Python3 has many useful libraries (PyCryptodome) that can deal with Cryptography scheme.

Python3 differentiates string and bytes with the b'' syntax

```
s1 = b'abcd' # Bytes of 'abcd'
s2 = 'abcd' # String of 'abcd'
```

Here are some of the useful commands that is supported natively in Python3:

- s.encode() Convert string s into bytes
- b.decode() Convert bytes b into string
- b.hex() Convert bytes b to hex string
- bytes.fromhex("01abcd") Convert the hex string 01abcd to bytes
- bytes([1,2,3]) Convert integer list to bytes
- list(b) Convert bytes Convert b into a list of integers
- i = 0x1235 Set the value of i to be the value 0x1235
- i = int("1234ab", 16) Convert hex string "1234ab" to integer
- pow(c, e, m) Calculate c^e mod m

For most of Cryptography library in python3, they require the plaintext to be bytes and not a string. This is because a string in python3 might have different encoding, but the encoding for bytes is universally UTF-8

Here are some of the useful commands that is supported in PyCryptodome:

- Crypto.Util.number.long\_to\_bytes(m) Convert integer m to bytes
- Crypto.Util.number.bytes\_to\_long(b) Convert bytes b to integer
- Crypto.Util.Padding.pad(b, x) Pad bytes b so that the length is multiple of x
- Crypto.Cipher.AES.new(key, AES.MODE\_ECB) A new AES instances in ECB mode

To dynamically with interact with TCP server, you can use pwntools

```
from pwn import * # Import pwntools

r = remote("123.123.123.123", 15000) # Connect to 123.123.123.123 at port 15000

s = b'abcde'
r.sendline(s) # Send bytes s to the server
r.sendafter(b'message:', s) # Send bytes s after received bytes 'message:'

r.recvline() # Receive a line from the server
r.recvuntil(b'Nonce: ') # Receive until the bytes 'Nonce: ' from the server
r.recvall() # Receive all bytes until EOF

r.interative() # Change to interative mode
```

Note that all the received message are in bytes. So you might to some conversion if necessary.

You can also change to debug mode with

```
r = remote("123.123.123.123", 15000, level='debug')
```