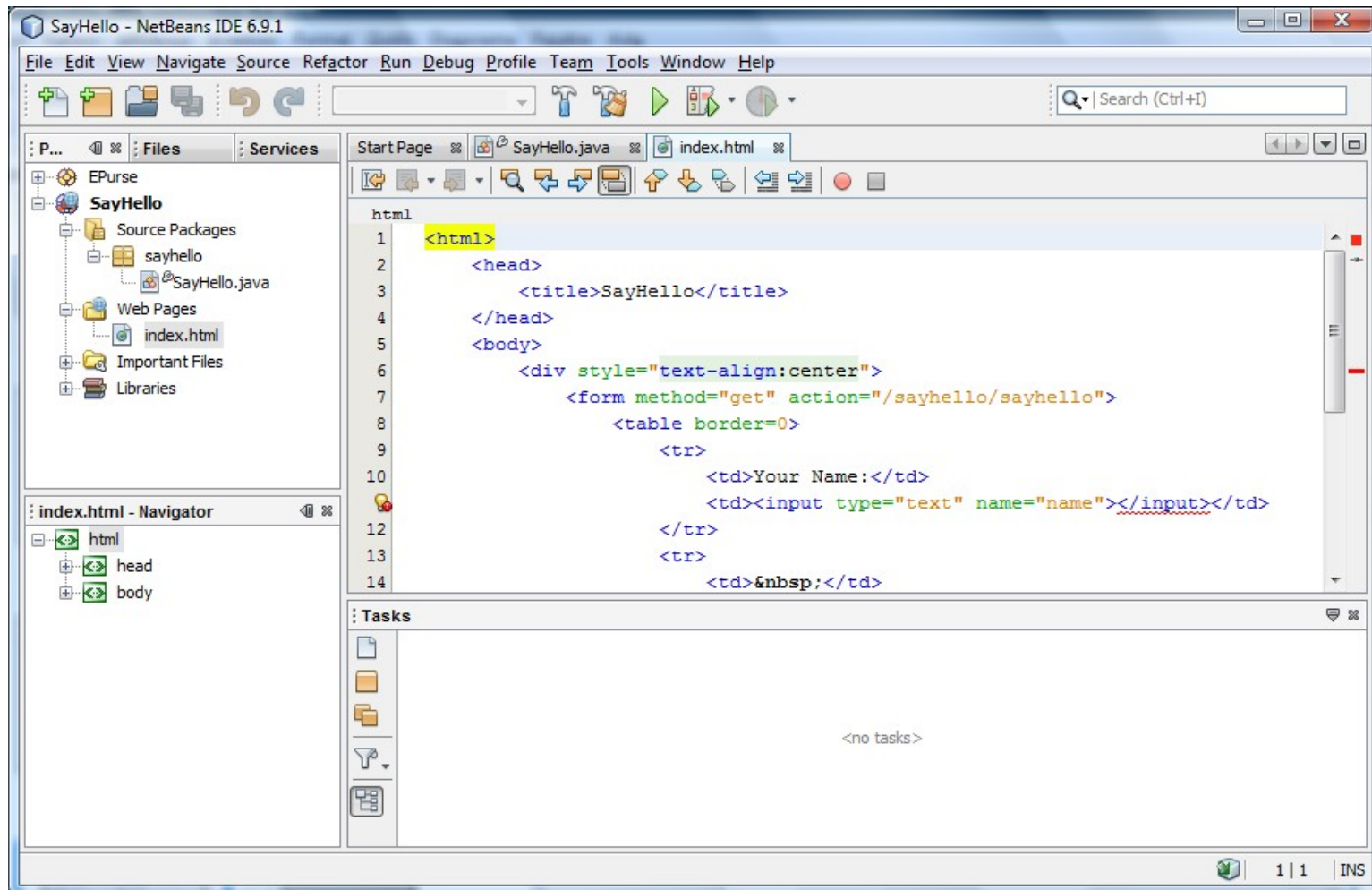
# Example



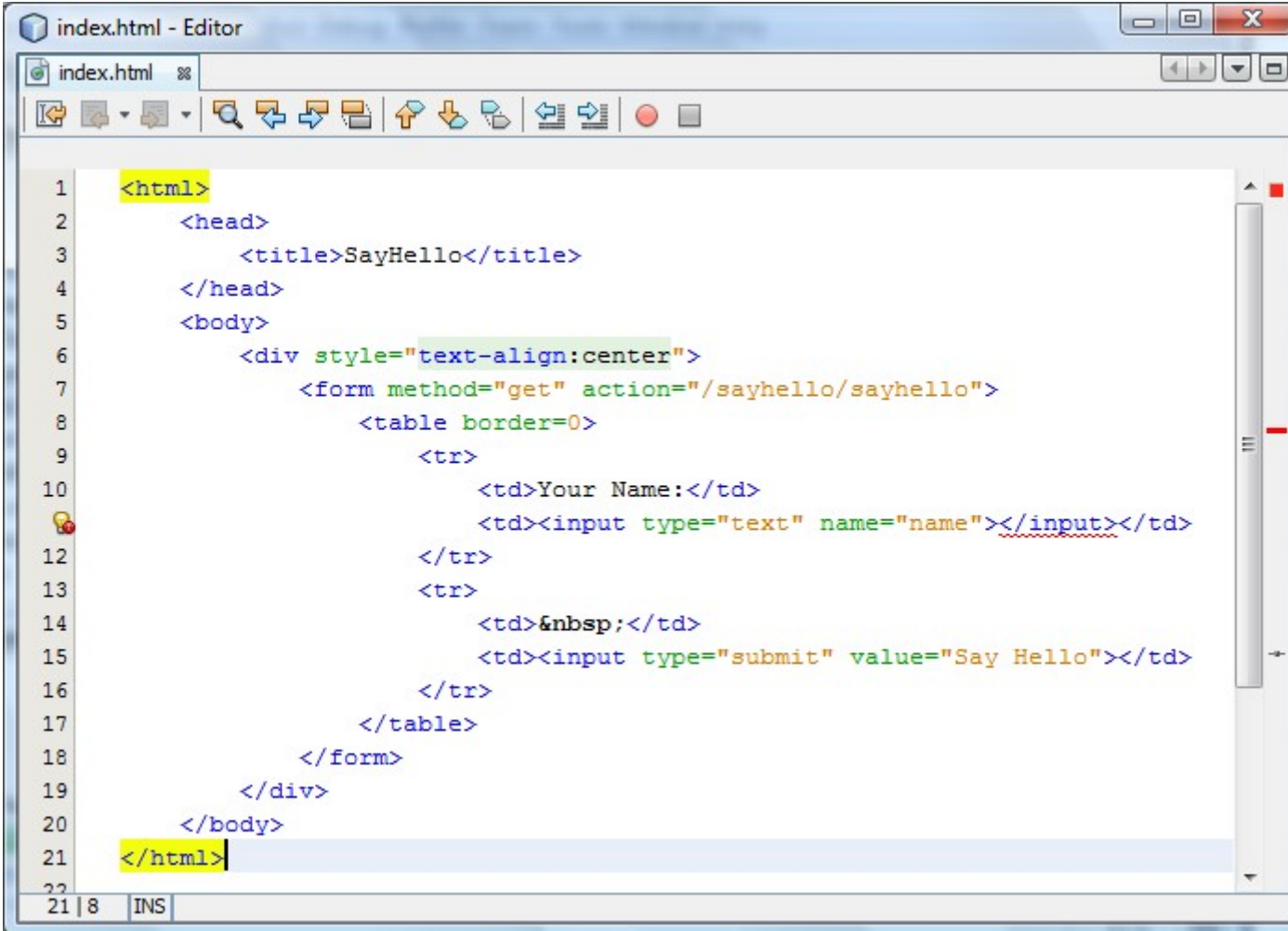
```
15  
16 public class SayHello extends HttpServlet {  
17  
18     @Override  
19     public void doGet(HttpServletRequest request, HttpServletResponse response)  
20         throws IOException {  
21         response.setContentType("text/html");  
22         PrintWriter out = response.getWriter();  
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

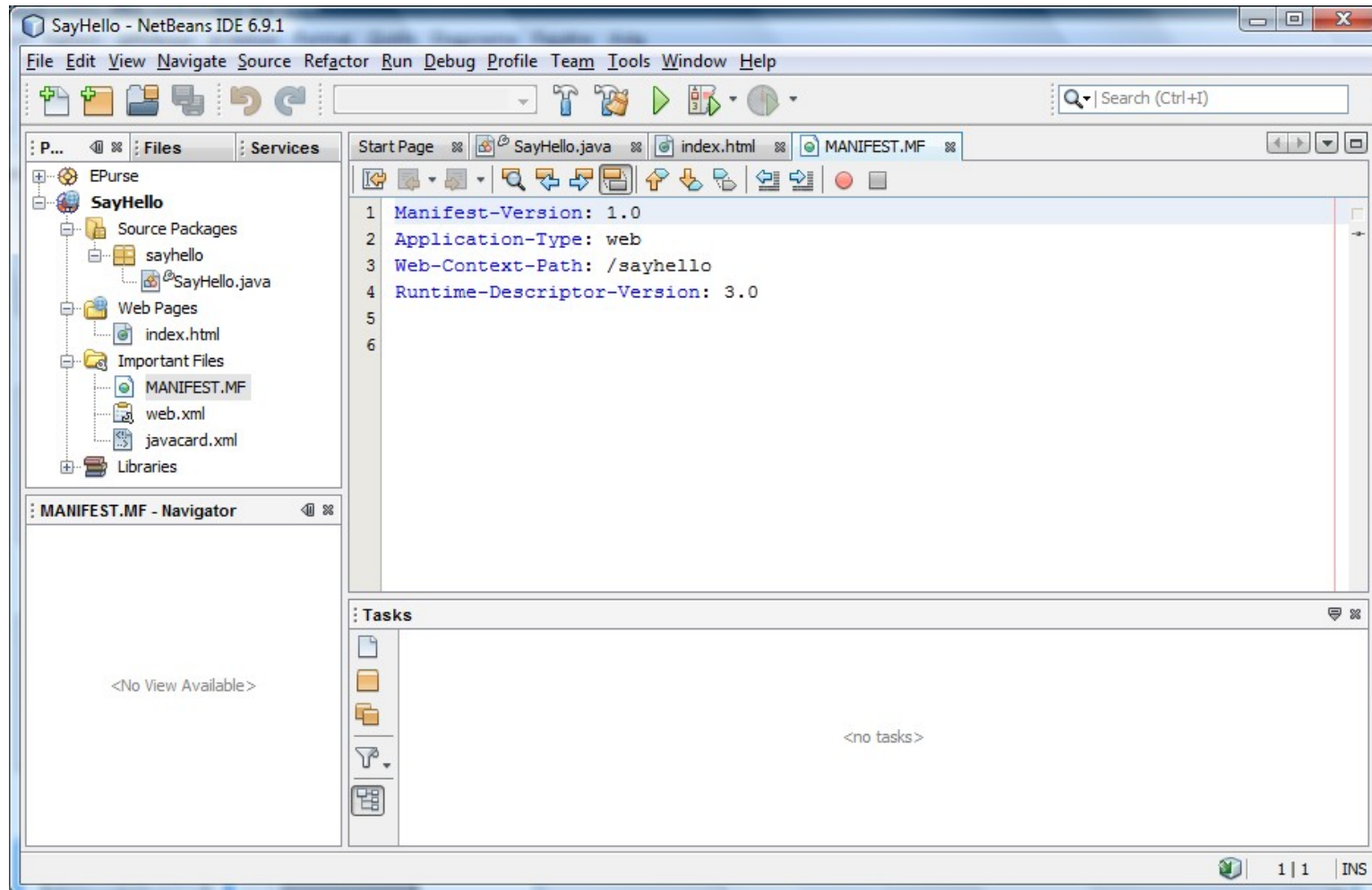


# Example

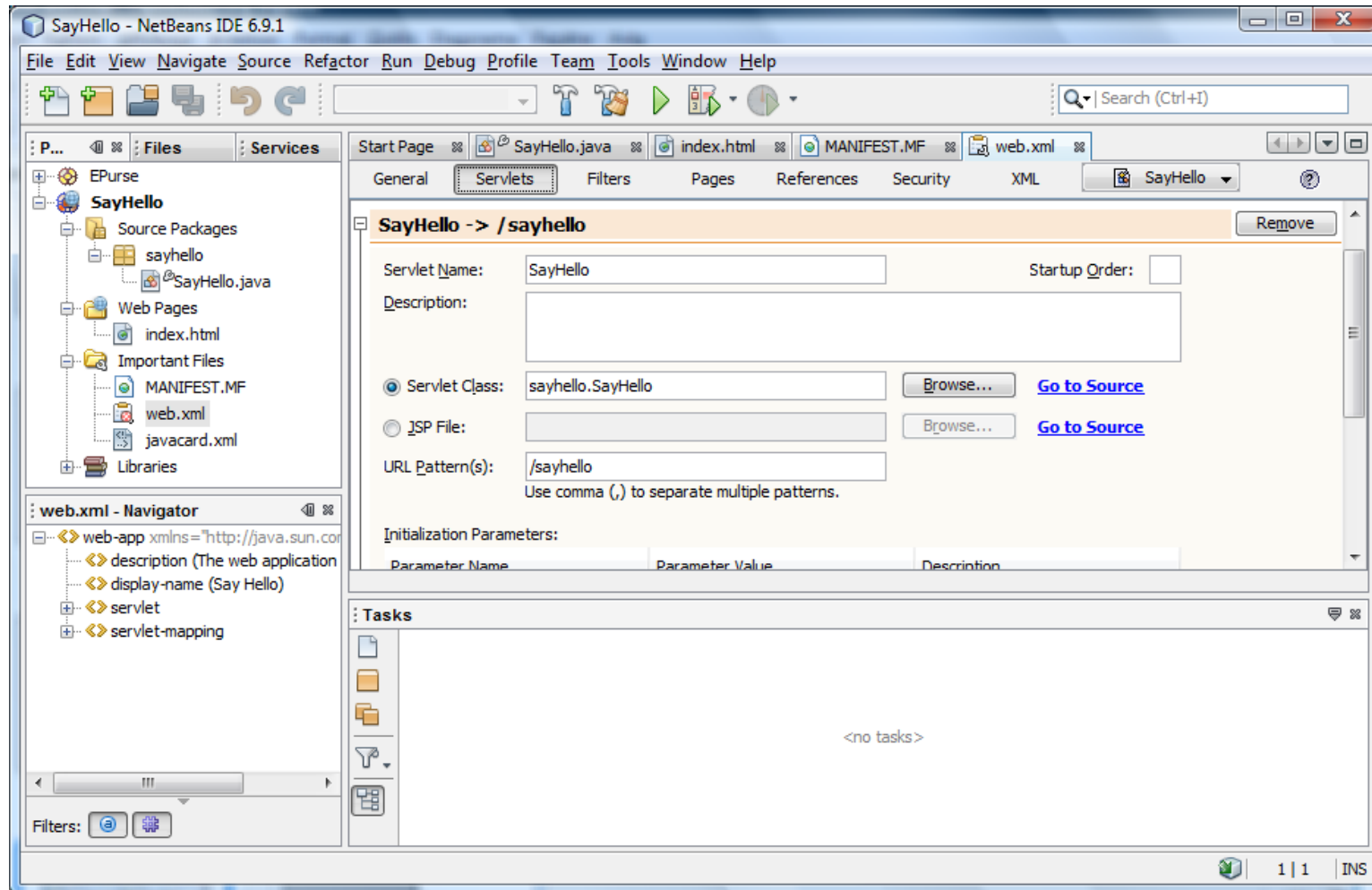


```
1 <html>
2   <head>
3     <title>SayHello</title>
4   </head>
5   <body>
6     <div style="text-align:center">
7       <form method="get" action="/sayhello/sayhello">
8         <table border=0>
9           <tr>
10            <td>Your Name:</td>
11            <td><input type="text" name="name"></input></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>
```

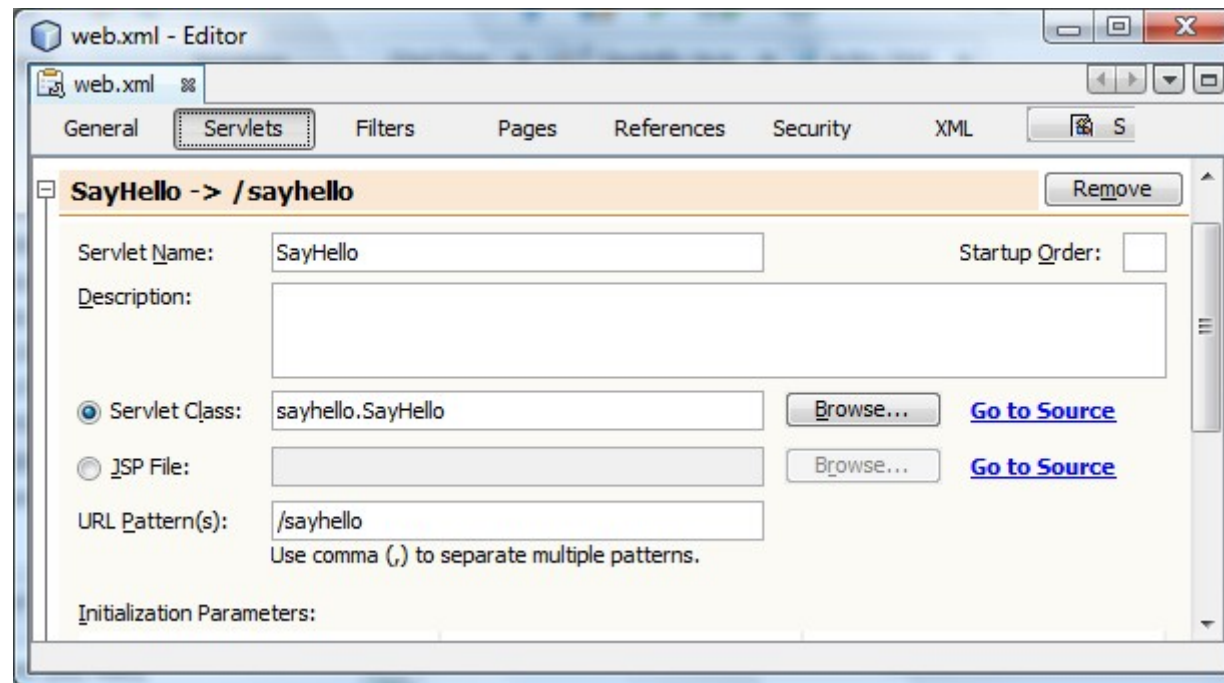
# Example



# Example

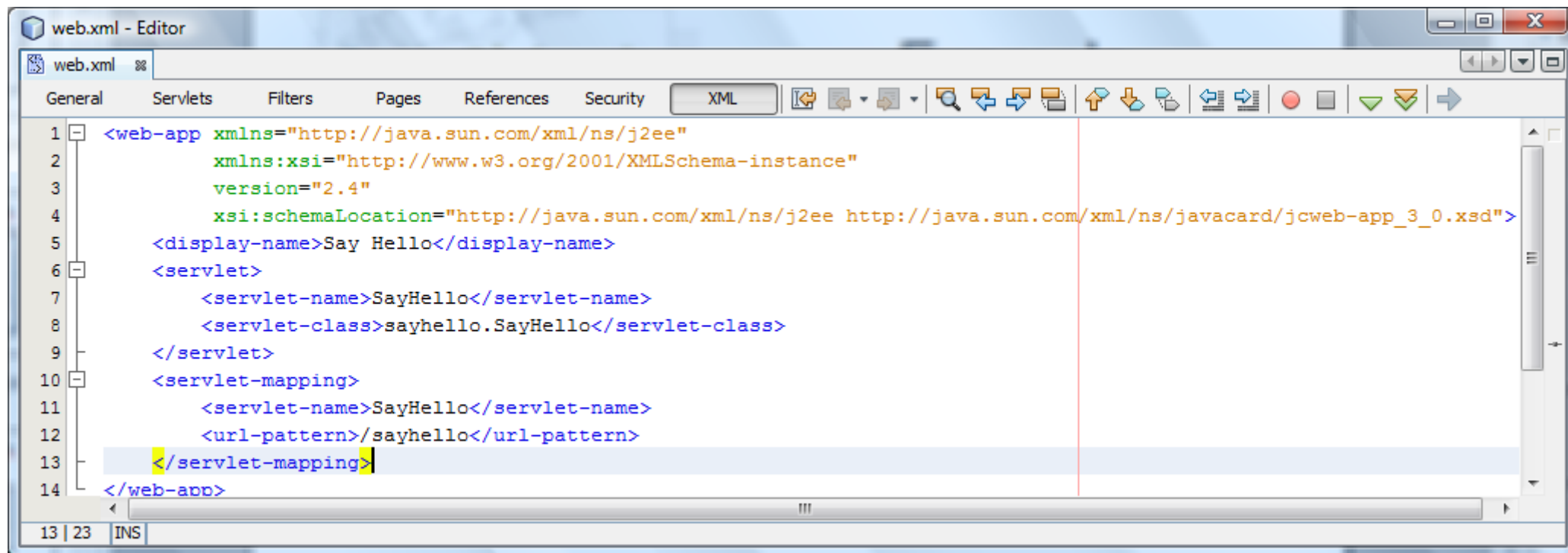


# Example





# Example

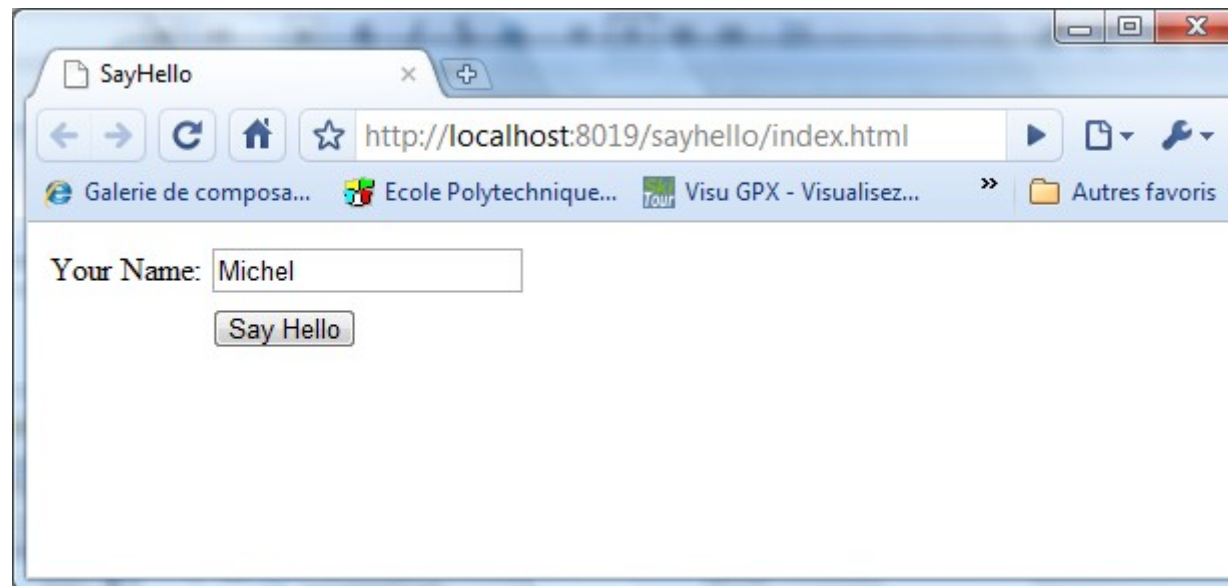


The screenshot shows a web.xml - Editor window with a tab for web.xml. The editor has a menu bar with General, Servlets, Filters, Pages, References, Security, and XML. The XML tab is active, showing a toolbar with various icons. The XML code is as follows:

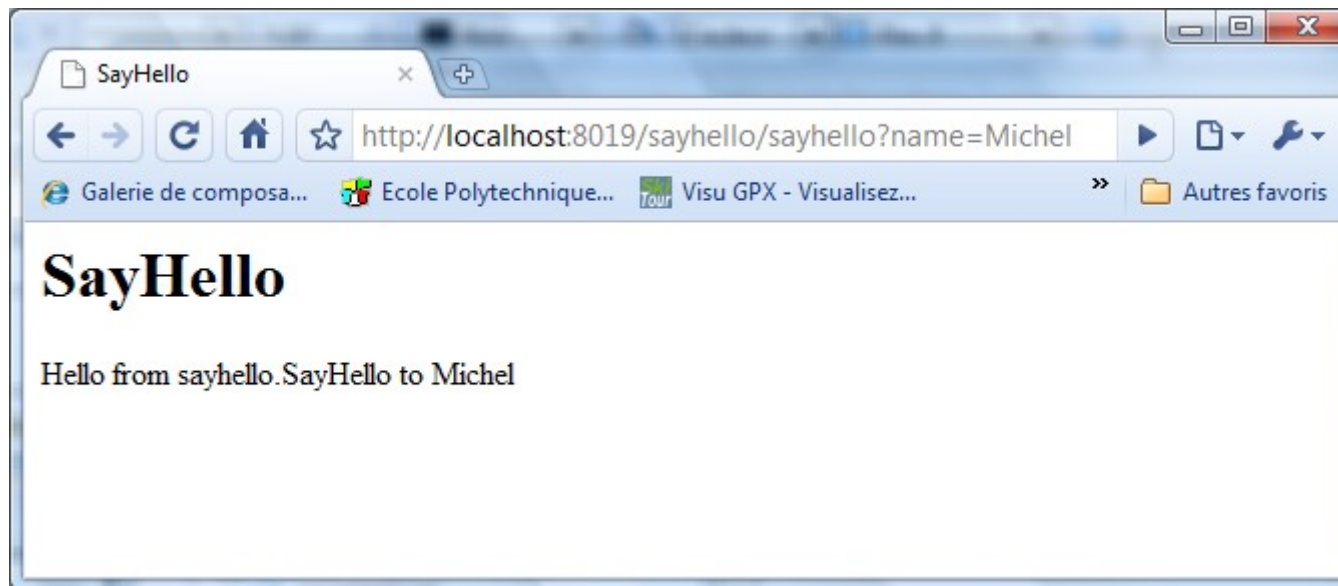
```
1 <web-app xmlns="http://java.sun.com/xml/ns/j2ee"
2         xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
3         version="2.4"
4         xsi:schemaLocation="http://java.sun.com/xml/ns/j2ee http://java.sun.com/xml/ns/javacard/jcweb-app_3_0.xsd">
5     <display-name>Say Hello</display-name>
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 status bar at the bottom shows line 13 of 23 and the character INS.

# 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