

# CAB230 Web Computing

## TLS and Localhost

In the last prac we extended the World Cities API app to include some important middleware and to include API docs. In this prac we are going to walk through HTTPS 'deployment' of the server on localhost using a self-signed certificate. Working through this example will also give us a good opportunity to take another look at the structure of an Express application as generated using Express generator.

Much of what follows draws upon a particular Stack Overflow question, though other sources have been consulted and some additional information has been included:

<https://stackoverflow.com/questions/21397809/create-a-trusted-self-signed-ssl-cert-for-localhost-for-use-with-express-node>.

TLS is covered in the week 8 lecture, but the most important aspect here is that we need to generate a certificate that complies with the X.509 standard. Such certificates include an identity and a public key. See <https://en.wikipedia.org/wiki/X.509> for more details. Certificates come in different shapes and sizes and a good guide can be found here: <https://www.cloudflare.com/learning/ssl/types-of-ssl-certificates/>.

### ***The Certificate Request:***

Our job initially is to create a certificate signing request, which requires a configuration file like the one below, which is supplied in the starter-files as `req.cnf`. You should make a new directory under the main application level and call it `sslcert`, and copy this file into the new directory. We will make any changes we feel are necessary and then create the key and certificate files necessary to use TLS.

The main purpose of the fields shown below is to specify the organisation identity and the purpose of the site for usage of the key. You should not modify anything above `[req_distinguished_name]`. The relevant fields are then:

- C – Country Code (2 Letter)
- ST – State or province. Not abbreviated.
- L – Location. Not abbreviated.
- O – Organisation. Not abbreviated.
- OU – Organisational Unit. Not abbreviated.
- CN – Common Name – the host protected by the certificate.

In the CSR doc I have used some obvious choices for these fields, with the fictitious [www.localhost.com](http://www.localhost.com) as the Common Name. You should leave the extensions unchanged, and perhaps choose an organisational unit to suit yourselves. The main goal is to then create a set of credentials that can then be used in the creation of an HTTPS server. We will then register the certificate with the installed OS so that it is treated (on the present machine) as though it had been supplied by a trusted Certificate Authority. The version of the config file I used may be found at the top of the next page:

```

[req]
distinguished_name = req_distinguished_name
x509_extensions = v3_req
prompt = no
[req_distinguished_name]
C = AU
ST = Queensland
L = Brisbane
O = Queensland University of Technology
OU = CAB230 Class
CN = www.localhost.com

[v3_req]
keyUsage = critical, digitalSignature, keyAgreement
extendedKeyUsage = serverAuth
subjectAltName = @alt_names
[alt_names]
DNS.1 = www.localhost.com
DNS.2 = localhost.com
DNS.3 = localhost

```

The next step is to use the `openssl` tool to generate the key and certificate. If the program is not available on your machine, use the installation process for your operating system to make it available. For linux, just use your package manager. For windows, `openssl` ships with the git bash shell at `/mingw64/bin/openssl` or via the Windows Subsystem for Linux, where it is already installed in the Ubuntu 18.04 image. Those uncomfortable with this approach can look at the binaries available here: <https://wiki.openssl.org/index.php/Binaries>.

The choices for <https://slproweb.com/products/Win32OpenSSL.html> are given here:

File	Type	Description
Win64 OpenSSL v1.1.1b Light <a href="#">EXE</a>   <a href="#">MSI (experimental)</a>	3MB Installer	Installs the most commonly used essentials of Win64 OpenSSL v1.1.1b (Recommended for users by the creators of <a href="#">OpenSSL</a> ). Only installs on 64-bit versions of Windows. Note that this is a default build of OpenSSL and is subject to local and state laws. More information can be found in the legal agreement of the installation.

Note that by default the windows installer may not add the location to the path, and so you may need to include it manually. I also had some difficulties with the MSI and relied on the EXE, which worked fine.

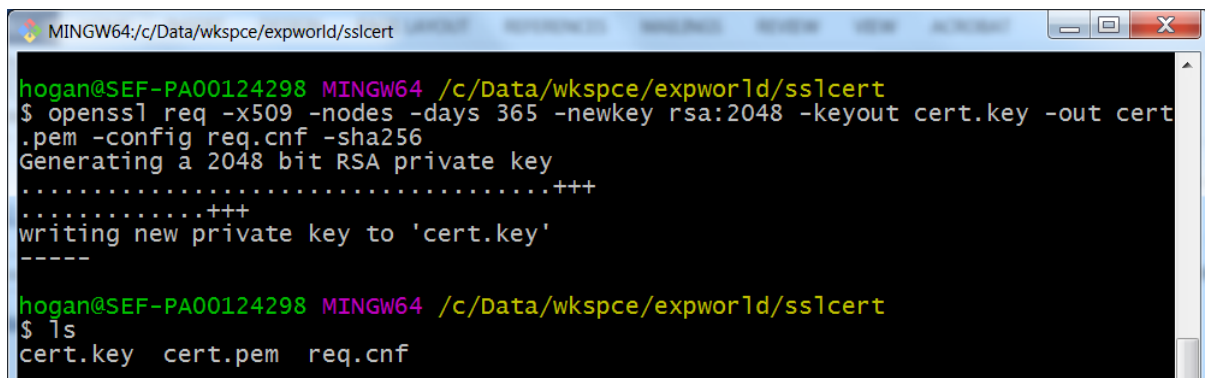
Once you have finished any edits to the file, you should execute the following command:

```
openssl req -x509 -nodes -days 365 -newkey rsa:2048 -keyout cert.key -out cert.pem -config req.cnf -sha256
```

Here `req` is the overall command for certificate management, with the options:

- `-x509` - compliance with X509
- `-nodes` - private key is not encrypted (most likely `no-des` rather than `nodes`)
- `-days 365` - the valid time range for the certificate.
- `-newkey` - generate a private key and certificate

The remainder of the options concern input of the config file and choices of ciphers. Full details are available here: <https://www.openssl.org/docs/man1.0.2/man1/req.html>. You may also look at <https://www.sslshopper.com/article-most-common-openssl-commands.html>.



```
MINGW64:/c:/Data/wkspce/expworld/sslcert
hogan@SEF-PA00124298 MINGW64 /c:/Data/wkspce/expworld/sslcert
$ openssl req -x509 -nodes -days 365 -newkey rsa:2048 -keyout cert.key -out cert.pem -config req.cnf -sha256
Generating a 2048 bit RSA private key
.....+++
.....+++
writing new private key to 'cert.key'
-----
hogan@SEF-PA00124298 MINGW64 /c:/Data/wkspce/expworld/sslcert
$ ls
cert.key  cert.pem  req.cnf
```

The screenshot above shows the result and the credentials we will use with the app.

### ***The Express app and HTTPS:***

Including the credentials requires that we first load them from disk. This is best done using synchronous calls as shown. As you will recall, `fs` is the filesystem module:

```
var createError = require('http-errors');
var express = require('express');
var path = require('path');
var cookieParser = require('cookie-parser');
var logger = require('morgan');
var indexRouter = require('./routes/index');
var usersRouter = require('./routes/users');
const swaggerUI = require('swagger-ui-express');
const swaggerDocument = require('./docs/swagger.json');

const fs = require('fs');
const https = require('https');
const privateKey = fs.readFileSync('./sslcert/cert.key', 'utf8');
const certificate = fs.readFileSync('./sslcert/cert.pem', 'utf8');
const credentials = {
  key: privateKey,
  cert: certificate
};

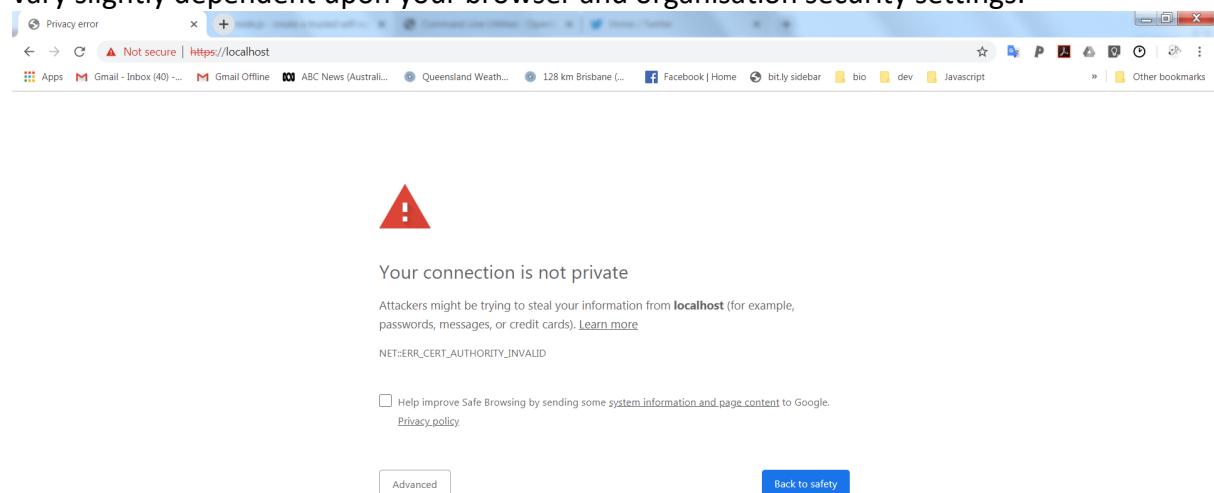
var app = express();
```

The credentials object is established and we can go ahead and create the server using the app and these credentials. As is customary with HTTPS, we serve the responses on port 443. So far, everything has gone according to plan, and we expect a secure server. If you are running the server on a linux machine you will need to ensure that it is started with root level privileges. There is a standard gotcha in which you run the server and it tells you that it is working and then it quickly falls over with an error.

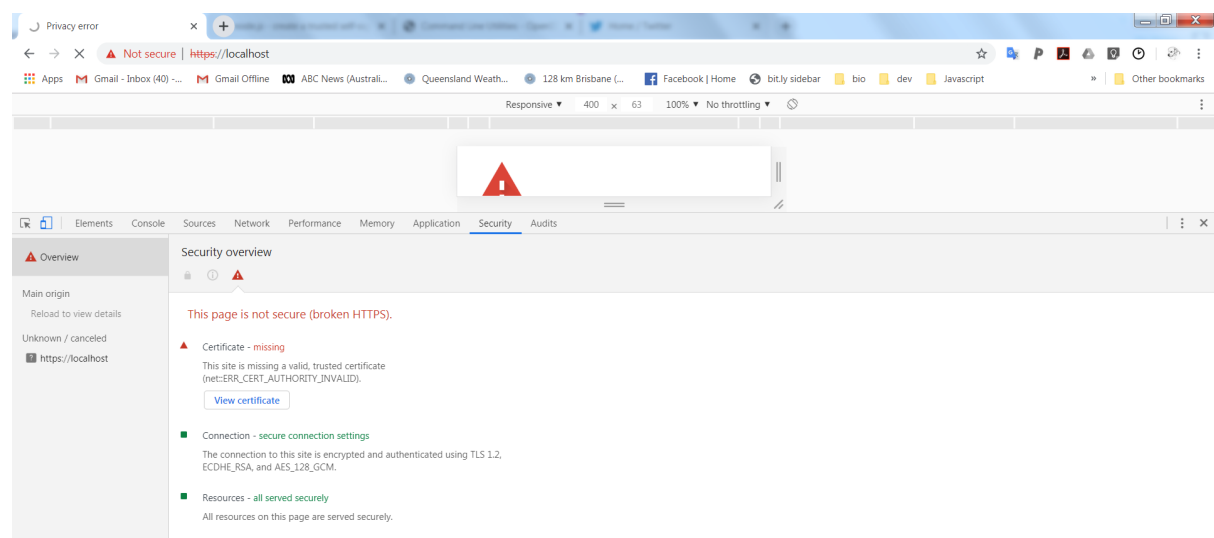
```
const server = https.createServer(credentials,app);
server.listen(443);

module.exports = app;
```

When we type <https://localhost> into the browser we see the following result, though this may vary slightly dependent upon your browser and organisation security settings:

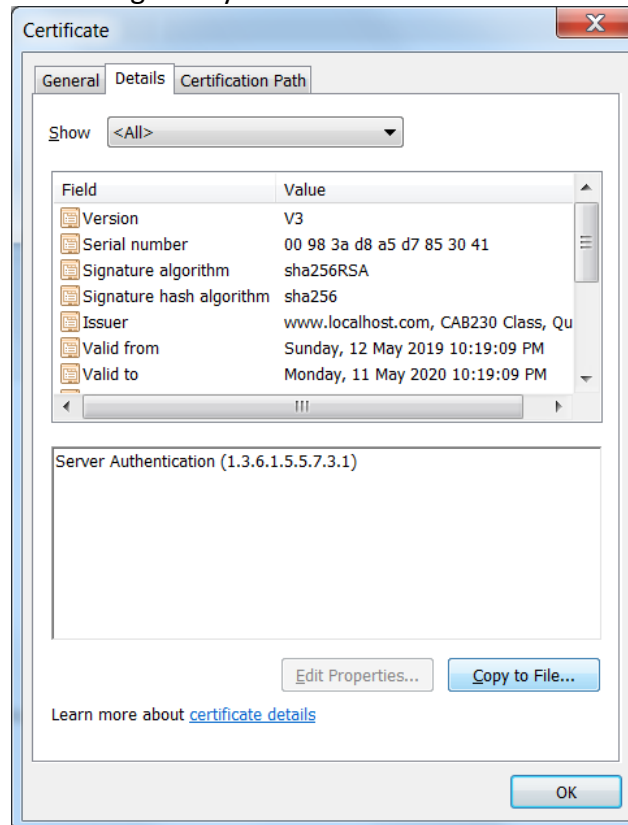


The next step is to inspect the result, and we select immediately the security tab in devtools:



While it may be hard to see in the screenshot, the issue is reported as an unsecured page, due to broken HTTPS. The obvious next step is to accept the invitation to view the certificate.

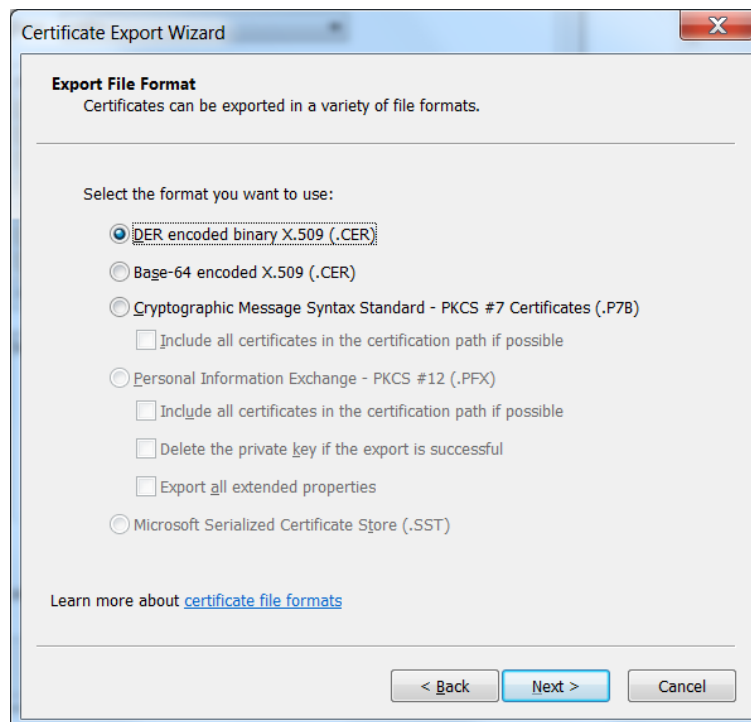
As we can see, the certificate is not trusted. We see the validity range and a fair bit of information, but still, we don't get very far. Select the details tab on the Certificate viewer:



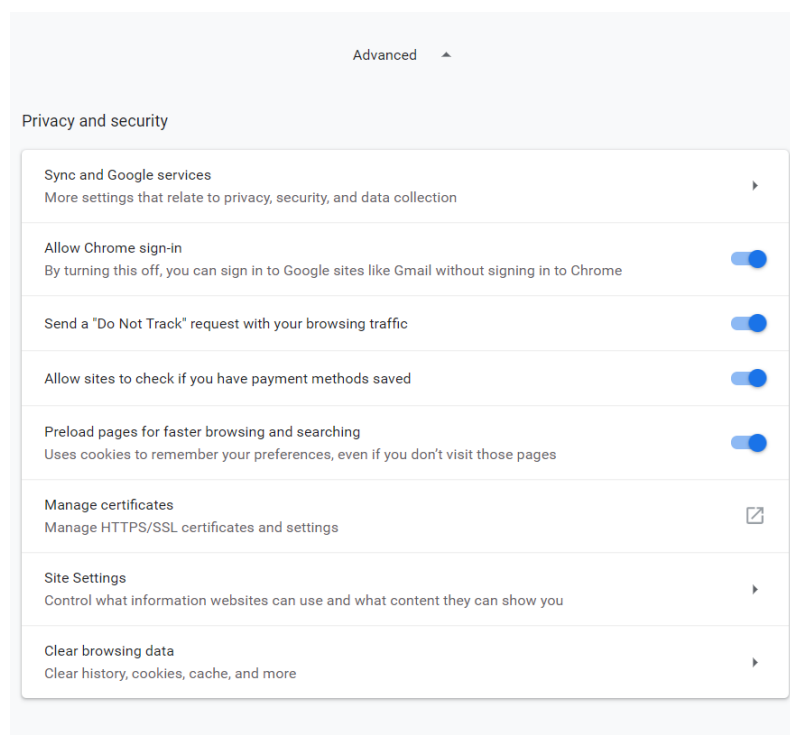
We can see how the fields have been processed, and we now export the certificate to file using the export button that we can see at the bottom of the image. The wizard appears and we follow the prompts.



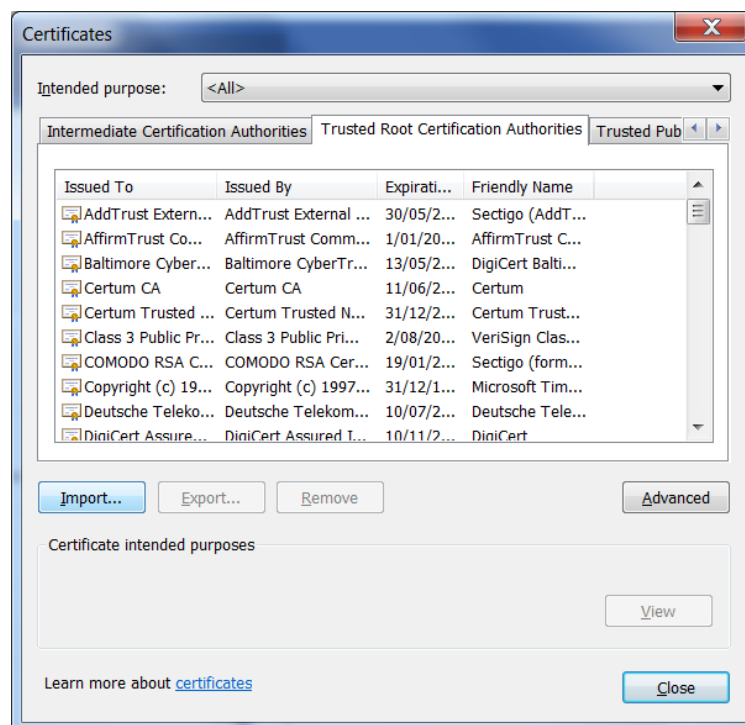
We accept the default format and export the file to some safe directory. Here I used the filename localhost.cer.



Here we work only with Chrome, though the process is similar (and also different 😊) for some other browsers. Type <chrome://settings/> into the address bar, and then you will see the usual settings page. Scroll down and select 'Advanced' and eventually you will see the options below. By clicking at the right of 'Manage certificates', we see enter the certificate dialogue on the next page.



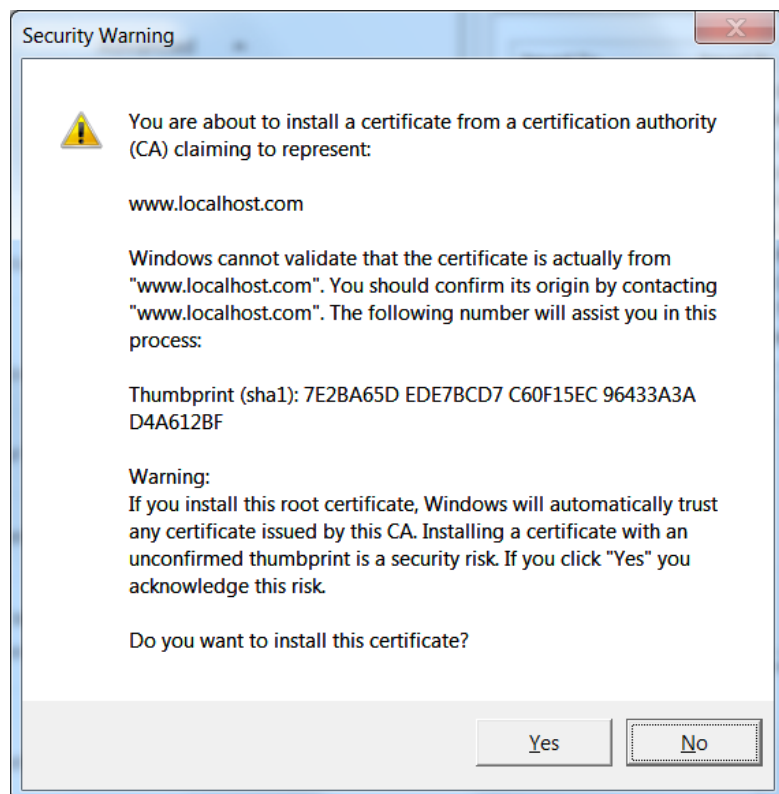
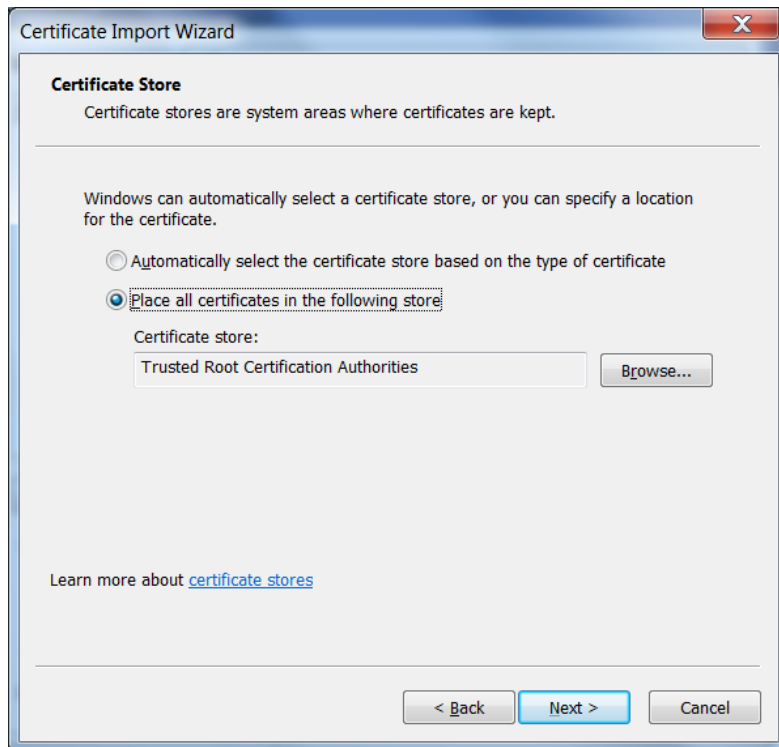
Once the wizard reaches this screen, select the tab shown and click on the Import button:



This will lead to the certificate import dialogue, which we see below:

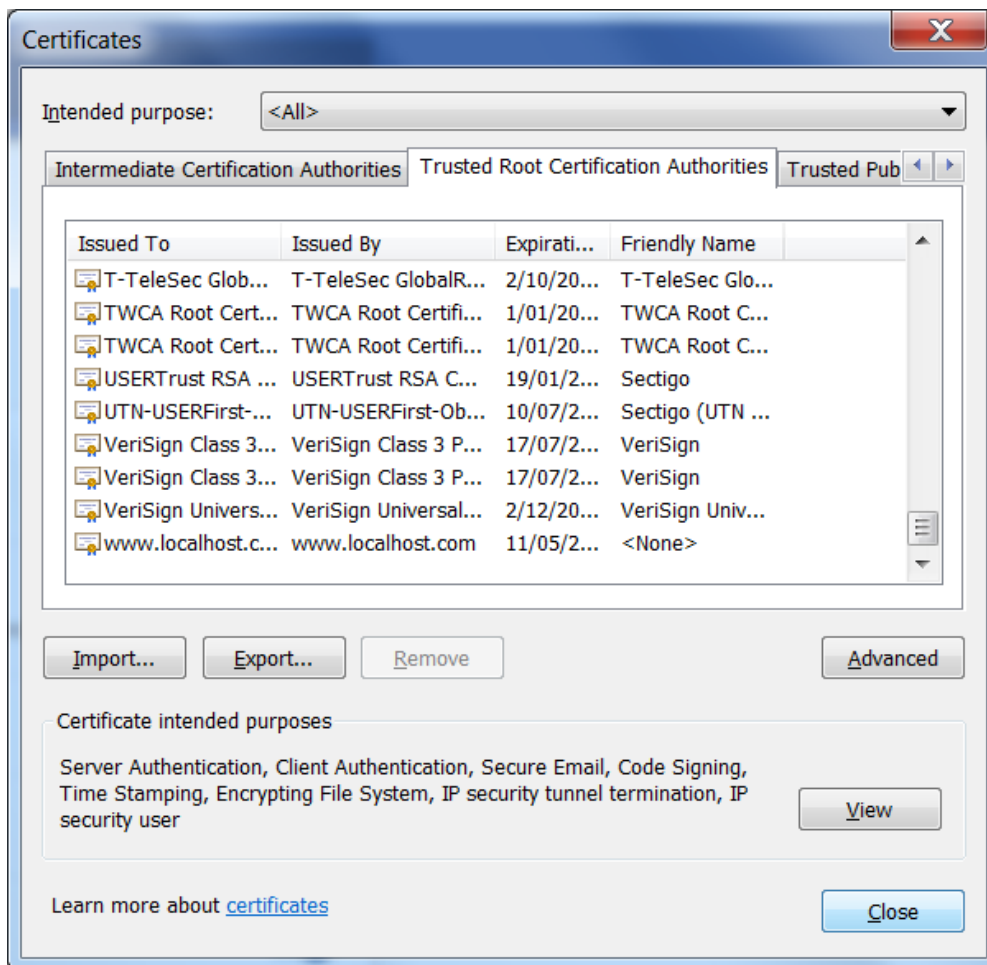


Follow the workflow through the screens on the next page, accepting the defaults.

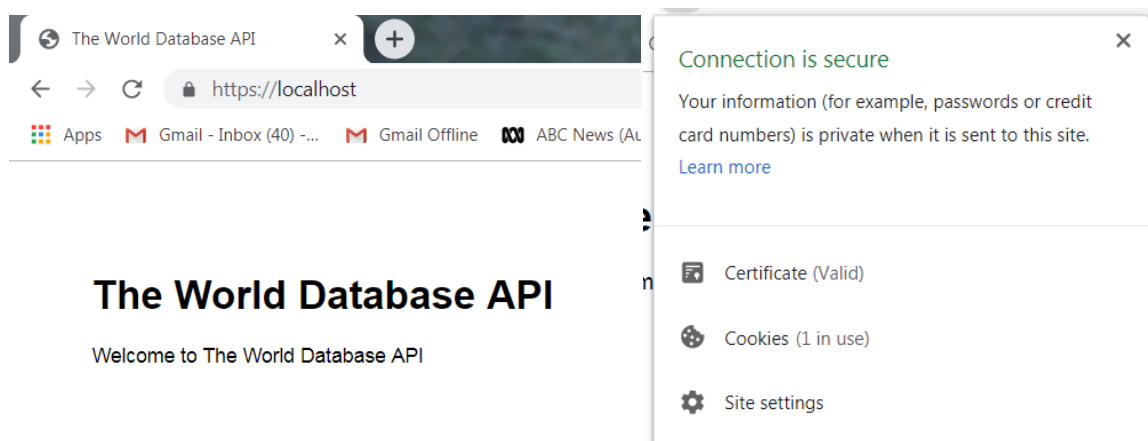


Evidently we are prepared to accept the risk, and effectively we are our own Certificate Authority. On the next page we see that localhost appears at the bottom of the screenshot amongst the Trusted Authorities.

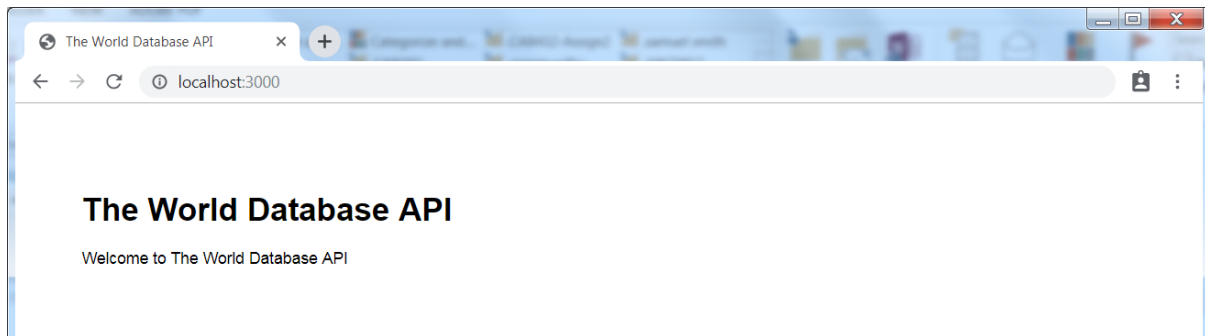




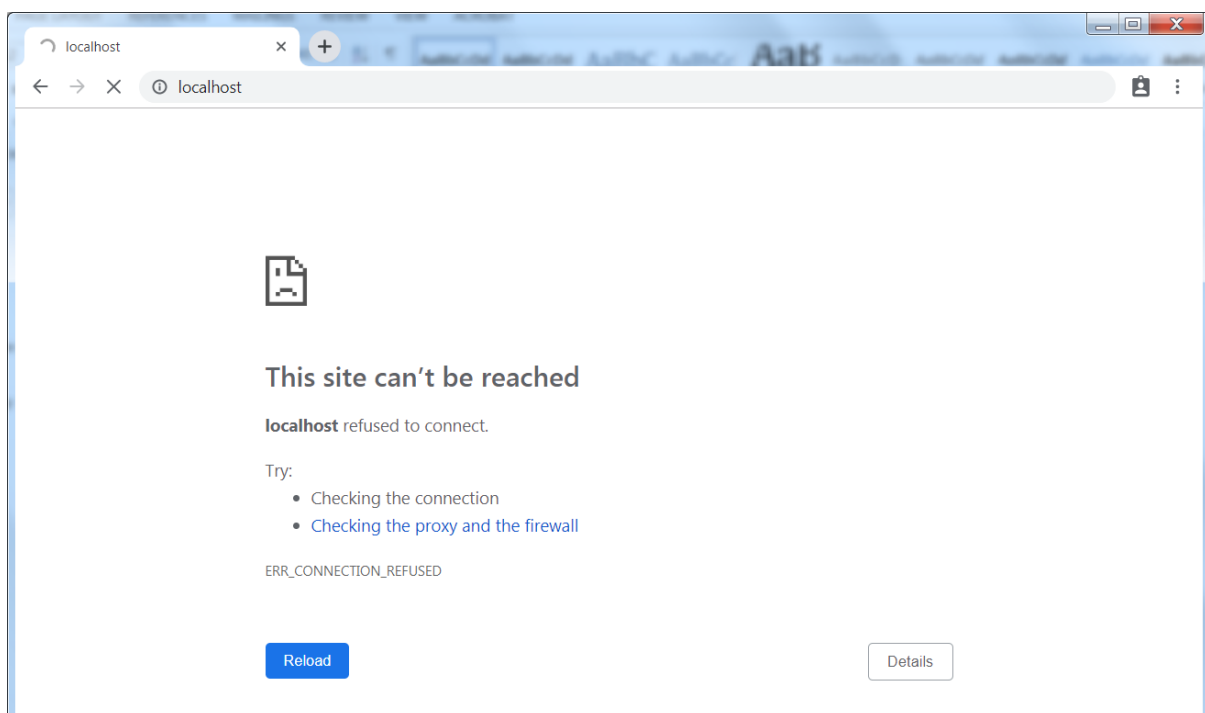
We now go ahead and restart the server, and we see that the site is now regarded as secure, with the padlock shown near the URL:



So far so good. This might not happen straight away – you may need to restart the browser or even reboot before this change takes effect, but it should work, and we have a trusted connection to our own server on localhost. You can confirm the other routes work ok, and serve their content via HTTPS. But what happens now if we go and load at <http://localhost:3000>? The answer is on the following page, and we see that everything works as before. [Note that this is based on an Express generated app. See below for discussion.]



Essentially the page serves via HTTP as before. So perhaps we should understand our app a little better. Try it now with <http://localhost>. We see the following, showing that the site can't be reached via HTTP on the default port of 80.



So we now take a closer look at the app itself. In the `bin` directory we will see a file called `www`. This is a node script which drives the creation of the server based on the app we have created in `app.js`. Open it up in your favourite editor and you will see the magic that has so far been creating the HTTP server that you have previously been using. That server is still in operation. So at the moment you are offering two servers – one on HTTP and one on HTTPS. This obviously undermines security. In practice, node deployments normally rely on a reverse proxy arrangement as discussed in the week 9 deployment lecture.

For now let's look at what happens when we use some standard security measures as provided by Helmet. The key aspect here is that Helmet ensures that the HSTS or Strict Transport Security header is present. This tells the client browser that the site should only be accessed via HTTPS rather than HTTP. You can find out more information at the MDN site: <https://developer.mozilla.org/en-US/docs/Web/HTTP/Headers/Strict-Transport-Security>. Here we

will let helmet take care of it for us. The process is very straightforward, requiring only two lines of code in `app.js`. We show a bit more code to show you where to place them:

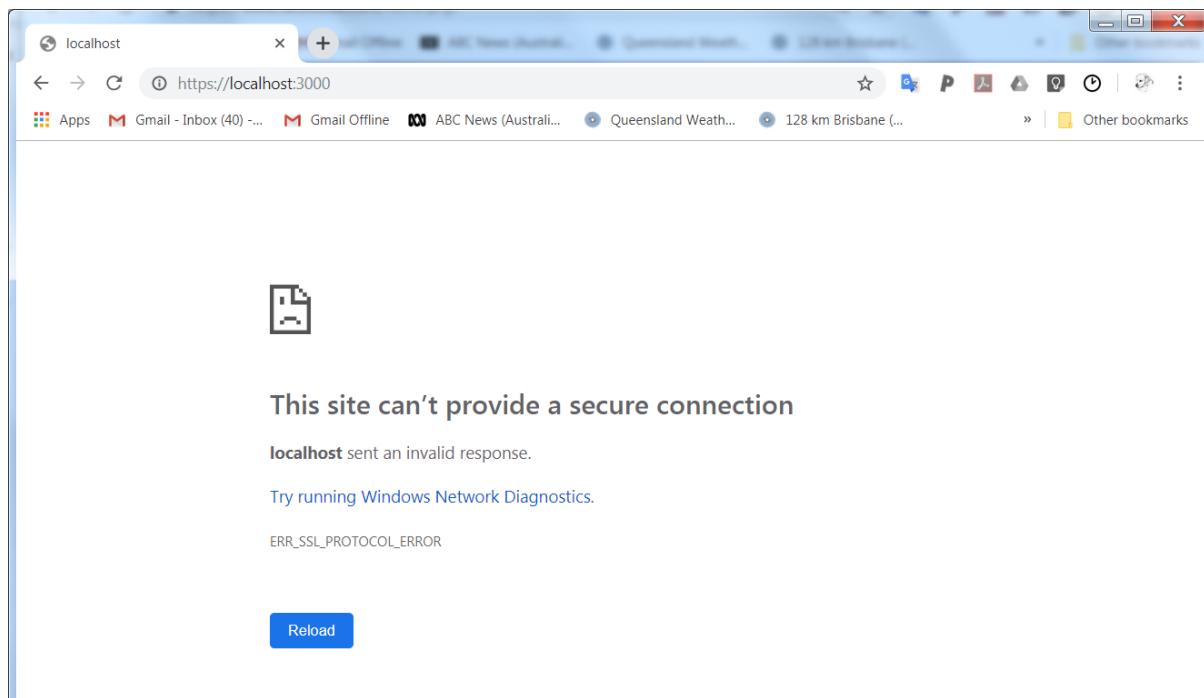
```
const swaggerUI = require('swagger-ui-express');
const swaggerDocument = require('./docs/swagger.json');
const helmet = require('helmet');
```

```
app.use(logger('common'));

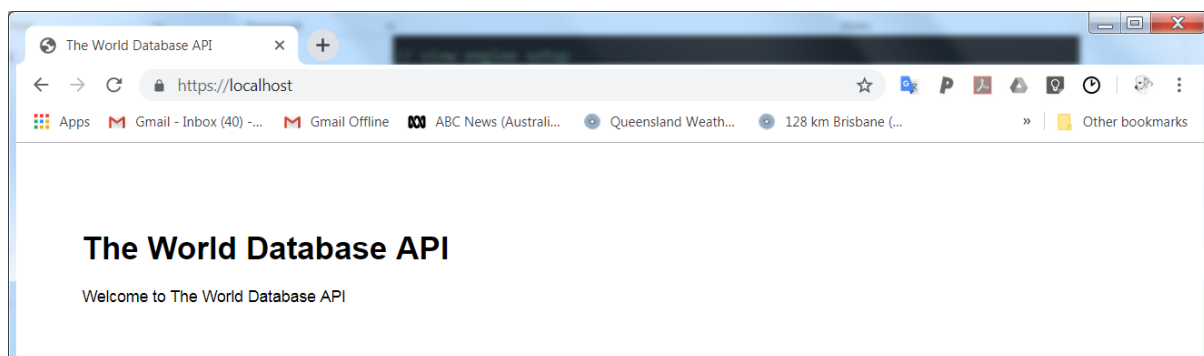
app.use(helmet());

// view engine setup
```

The effect of the HSTS header being set is to cause the server to try to serve HTTPS. Sometimes this works and sometimes it doesn't. Restart the server and give it a try on <https://localhost:3000>. We see that the server can't actually serve the page, as it can't serve HTTPS on port 3000:



But if we now try <https://localhost>, the result seems better.



What we are seeing is that the <http://localhost> request on the default port is now redirected to be served via HTTPS. This isn't magic, though. Another port, say <http://localhost:8000> will lead to a connection error.

There are a range of possible redirect strategies available if we want to maintain the previously advertised port at 3000 on HTTP. This is covered in a basic Express app context here:

<https://stackoverflow.com/questions/7450940/automatic-https-connection-redirect-with-node-js-express>

But the key problem in our case is that we are still running two servers. The least painful fix is to abandon port 3000. Just jump into the `www` file and edit this line of code to use the default HTTP port of 80 (it will be 3000 now):

```
var port = normalizePort(process.env.PORT || '80');
```

Then we will get a refused connection on <http://localhost:3000> and, on Chrome at least, the HSTS header will cause the standard HTTP on port 80 to be redirected. This doesn't get rid of the problem, but prevents an unsecured connection on port 3000.

The lesson here is that Express generator is brilliant as a starting point, but over time we will learn to have our own application templates and to hack from those. Express is very powerful and as we start to understand better how it works, we will learn that we don't have to follow everything in the generated model.

If we edit `www`, then the app is left alone for specifying the operations and middleware usage. This is perhaps the cleanest of the options open to us. After migrating the code from `app.js`, our file looks like the listing below. Note that use of the double dot for the `require('../app')` and the single dot for `./sslcert/cert.key` in `fs.readFileSync()` is not an error. The path in the `fs` usage is relative to the current working directory of the process – here the application root. The `require` function has the context of the current file. So this is *very* confusing, but correct.

```
#!/usr/bin/env node

/**
 * Module dependencies.
 */

var app = require('../app');
var debug = require('debug')('expworld:server');
const https = require('https');
```

```

const fs = require('fs');
const privateKey = fs.readFileSync('./sslcert/cert.key','utf8');
const certificate = fs.readFileSync('./sslcert/cert.pem','utf8');
const credentials = {
  key: privateKey,
  cert: certificate
};

/**
 * Get port from environment and store in Express.
 */

var port = normalizePort(process.env.PORT || '443');
app.set('port', port);

/**
 * Create HTTPS server.
 */

const server = https.createServer(credentials,app);

```

The remainder of the file is unchanged. Save and restart the server and we will see that HTTP connections are refused if the port is non-standard, the bare <http://localhost> is redirected to <https://localhost>, and HTTPS works as before. If we try another browser, we may find that the behaviour is different, and that all HTTP requests are refused. This difference is due to Chrome preloading the HSTS headers. If we want to be sure that the HTTP is properly redirected, we need to use an approach like that linked from Stack Overflow above, but we will leave that as an exercise for those interested.