

# **Analysis**

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## **Project Idea:**

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The idea for my project, is to have a program that acts as a vault for important files. It will encrypt files given, and store them in a specified location. Once they are encrypted, they will only be accessible from within the program, and will only be accessible within the program if you know the encryption key (passphrase) that you set when creating the “vault”.

Within the vault, you should be able to easily organise your files, add more to the vault, and remove (decrypt) files from the vault to any location (if possible).

My program would be useful for teachers, as they have to keep documents on student's grades, and any other student details secure. Since this is my use case, I will have to thoroughly test the security and practicality of my program to make sure teachers want to use it, and trust the program with these files. Also, I will add an optional mobile app that the user can download, which lets them connect to the program via Bluetooth to unlock the vault. This would be useful if you are a teacher, as if you leave the room with your phone in your pocket, and it is connected to the vault, if you have forgotten to lock the vault then a student might try to browse through it while you are gone, but with the app, as soon as you disconnect the Bluetooth connection it locks the vault, so if you forgot to close it then it closes itself.

The Bluetooth app should also be able to receive files from the PC app, so that the user can download files that are in the vault onto their mobile device. This would be useful for teachers that do not take their PC home (e.g not a laptop), so they can upload the files from the computer, to their phone so that they can edit the file at home or on the move (with another mobile app).

The program needs to work on both Windows, Linux and MacOS, as then teachers/users have more flexibility with what operating systems they can use it on, so they can easily go from machine to machine and carry their vault with them (on a USB stick for example), and they know that they can reliably use the program on most machines.

The user experience has to be pretty good. Good design practice will have to be used when making the GUI (e.g not putting the delete button next to the decrypt button), as I want my program to be easy to use by a wide range of people, so that even people who are not so good with computers can easily use the program. The way the user is directed around the program has to be logical as to not confuse the user, and adding a panic button to take you back to the main screen may be a good idea.

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## **Client:**

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An example client for my project could be a teacher/school, as they have to keep files about students secure. For example, pupil details, exam results and other important student details. My program aims to help the teacher/school keep the pupil's files safe, and prevent the files from being accessed if their device is stolen. It will encrypt files given to the program, and be secured by a pin code that is transferred over Bluetooth to the computer from a mobile device. Once the mobile device is unpaired from the computer, the app will lock again. This will prevent someone from having access to the files if the computer is unlocked and is stolen, as the mobile device will go out of range of the computer, so the computer will lock.

I sent a questionnaire to a member of the IT office at my school to ask what regulations there were about keeping a teacher's files safe, and what encryption they would suggest for keeping the files secure.

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Hi Josh,

What encryption should I use when encrypting the user's files? [The bare minimum would be 128 bit AES, though 256 bit is recommended.](#)

Are there any standards or laws about what encryption method I should be using for files such as a teacher's student files (one of the clients for this program)? [Data protection laws. The current UK Law is the Data Protection Act 1998. Though as of 25th May, the law will be General Data Protection Regulations \(EU Law regarding all EU Citizens\).](#) This is a very complicated law, that is causing headaches for businesses worldwide. I've attached some links you might find useful regarding GDPR towards the end of this email.

Hope this helps!

Many thanks Mr \_\_

<https://www.eugdpr.org/>

<https://itpeernetwork.intel.com/gdpr-opportunity-rethink-security/>

<https://ico.org.uk/for-organisations/guide-to-the-general-data-protection-regulation-gdpr/>

[https://media.datalocker.com/marketing/GDPR\\_infographic\\_2017.pdf](https://media.datalocker.com/marketing/GDPR_infographic_2017.pdf)

<https://www.kingston.com/en/usb/resources/eu-gdpr>

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I will be using this information as guidance for what I have to take into consideration. I will keep in mind the data protection laws when I am storing the user's files, and make sure I am within the regulations.

The EU General Data Protection Regulations consist of (As of 25/05/18):

## Breach Notification:

If a data breach has been found and it might "result in a risk for the rights and freedoms of individuals", then the person that the data belongs to has to be notified within 72 hours.

## Right to Access:

The person who's data it is can at any point ask for confirmation as to whether or not data concerning them is being processed, where it is being processed if it is and for what purpose.

## Right to be Forgotten:

The data subject can ask for their data to be erased, and stop the processing of their data. This will be done depending on whether there is public interest in their data (e.g if a politician says something stupid then they can't ask Google to delete it just because it makes them look bad), and if the data is no longer relevant (e.g your cookies from last week that were used for targeted ads).

## Data Portability:

The data subject should be allowed to ask to receive the data, and they should also be able to change which company is controlling their data.

## **Privacy by Design:**

Tells the controllers of the data to only use the data absolutely necessary for the purposes they need it for. For example, an advertisement company might use your cookies to target ads to you, however they can't then use your location unless they are also using that to target ads. Basically don't take more than you need.

For my project, as the user is the data controller, then they already have the right to access, the right to be forgotten and data portability. For the breach notification, they will probably know it has happened as someone needs to have physical access to where the data is stored to breach it. However, with privacy by design, I will not be using any of the user's data for advertising, or any other agenda. I will make this clear to the user when they first use the program. Also the security will be

Another issue could be that if a file is deleted, the contents of the file might still remain. To fully remove the file I may have to use a one way function that ruins the data before deletion so that it cannot be accessed after it is deleted.

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## **Objectives:**

1. GUI should:
  - a. Be easy to use:
    - i. Logically laid out.
    - ii. Have simple options.
  - b. Display the files currently stored in the vault, along with the file extension and the size of the file.
  - c. Display the storage space remaining on the storage device the program is running on.
  - d. The user should be able to easily encrypt and decrypt files:
    - i. Using easy to access buttons in the UI.
    - ii. Using drag and drop from outside of the program.
    - iii. Decrypt to a directory specified.
  - e. Have an options menu, including the options to:
    - i. Change security level (from 128 bit AES to 256 bit AES).
    - ii. Change the location of the vault.
    - iii. Set the default login method (Bluetooth or no Bluetooth).
    - iv. Change if the search in the file browser is recursive or not.
  - f. Make it easy to manage the files in the vault (move to other folders in the vault, rename, delete, etc).
  - g. Have a secure login screen.
    - i. Ask the user to either input the key via their keyboard (no Bluetooth for that session), or connect via the app.
    - ii. Tell the user if the key is invalid or not, and smoothly transition into the main program.
    - iii. Validate all input.

- h. Look relatively good without being bloated.
  - i. Don't be costly on system resources when you are idle.
  - ii. Don't overdo animations.
  - i. Allow the user to easily read file names, and easily tell folders and files apart.
  - j. Let the user preview images without opening them (using thumbnails or an information screen).
  - k. Be resizeable, and all items on the screen should look ok.
  - l. Allow the user to switch between using Bluetooth and using regular login.
  - m. Make it easy for the user to return to the root folder of the Vault in case they get lost (a "panic" button).
  - n. Give the user statistics during files being enc/decrypted, including:
    - i. What percentage of the file/folder has been completed. (Visual progress bar to show this too)
    - ii. The current speed of enc/decryption.
    - iii. An estimate of how long it should take to finish enc/decryption.
    - iv. If part of a folder then show the progress of the current file.
  - o. Allow the user to sort the files by name or by size.
  - p. Allow the user to configure default settings using a configuration file that is easy to use.
  - q. Allow the user to search for file names in the vault.
  - r. Not break when doing arbitrary tasks such as browsing the files.
2. App should:
- a. Be easy to use.
  - b. Connect via Bluetooth to the PC.
  - c. Allow the user to input their pin code easily.
  - d. Tell the user if the pin code is invalid or not.
  - e. Make it easy to recover from mistakes (e.g invalid pin code, or if they make a typo).
  - f. Allow the user to see a list of files currently in the vault, and let the user download those files onto their mobile device.
3. File handling:
- a. Store the encrypted contents in the location specified by the user.
  - b. Encrypt and decrypt relatively quickly, while still being secure.
  - c. When the Bluetooth device goes out of range or disconnects (if using Bluetooth), encrypt all decrypted files and lock the program until the pin code is input correctly again.
  - e. Have a recycling bin so that the user can recover their files.
  - f. When a file is opened, check for changes once it is closed.
  - g. Files stored in the vault should not be accessible from outside of the app.
  - h. Names of the files stored in the vault should also not be viewable from outside of the app (encrypt the name).
  - i. Allow the files/folders to be decrypted to an external location.

# Design

## Bluetooth:

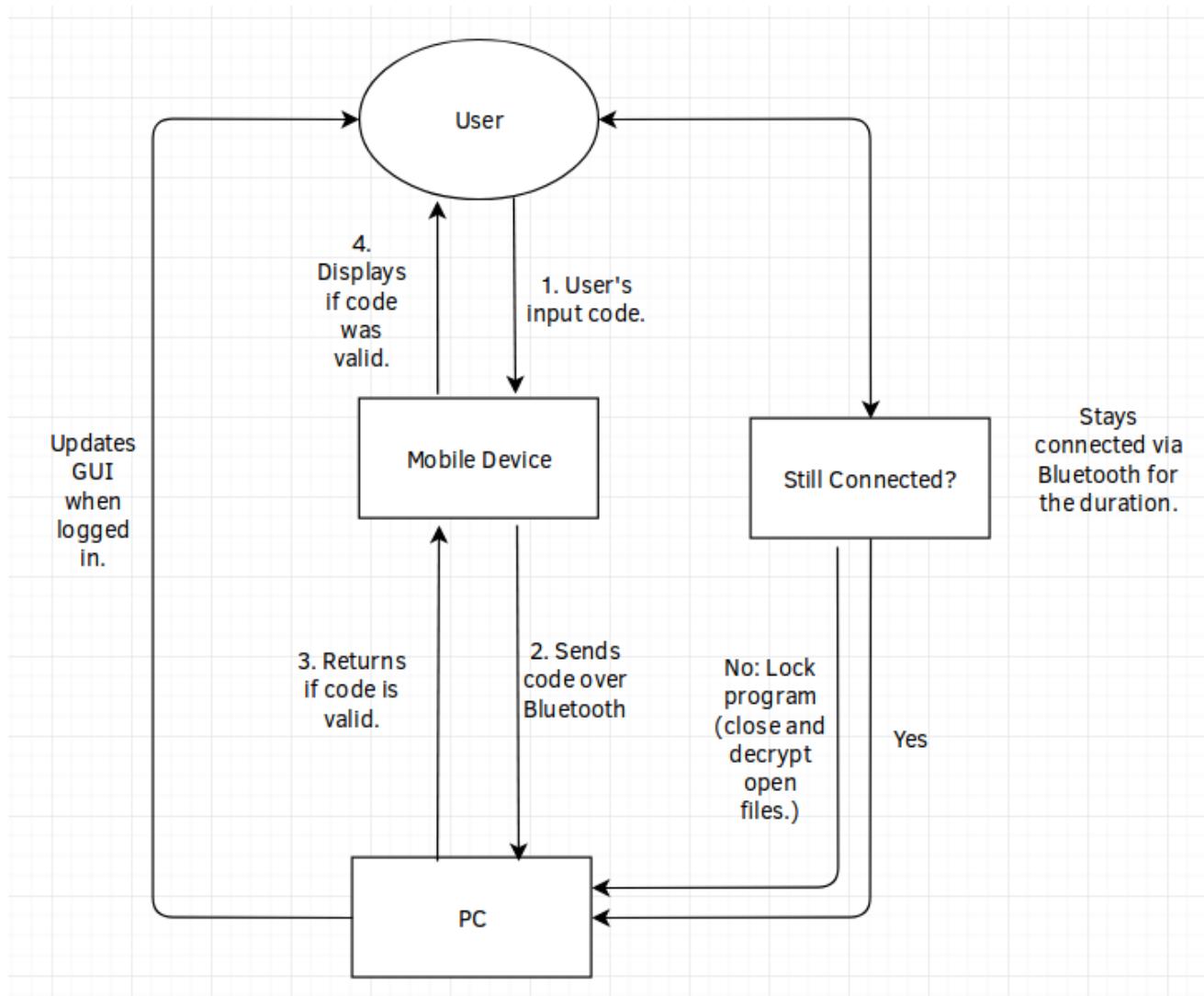
For the file store to be unlocked, I need to send the passcode to the computer via a Bluetooth connection.

For the computer and android device to connect to each other, one device has to be assigned as the server, so it makes sense to me to use the computer as the server, as it will be running for the entire duration that the user wants to use the program.

For the mobile app, I will be using Kivy to program the app. I am using Kivy so that the design is consistent with the design of the PC app. I will be using the android.bluetooth library that is included in the android SDK to transmit the data via Bluetooth.

For the Bluetooth server (on the pc), I will be using Python to receive the pin from the mobile device using PyBluez, check the sent pin, and send a message back saying if the code was valid or not. If the code is not valid, a message will be displayed on the computer that the code is invalid, and the code on the screen of the phone will be erased.

Here is a flow diagram for what Bluetooth will be like:



To send the files, I will need a protocol. A protocol is a set of rules for communicating over a network. A protocol will allow the program to distinguish data that is being sent is a key, file list or a file itself.

## Protocol

The protocol rules all have to be strings of bytes that are not likely to appear in a key, file list or a file. This is a necessity because otherwise mid way through sending a key, file list or file, if the program encounters a protocol rule within the key, list or file, then it may cause the program to get confused as to what is being sent, or if the current key, list or file has finished being sent.

For each of the possible items that are going to be sent, each item needs a start header, and an end header.  
Start header:

```
1 | !<operation>!
```

End header:

```
1 | ~!END!
```

For operations that do not have any extra data (arguments), then only the start header is sent.

For sending more complex operations, I will use objects that hold the data, pickle them (object sterilisation), and send the object data sandwiched between the `!<operation>!` header (start header) and the `~!END!` header. For more complex operations that have multiple arguments, a separator is used to separate those arguments:

```
1 | ~~!~~
```

Here is an example with multiple arguments:

```
1 | !<operation>!<argument1>~~!~~<argument2>~!END!
```

This is especially useful for files, as this way I can send the metadata in one big lump, then send the file bit by bit. Here is what a file would look like when it is sent:

```
1 | !FILE!<metadata_object>~~!~~<data>~!END!
```

For the key however, since it will always be small (< 16 bytes), I will just send it with a `#` at the start, and a `~` to finish the message. This is acceptable because when the PC program starts, it doesn't expect any requests from the client, so it is just waiting for the key. The key should also only be made up of numbers.

```
1 | #<key>~
```

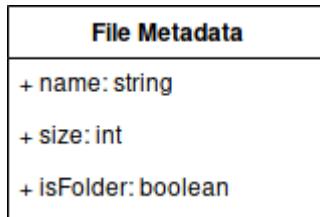
For items such as file metadata, I will use Python pickle to send an object (more of a structure) containing the metadata, rather than using separators, as then it is much easier for me to add information I want to send.

## Sending files over Bluetooth:

To send a file from the vault, first it has to be decrypted to a temporary location. I could instead send the data from within AES, so that when a block is decrypted it is sent, however I don't plan on writing AES in Python since speed is essential for AES (and a new Bluetooth socket would have to be set up if using a different language).

Metadata will be sent as an object before sending the file contents, as talked about in the above section.

An example class for file metadata may look like this:



```
1 class fileMetadata:
2     def __init__(self, name, size, isFolder):
3         self.name = name      # The name of the file being sent.
4         self.size = size      # The size of the file being sent.
5         self.isFolder = isFolder # Boolean for if the file is actually a folder.
```

This is more of a structure than an object, as it has no methods, and is just a collection of data.

After the metadata is sent, a separator will have to be sent to separate the metadata from the file data itself. I discuss this in the above section.

For the file itself, I will send the file in chunks, so that

1. I don't use too much memory (since mobile devices usually have a small amount of memory compared to regular computers).
2. The Bluetooth adapter can keep up with the amount being sent.

This reduces the stress on both the mobile device and the PC.

Once the full file is sent, an end header is sent to tell the program that the full file has been transmitted.

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## File Storage:

For storing the files, I will store the encrypted files in a directory set by the user. The directory will be managed using a tree structure, where the root folder contains folders for each file, with the name of every folder and file being encrypted, as otherwise anyone can see the name of your file.

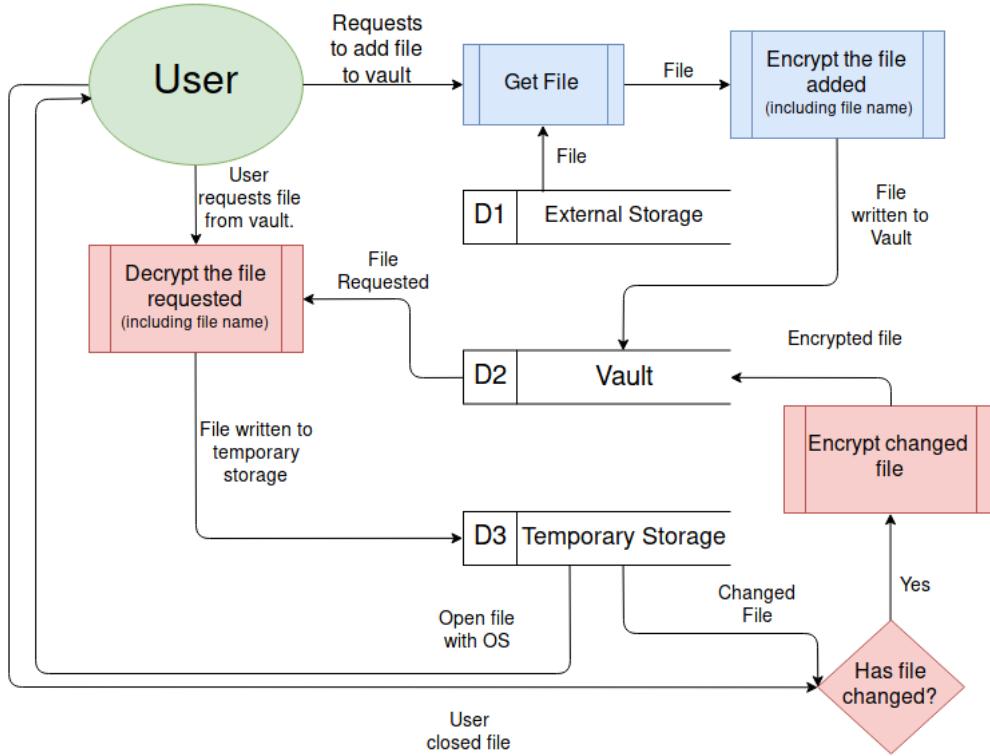
The encryption method I will use AES 128 bit, as it will slightly compromise security over using 256 bit, however it will be faster to decrypt files for use, giving the user a better experience, however I might add an option to use 256 in the settings if the user needs more security over performance. For the encryption key, the key will be set up every time a new vault is created (this includes first starting the program). It will tell the user to enter the new key, and then from that moment forwards in that vault, that key will remain the same, and will be used every time a file is encrypted/decrypted in the vault.

When a file is encrypted, the key is appended to the start of the data, and is then encrypted. This is so that when the data is decrypted, only the first block has to be decrypted and compared with the key entered to check if the key entered was correct, rather than decrypting the whole file just to find out that the key was incorrect. This will also be used to check the key entered at login, where the login will try to find the first file

it can within the vault, decrypt the first block of that file and compare it with the input.

The key will have to be hashed if I send it over Bluetooth, as it may get intercepted, and it is also a good idea to hash it on the computer program as well, as if someone somehow manages to get the key, it will not be the user's original input, so if the user uses it for something else, their other accounts will be fine.

Here is a data flow diagram showing how the data is handled once logged into the program:



The key is also passed to any stages that encrypt or decrypt, as at this point the user should already be logged in.

When a file is edited, the file should be checked to see if any changes have been made, and if there has been changes, remove the version of the file currently in the vault, and encrypt the latest version into the vault. Also, if there are any new files in the temporary folder (for example if the user renames the file), then encrypt them to the vault as well.

To do this, I need a way of getting a checksum of the file before and after it has been opened. I need a fast algorithm so that the user is not waiting too long for the file to open and close, but it also needs to be unlikely that there will be a collision (where if they change the file and the checksum gives an answer that is the same as before the file was changed, that would be a collision). I will discuss which checksum I will be using in the next section.

When viewing the files in my program, I will use an object that holds all of the information I need about the file, and any methods that I need to get that information.

Here is what I expect the class to be like:

File
+ rawSize: int
+ displaySize: string
+ isDir: bool
+ path: string
+ name: string
+ hexPath: string
+ hexName: string
+ getCheckSum(self): string
+ getSize(self): int

Where `getCheckSum` will get the BLAKE2b checksum of the file. The hexPath and the hexName will hold the encrypted path and encrypted name of the file, so that I don't keep encrypting and decrypting the file name.

## Choosing the right algorithms:

When encrypting, decrypting and hashing data in my program, I want it to be as fast as possible without compromising too much on security.

### Hashing:

When hashing the key when it is input, the algorithm has to be very secure, and speed does not matter as much. A member of the SHA2 family of algorithms would be a good algorithm to do this, as it is quite slow, but it is very secure (SHA1 was found to have a lot of hash collisions). Speed does not matter as much for the key, as the input data will only ever be less than 16 bytes. A faster algorithm will only provide a few milliseconds over SHA, so there is no point compromising on security for a negligible time decrease.

For getting the checksum of files, the algorithm has to be very fast, as it will be done on the data in the file before and after the file is opened to check for changes. If this algorithm is slow, then the overall user experience will be much worse if the algorithm takes ages to open and close files. I will test each algorithm I am thinking of using for hashing and compare them using this algorithm (Python):

```

1 import hashlib           # Library of hashing algorithms.
2 from random import randint # Used to generate the data.
3 from time import time     # Used to measure how long the operation takes.
4
5 def generate(times, size): # Generates data, each block of length "size", and "times" number of blocks.
6     data = []
7     for i in range(times):
8         for j in range(size):
9             data.append(randint(0, 255)) # Randomly generate a byte.
10    return bytearray(data)
11
12 def test(times, size):
13     data = generate(times, size)   # Generate the data

```

```

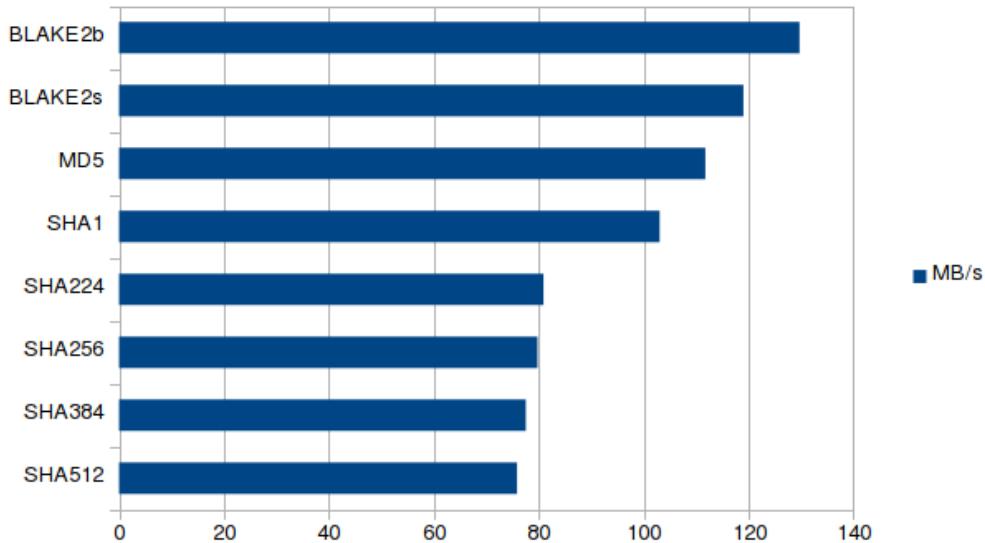
14     start = time()           # Get the start time
15     for i in range(times):
16         hashlib.sha256(data[i*size:(i+1)*size]).hexdigest() # Do the hash (in this case SHA256)
17
18     return (times*size)/(time()-start)      # Return the bytes per second.
19
20 print(test(1000, 128)) # Run the program.

```

I will run this algorithm on the same computer and make sure background tasks are closed, so that the results are not affected by other programs.

## Here are the results:

Megabytes per second for each hash function (using 1000 blocks of 128 bytes (128 kilobytes)):



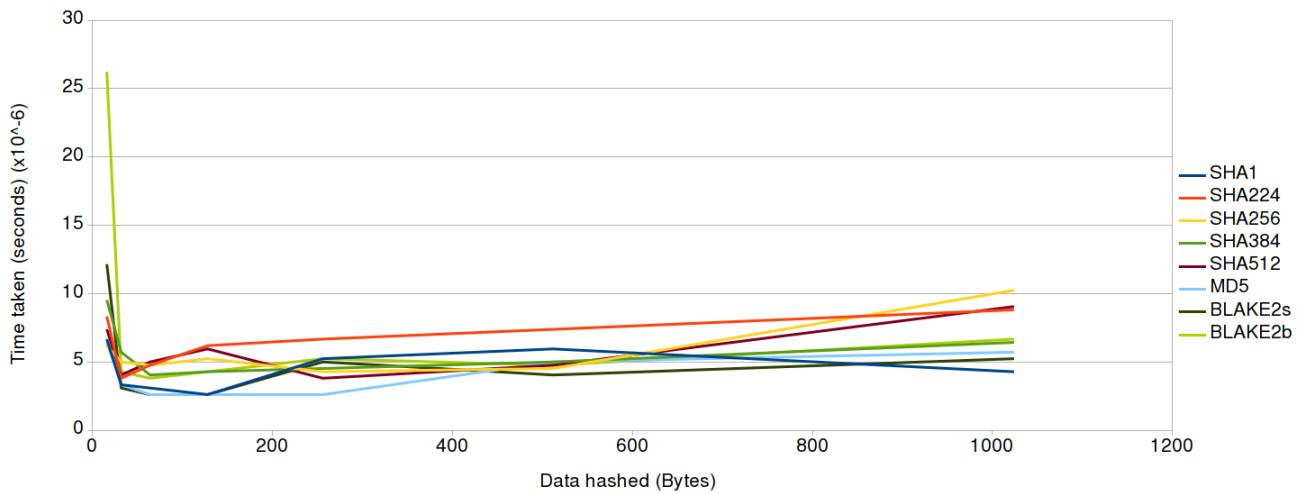
For my next tests, I will do data hashed against time. For this I will be using different sized files that I will make using this function:

```

1 def generateFile(name, totalSize):
2     fo = open(name, "wb")
3     a = bytearray()
4     for i in range(totalSize):
5         a.append(randint(0, 255))
6     fo.write(a)
7     fo.close()

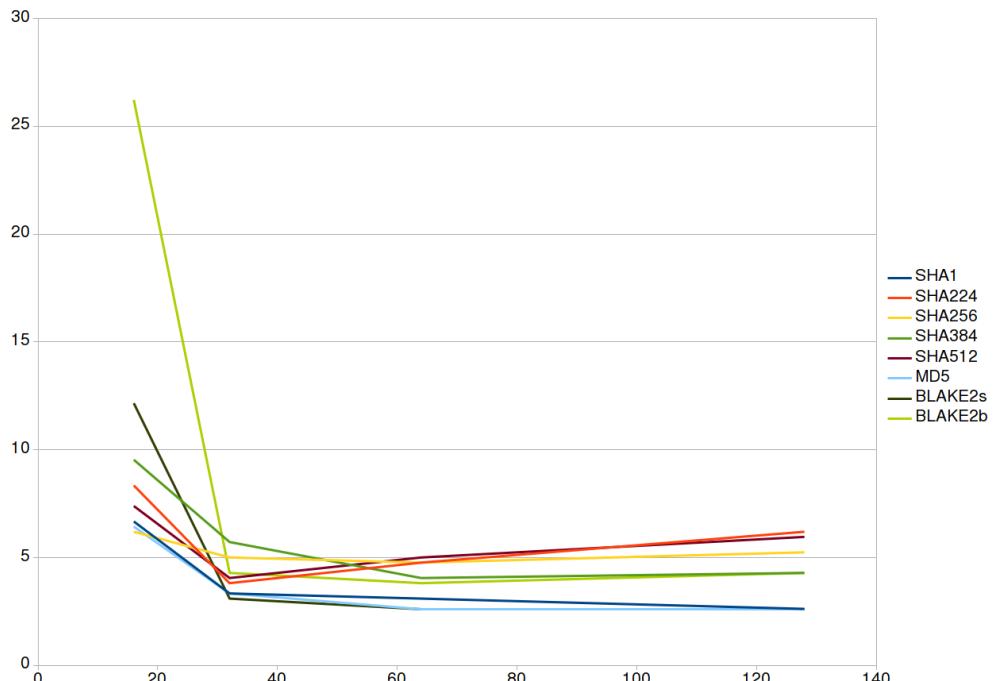
```

First I will test each hash function with encrypting very small data (<= 1 KiB). These were the results:



This image can be found larger in the **Large Images** section as **Figure 3**.

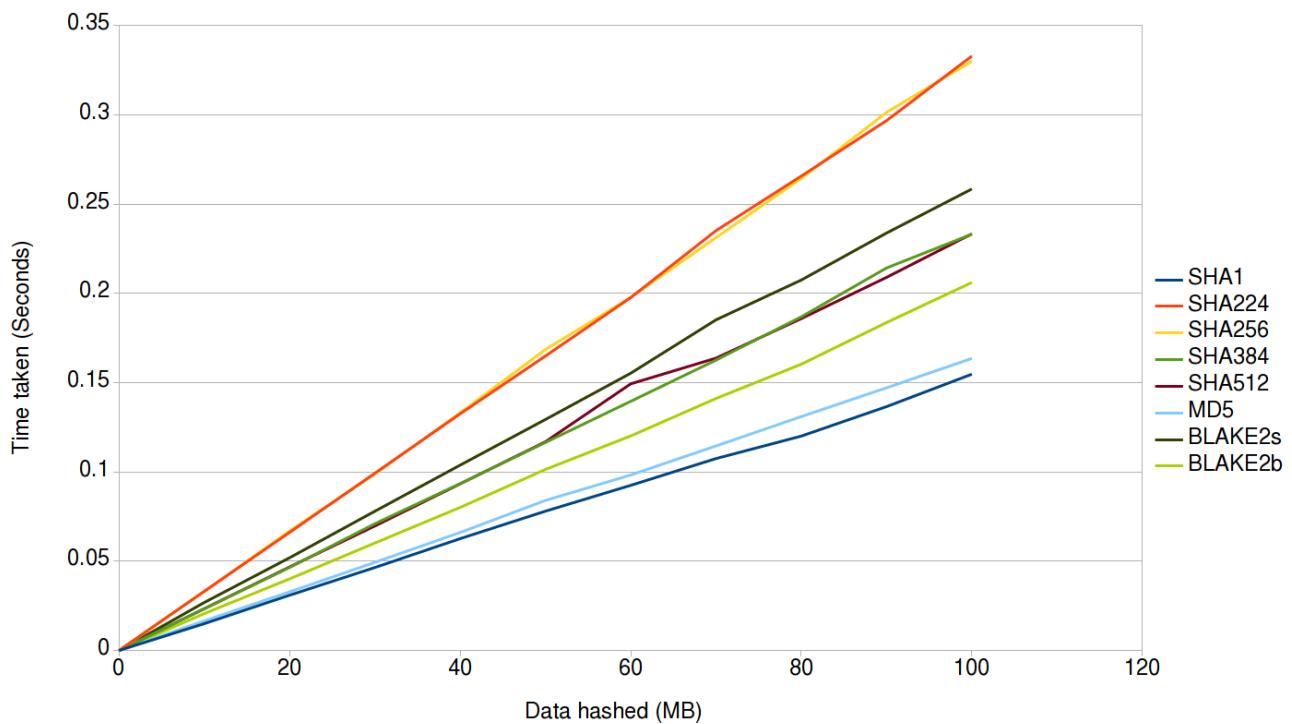
Here is the start of the graph, as that is the most interesting bit:



The axis on this graph are the same as the one before it.

Here we can see that SHA256 is the fastest at hashing 16 bytes, but is quickly surpassed by most of the algorithms. Both BLAKE algorithms had a bad performance at the start, but after 64 bytes both were doing alright. MD5 is the quickest overall out of the group. From these results I think I will use SHA256 for hashing the key, since the key is 16 bytes in length, and also because SHA is more aimed at security than BLAKE, and MD5 and SHA1 are obsolete in terms of security.

The BLAKE algorithms were designed for big data, which is what I am going to look at next:



In this graph, the gradient (rate of increase) of each line is the ratio of seconds to megabytes of each function (so  $\frac{x}{y} = \text{megabytes/second}$ ). So the less steep the line is, the faster the operation.

SHA256 and SHA224 have taken the longest, at almost identical rates. BLAKE2s is quite slow, and this is because BLAKE2s is designed for 32-bit CPU architectures, and my CPU is 64-bit. MD5 and SHA1 are both the fastest, and have similar performance, but have security problems. BLAKE2b was the fastest out of the secure functions, so I will be using BLAKE2b for checksums in the program, as checksums need to be calculated quickly, as discussed before.

## Encryption:

For encryption, I will definitely be using AES, because it is the standard and has been tested extremely thoroughly by the public. I do not want to compromise on security, and AES is still pretty fast anyway.

I will use 128 bit AES mainly, as it is still proven to be secure from attacks, and may include the option to use 256 bit if desired by the user. The majority of users will not need AES 256 level security, but I will include it for people that may need it.

## AES:

### History:

In 1997, the encryption standard at the time, DES, was becoming obsolete due to the advancements in the computer industry. This resulted in the National Institute of Standards and Technology in the United States to call for a new advanced encryption standard (AES).

They held a competition that consisted of 15 different algorithms that had been submitted by different teams. The algorithm that won was an algorithm called Rijndael, an algorithm created by two Belgian cryptographers – Vincent Rijmen and Joan Daemen.

One of the reasons AES has been more successful than DES so far is that AES was thoroughly tested by members of the public during the competition, analysing every aspect of the algorithms to find a way to break them. On the other hand, DES was created in secrecy by IBM in the 70s, and the algorithm was only released a few years later.

This open-source approach ended up helping the new Advanced Encryption Standard, as the program could be heavily analysed by people all across the globe.

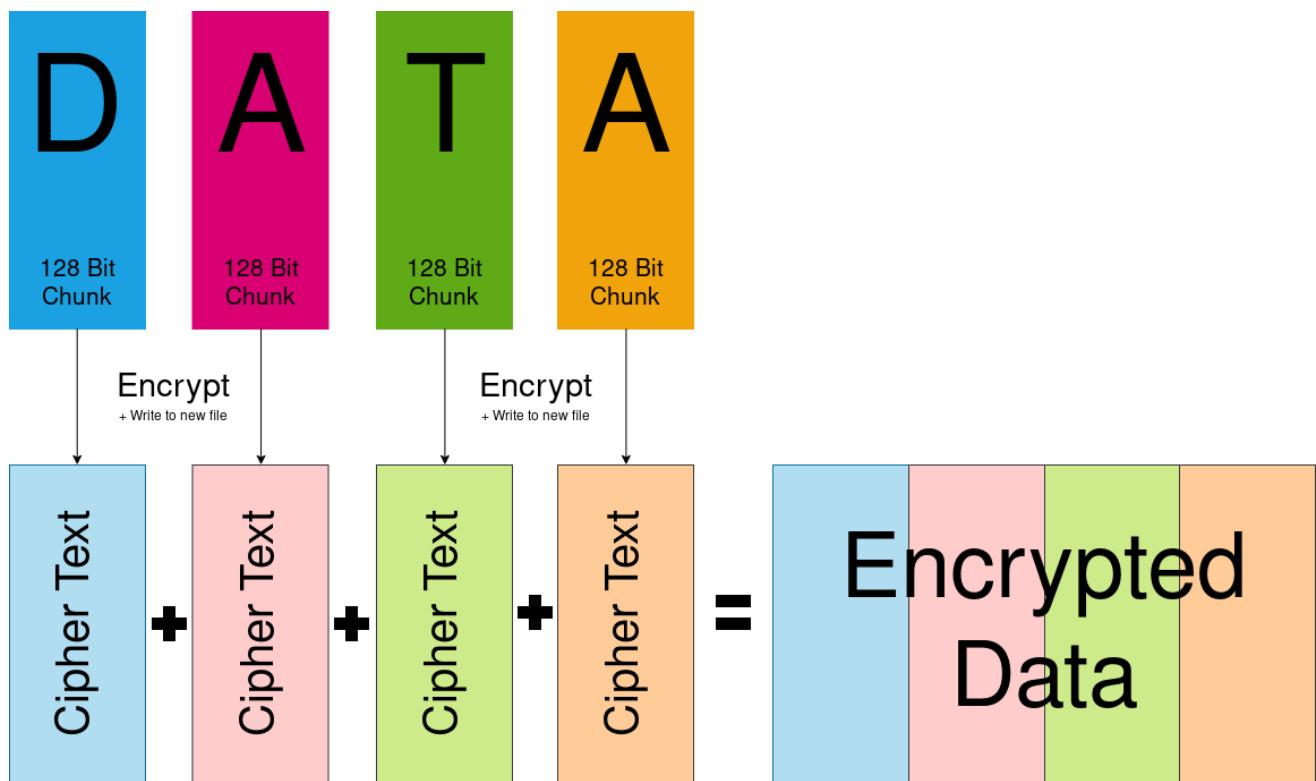
## **The Algorithm (128 bit AES):**

### **How the data is handled:**

AES works by using a block cipher, so it splits the data given into 128 bit, 192 bit or 256 bit chunks depending on what AES you choose (128, 192 or 256). You then use the algorithm on each block to get the cipher text, then you write it to the new file, and move onto the next block.

AES is a symmetric cipher, so only one key is needed to both encrypt and decrypt the data.

Here is an example for 128 bit AES encryption:



Decryption works exactly the same, however the cipher text is split up and decrypted.

Each 128 bit "block" of data can also be called a "state".

### **Before the operation starts:**

First, the data has to be a multiple of 16 in length. If it isn't then more bytes need to be added to the end such that the data is 16 bytes in length (padding).

However, the padding cannot just be 0's at the end, as when we decrypt the block, we have no way of distinguishing these 0's from the rest of the data, or know if they are supposed to be there. To get around this, when we add the padding, we give each byte the value of how many more bytes we need to add to get the length of the block to 16 bytes. This sounds confusing, but here is an example:

Say we had a block that was = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13]

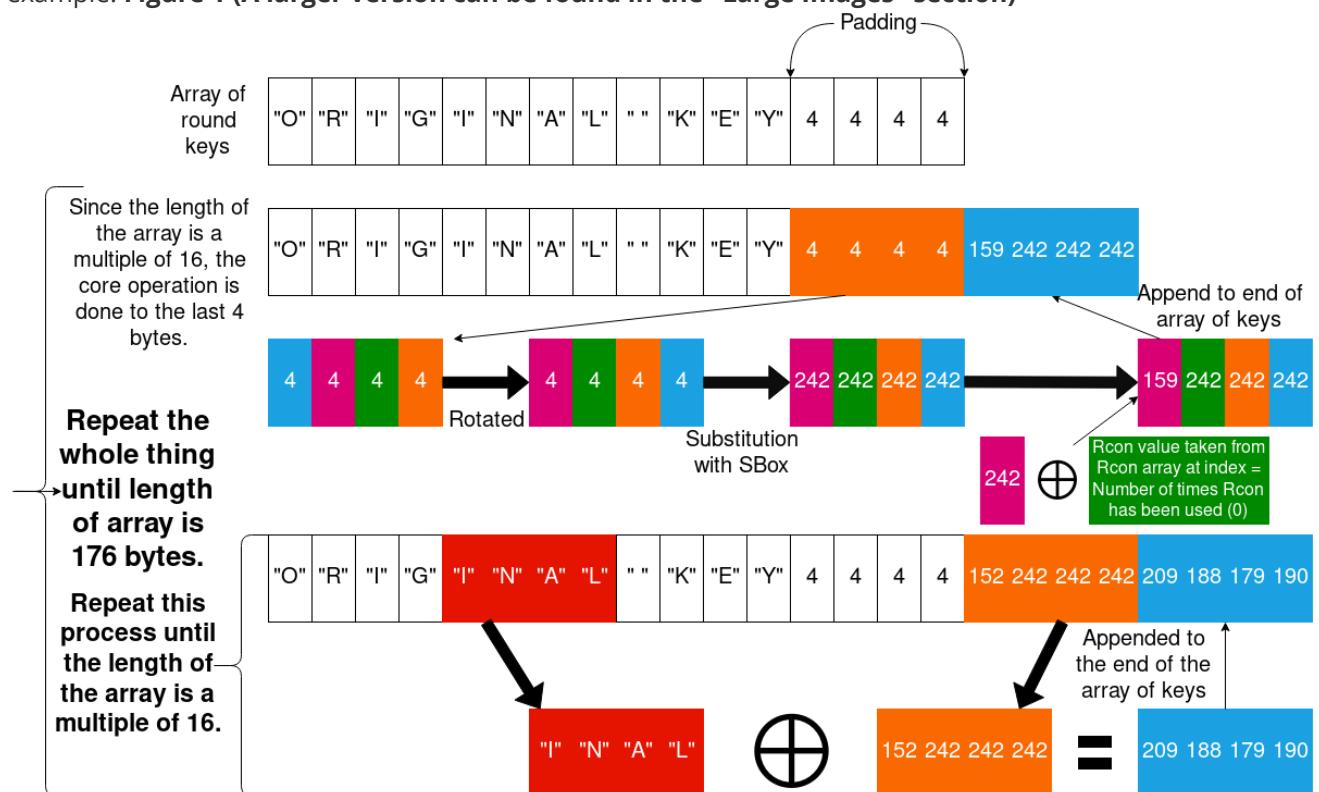
This block is not 16 bytes in length. To pad this block, we need to add 3 lots of the number 3 to the end (since  $16 - \text{length of the block} = 3$ ). The new block would look like this:

[1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 3, 3, 3]

When we go to decrypt this block, we check to see if the value of the last byte in the block is lower than 16, and that if the number occurs the same number of times as the value, then we remove these bytes.

For each round of the encryption, a different key has to be used. To make the cipher decipherable, these keys have to be derived from the original key given. For 128 bit AES (the main one I will be using in the program), the 16 byte key has to be transformed into a 176 byte list of 16 byte keys (11 keys in total, one for every round).

The first 16 bytes are the key, and then from there, the algorithm is started. Here is the algorithm with example: **Figure 1 (A larger version can be found in the "Large Images" section)**



The algorithm in pseudocode:

```

1 function expandKey(inputKey)
2     expanded := inputKey
3     bytesGenerated := 16
4     rconIteration := 1
5     temp := uint8[4]
6

```

```

7     while bytesGenerated < 176
8         temp = expanded[bytesGenerated - 4:bytesGenerated]
9
10        if bytesGenerated MOD 16 == 0 then
11            temp[0], temp[1], temp[2], temp[3] = temp[1], temp[2], temp[3], temp[0]
12            temp[0], temp[1], temp[2], temp[3] = sBox[temp[0]], sBox[temp[1]], sBox[temp[2]], sBox[temp[3]]
13
14            temp[0] = temp[0] XOR rcon[rconIteration]
15            rconIteration = rconIteration + 1
16        end if
17
18        for i := 0 to 4
19            expanded[bytesGenerated] = expanded[bytesGenerated - 16] XOR temp[i]
20            bytesGenerated = bytesGenerated + 1
21        end
22    return expanded
23 end

```

The array of round keys starts off the exact same as the original key. Then if the length of the round key array is a multiple of 16 (which it is), the last 4 bytes of the previous round key (in this case the last 4 bytes of the original key) is:

1. Rotated (The first element of the 4 bytes is put at the end).
2. Substituted (Using the Rijndael Substitution-Box found at: [https://en.wikipedia.org/wiki/Rijndael\\_S-box](https://en.wikipedia.org/wiki/Rijndael_S-box)).
3. First byte of the 4 is XOR-ed with its corresponding Round Constant (depending on the round number the key will be used in).
4. The result is appended to the array of round keys.

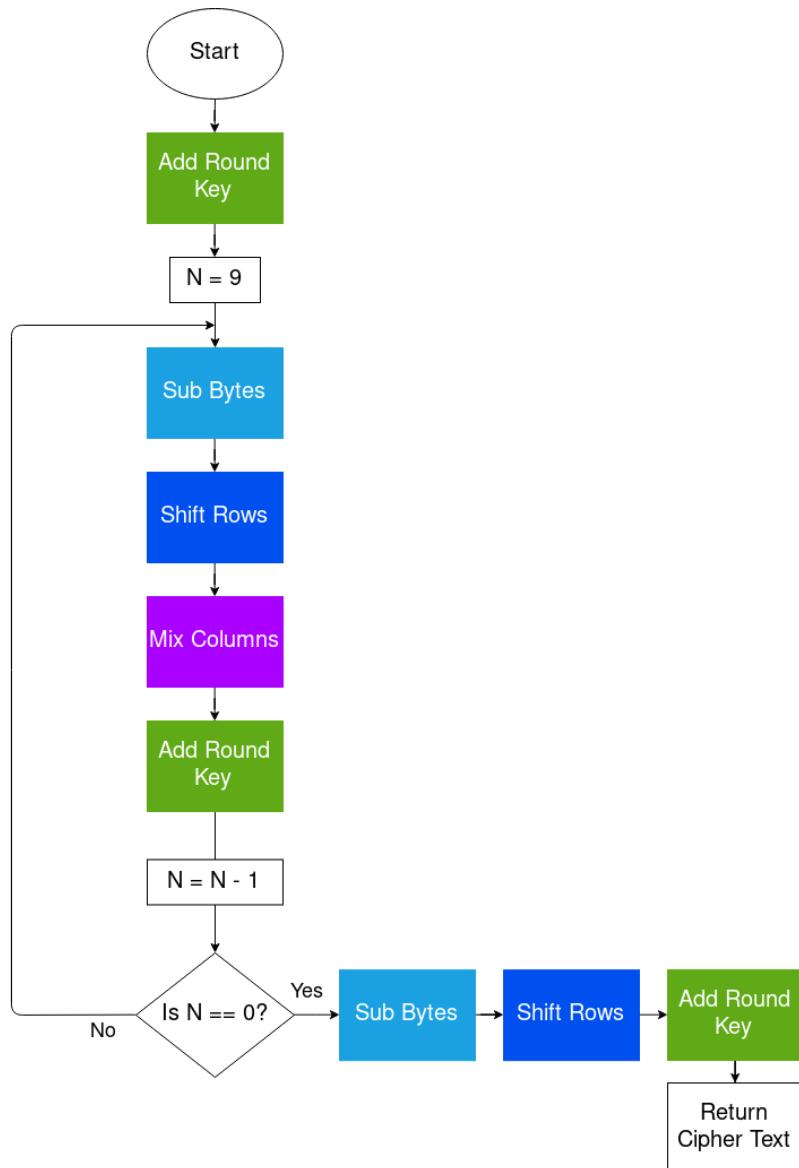
If the length of the round key array is not a multiple of 16, then the last 4 bytes in the array are XOR-ed with 4 bytes of the array that are 16 bytes before hand (shown in **Figure 1**).

This process is repeated until the length of the round key array is 176 bytes, then we will have one 16 byte key for each of the 11 rounds.

And that's all of the preparations done.

## **The operation:**

Here is a diagram of the operation (I will explain each step in detail below):



In total there are 11 rounds (9 regular rounds). For each round, the corresponding round key (that we calculated beforehand) is used in the operation.

The 16 bytes in the state can be represented in a 4x4 grid, to make it easier to visualise what is happening at each stage:

0	4	8	12
1	5	9	13
2	6	10	14
3	7	11	15

## Add Round Key:

The Add Round Key step is literally just XOR-ing each byte in the current block of 16 bytes, with each byte in the 16 byte round key, and returning the state.

Here is pseudocode for the **Add Round Key** step:

```
1 | function addRoundKey(state, roundKey)
2 |   for i := 0 to 16
3 |     state[i] = state[i] XOR roundKey[i]
4 |   return state
```

## Sub Bytes:

Sub bytes substitutes each byte in the state with it's corresponding value in the Rijndael substitution box:

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	63	7C	77	7B	F2	6B	6F	C5	30	01	67	2B	FE	D7	AB	76
1	CA	82	C9	7D	FA	59	47	F0	AD	D4	A2	AF	9C	A4	72	C0
2	B7	FD	93	26	36	3F	F7	CC	34	A5	E5	F1	71	D8	31	15
3	04	C7	23	C3	18	96	05	9A	07	12	80	E2	EB	27	B2	75
4	09	83	2C	1A	1B	6E	5A	A0	52	3B	D6	B3	29	E3	2F	84
5	53	D1	00	ED	20	FC	B1	5B	6A	CB	BE	39	4A	4C	58	CF
6	D0	EF	AA	FB	43	4D	33	85	45	F9	02	7F	50	3C	9F	A8
7	51	A3	40	8F	92	9D	38	F5	BC	B6	DA	21	10	FF	F3	D2
8	CD	0C	13	EC	5F	97	44	17	C4	A7	7E	3D	64	5D	19	73
9	60	81	4F	DC	22	2A	90	88	46	EE	B8	14	DE	5E	0B	DB
A	E0	32	3A	0A	49	06	24	5C	C2	D3	AC	62	91	95	E4	79
B	E7	C8	37	6D	8D	D5	4E	A9	6C	56	F4	EA	65	7A	AE	08
C	BA	78	25	2E	1C	A6	B4	C6	E8	DD	74	1F	4B	BD	8B	8A
D	70	3E	B5	66	48	03	F6	0E	61	35	57	B9	86	C1	1D	9E
E	E1	F8	98	11	69	D9	8E	94	9B	1E	87	E9	CE	55	28	DF
F	8C	A1	89	0D	BF	E6	42	68	41	99	2D	0F	B0	54	BB	16

When using the sub-box, you have to think of each byte as hexadecimal (0xYZ). Each row of the sub box is the value of the Y value (16s) in the hexadecimal representation of the byte. Each column of the sub box is the value of the Z value (1s) in the hexadecimal representation of the byte.

For example, if I had the hex `0x1A`, it would be substituted by the value: `0xA2`, as it is row "1", column "A".

Here is the pseudocode for the **Sub Bytes** step:

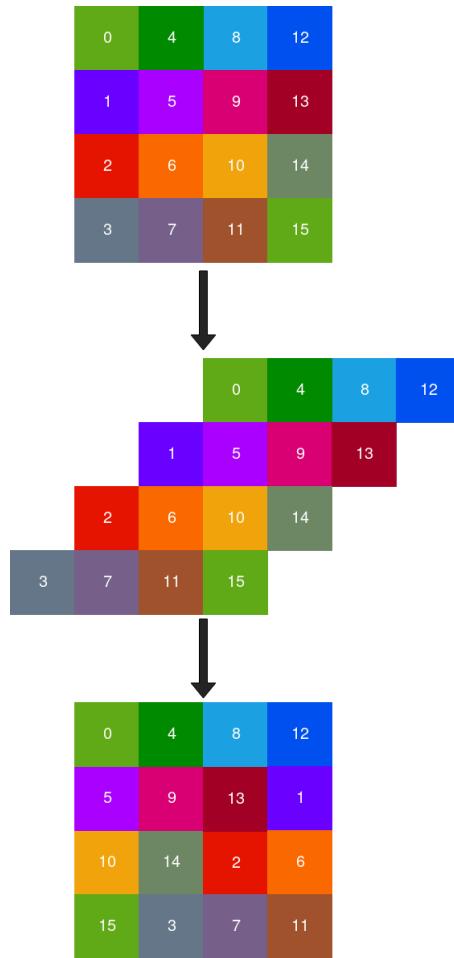
```
1 | function subBytes(state)
2 |   for i := 0 to 16
3 |     state[i] = sBox[state[i]]
4 |   return state
```

It is pretty much the same as **Add Round Key** but instead of XORing you substitute each byte of the state with the corresponding byte in the sub-box (sBox).

## Shift Rows:

Shift Rows shifts the rows (really?) left depending on the row number.

For example, the first row is shifted left by 0, second row shifted by 1 and so on:



Here is the algorithm for **Shift Rows**:

```

1  function shiftRows(state)
2      temp := []
3
4      temp[ 0] = state[ 0]
5      temp[ 1] = state[ 5]
6      temp[ 2] = state[10]
7      temp[ 3] = state[15]
8
9      temp[ 4] = state[ 4]
10     temp[ 5] = state[ 9]
11     temp[ 6] = state[14]
12     temp[ 7] = state[ 3]
13
14     temp[ 8] = state[ 8]
15     temp[ 9] = state[13]
16     temp[10] = state[ 2]
17     temp[11] = state[ 7]
18
19     temp[12] = state[12]
20     temp[13] = state[ 1]
21     temp[14] = state[ 6]
22     temp[15] = state[11]
23
24     return temp

```

The array is indexed to correspond to the images above.

**Mix Columns:**

Mix columns is the most confusing step of AES, so I will try to break it down into small pieces.

The mix columns calculation is this:

$$\begin{bmatrix} r_0 \\ r_1 \\ r_2 \\ r_3 \end{bmatrix} = \begin{bmatrix} 2 & 3 & 1 & 1 \\ 1 & 2 & 3 & 1 \\ 1 & 1 & 2 & 3 \\ 3 & 1 & 1 & 2 \end{bmatrix} \begin{bmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{bmatrix}$$

Where  $r_0$  to  $r_3$  is the result of the operation, and  $a_0$  to  $a_3$  is the 4 bytes that make up the input column.

This is matrix multiplication, but we need to do dot product multiplication. This is where we multiply each corresponding element in each row of the pre-defined matrix (the one with numbers already in it), with the corresponding element in  $a_0$  to  $a_3$ , and then adds them up MOD2, also known as XOR (so that it is still 1 byte).

One way to represent this is like this:

$$\begin{aligned} r_0 &= (2 \times a_0) \oplus (3 \times a_1) \oplus (1 \times a_2) \oplus (1 \times a_3) \\ r_1 &= (1 \times a_0) \oplus (2 \times a_1) \oplus (3 \times a_2) \oplus (1 \times a_3) \\ r_2 &= (1 \times a_0) \oplus (1 \times a_1) \oplus (2 \times a_2) \oplus (3 \times a_3) \\ r_3 &= (3 \times a_0) \oplus (1 \times a_1) \oplus (1 \times a_2) \oplus (2 \times a_3) \end{aligned}$$

To dot product two binary numbers, they need to be represented using a Galois field.

A number can be represented by using a Galois field. A Galois field is just a way to represent a number as a polynomial, e.g  $5x^2 + 2x + 3$ , where  $x^2$  is  $10^2$ , so the number of 100s in the number (for decimal), while  $x$  is the number of tens. In this case, this Galois field would represent the number 523, as there are 5 hundreds, 2 tens and 3 ones.

For example, if we wanted to represent the decimal number: 25301 as a Galois field, it would be:

$$2x^4 + 5x^3 + 3x^2 + 1$$

Note that the 0 in 25301 is not included, as  $0x = 0$ .

To represent a binary number, the same logic applies. For example, to represent the binary number `10011011` as a Galois field, it would be:

$$x^7 + x^4 + x^3 + x^1 + 1$$

To get back to decimal, we can replace the  $x$  with the number 2, as binary is base 2:

$$2^7 + 2^4 + 2^3 + 2^1 + 1 = 155 = 10011011$$

The dot product of two Galois fields is like expanding brackets:  $(x + 2)(x + 3) = x^2 + 5x + 6$ , which is  $(x \times x) + (2 \times x) + (x \times 3) + (3 \times 2)$ , so we just multiply each item in each bracket together.

Now I will do an example of doing one result ( $r_0$ ) of mix columns.

Lets use these values of  $a_0$  to  $a_3$  for the example:

$$\begin{bmatrix} 2 & 3 & 1 & 1 \\ 1 & 2 & 3 & 1 \\ 1 & 1 & 2 & 3 \\ 3 & 1 & 1 & 2 \end{bmatrix} \begin{bmatrix} d4 \\ d4 \\ d4 \\ d5 \end{bmatrix}$$

To get  $r_0$  I have to do:

$$r_0 = (2 \times a_0) \oplus (3 \times a_1) \oplus (1 \times a_2) \oplus (1 \times a_3)$$

which is:

$$r_0 = (2 * d4) \oplus (3 * d4) \oplus (1 * d4) \oplus (1 * d5)$$

in this example.

I am using  $d4, d4, d4, d5$  as test values as they are test vectors used on this page: [https://en.wikipedia.org/wiki/Rijndael\\_MixColumns](https://en.wikipedia.org/wiki/Rijndael_MixColumns), to check that we get the right answer.

Now I need to convert the hex values  $d4$  and  $d5$  to binary:

$d4$  in binary is 11010100

$d5$  in binary is 11010101

Now i need to convert both of these into Galois fields:

$$\begin{aligned} 11010100 &= x^7 + x^6 + x^4 + x^2 \\ 11010101 &= x^7 + x^6 + x^4 + x^2 + 1 \end{aligned}$$

Then I need to multiply them all by their corresponding value in the pre-defined table expressed as a Galois field (e.g.  $2 \equiv x$ ):

$$\begin{aligned} (x^7 + x^6 + x^4 + x^2)(x) &= x^8 + x^7 + x^5 + x^3 \\ (x^7 + x^6 + x^4 + x^2)(x+1) &= x^8 + x^7 + x^7 + x^6 + x^5 + x^4 + x^3 + x^2 \\ &= x^8 + 2x^7 + x^6 + x^5 + x^4 + x^3 + x^2 \\ (x^7 + x^6 + x^4 + x^2)(1) &= x^7 + x^6 + x^4 + x^2 \\ (x^7 + x^6 + x^4 + x^2 + 1)(1) &= x^7 + x^6 + x^4 + x^2 + 1 \end{aligned}$$


---

But hang on a second, the answer to  $d4 * 3$  and  $d4 * 2$  both have a  $x^8$  term, which means it's bigger than 255 (since  $2^8 = 256$ ), so it is no longer a byte, which means that it no longer fits in with 128 bit AES.

To fix this, we replace all of the  $x^8$  terms with this pre-determined polynomial (Rijndael's finite field), reducing by MOD2 as we go along:

$$x^8 \equiv x^4 + x^3 + x + 1$$

Let's try this with  $d4 * 3$ :

$$\begin{aligned} 3d4 &= x^8 + 2x^7 + x^6 + x^5 + x^4 + x^3 + x^2 \\ &= (x^4 + x^3 + x + 1) + 2x^7 + x^6 + x^5 + x^4 + x^3 + x^2 \\ &= 2x^7 + x^6 + x^5 + 2x^4 + 2x^3 + x^2 + x + 1 \\ &= 0x^7 + x^6 + x^5 + 0x^4 + 0x^3 + x^2 + x + 1 \quad \text{Here is where I did MOD2} \\ &= x^6 + x^5 + x^2 + x + 1 \end{aligned}$$

Again with  $d4 * 2$ :

$$\begin{aligned}
2d4 &= x^8 + x^7 + x^5 + x^3 \\
&= (x^4 + x^3 + x + 1) + x^7 + x^5 + x^3 \\
&= x^7 + x^5 + x^4 + 2x^3 + x + 1 \\
&= x^7 + x^5 + x^4 + x + 1
\end{aligned}$$

Now, with our new values for  $a_0$  to  $a_3$ , we can finally do the equation:

$$\begin{aligned}
r_0 &= (2 \times d4) \oplus (3 \times d4) \oplus (1 \times d4) \oplus (1 \times d5) \\
r_0 &= (x^7 + x^5 + x^4 + x + 1) \oplus (x^6 + x^5 + x^2 + x + 1) \oplus (x^7 + x^6 + x^4 + x^2) \oplus (x^7 + x^6 + x^4 + x^2 + 1) \\
r_0 &= (2^7 + 2^5 + 2^4 + 2 + 1) \oplus (2^6 + 2^5 + 2^2 + 2 + 1) \oplus (2^7 + 2^6 + 2^4 + 2^2) \oplus (2^7 + 2^6 + 2^4 + 2^2 + 1)
\end{aligned}$$

$$\begin{array}{r}
r_0 = 10110011 \\
01100111 \\
11010100 \\
\oplus 11010101 \\
\hline = 11010101
\end{array}$$

$$r_0 = 213(\text{decimal})$$

And, thank god, that is the correct answer for the test vector on this page: [https://en.wikipedia.org/wiki/Rijndael\\_MixColumns](https://en.wikipedia.org/wiki/Rijndael_MixColumns).

To get  $r_1$ ,  $r_2$  and  $r_3$ , you repeat the process using the equations for each defined at the top of this section.

This whole process has to be done on each column.

On a computer, this would be very demanding on the processor, however since the range of the inputs is 0-255 (since the number has to be represented by 1 byte), you can make a lookup table with all of the 256 possible outputs, for each of the multiplications, for each of the 256 possible inputs. This drastically increases speed, and also makes it easier to program. You would have a table for multiplication by 2 and 3, and for the inverse function of Mix Columns you would need multiplication by 9, 11 and 13.

This trades a few kilobytes of memory for a drastic improvement in speed.

This makes the pseudocode for **Mix Columns** very simple:

```

1 // mul2 and mul3 are the pre-defined tables talked about above.
2 function mixColumns(state)
3     temp := []
4
5     temp[ 0] = mul2[state[0]] XOR mul3[state[1]] XOR state[2] XOR state[3]
6     temp[ 1] = state[0] XOR mul2[state[1]] XOR mul3[state[2]] XOR state[3]
7     temp[ 2] = state[0] XOR state[1] XOR mul2[state[2]] XOR mul3[state[3]]
8     temp[ 3] = mul3[state[0]] XOR state[1] XOR state[2] XOR mul2[state[3]]
9
10    temp[ 4] = mul2[state[4]] XOR mul3[state[5]] XOR state[6] XOR state[7]
11    temp[ 5] = state[4] XOR mul2[state[5]] XOR mul3[state[6]] XOR state[7]
12    temp[ 6] = state[4] XOR state[5] XOR mul2[state[6]] XOR mul3[state[7]]
13    temp[ 7] = mul3[state[4]] XOR state[5] XOR state[6] XOR mul2[state[7]]
14
15    temp[ 8] = mul2[state[8]] XOR mul3[state[9]] XOR state[10] XOR state[11]
16    temp[ 9] = state[8] XOR mul2[state[9]] XOR mul3[state[10]] XOR state[11]
17    temp[10] = state[8] XOR state[9] XOR mul2[state[10]] XOR mul3[state[11]]
18    temp[11] = mul3[state[8]] XOR state[9] XOR state[10] XOR mul2[state[11]]
19
20    temp[12] = mul2[state[12]] XOR mul3[state[13]] XOR state[14] XOR state[15]
21    temp[13] = state[12] XOR mul2[state[13]] XOR mul3[state[14]] XOR state[15]
22    temp[14] = state[12] XOR state[13] XOR mul2[state[14]] XOR mul3[state[15]]
23    temp[15] = mul3[state[12]] XOR state[13] XOR state[14] XOR mul2[state[15]]
24

```

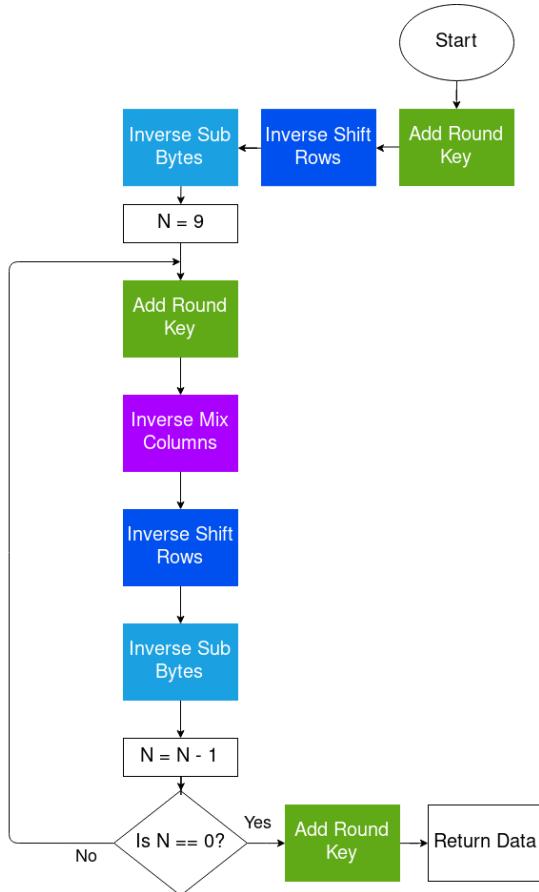
```

25     return temp
26 }
27

```

## Decryption

Decryption is just encryption, but in reverse. This uses the inverse functions of each function used to encrypt the data. Here is the algorithm:



It is literally just the encryption algorithm in reverse.

Before decryption, the exact same steps need to be taken as in encryption, apart from the padding because all the blocks should have already been encrypted, so each block should be 16 in length.

### **Inverse Add Round Key:**

Add round key is its own inverse, as XOR is the same forwards as it is backwards.

### **Inverse Sub Bytes:**

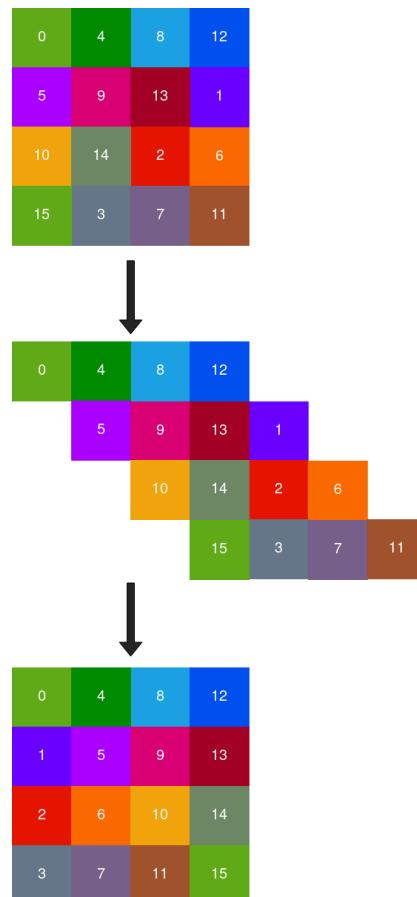
Inverse sub bytes is the same as sub bytes, it just has an inverse of the S-Box.

		y															
		0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
x	0	63	7C	77	7B	F2	6B	6F	C5	30	01	67	2B	FE	D7	AB	76
	1	CA	82	C9	7D	FA	59	47	F0	AD	D4	A2	AF	9C	A4	72	C0
	2	B7	FD	93	26	36	3F	F7	CC	34	A5	E5	F1	71	D8	31	15
	3	04	C7	23	C3	18	96	05	9A	07	12	80	E2	EB	27	B2	75
	4	09	83	2C	1A	1B	6E	5A	A0	52	3B	D6	B3	29	E3	2F	84
	5	53	D1	00	ED	20	FC	B1	5B	6A	CB	BE	39	4A	4C	58	CF
	6	D0	EF	AA	FB	43	4D	33	85	45	F9	02	7F	50	3C	9F	A8
	7	51	A3	40	8F	92	9D	38	F5	BC	B6	DA	21	10	FF	F3	D2
	8	CD	0C	13	EC	5F	97	44	17	C4	A7	7E	3D	64	5D	19	73
	9	60	81	4F	DC	22	2A	90	88	46	EE	B8	14	DE	5E	0B	DB
	A	E0	32	3A	0A	49	06	24	5C	C2	D3	AC	62	91	95	E4	79
	B	E7	C8	37	6D	8D	D5	4E	A9	6C	56	F4	EA	65	7A	AE	08
	C	BA	78	25	2E	1C	A6	B4	C6	E8	DD	74	1F	4B	BD	8B	8A
	D	70	3E	B5	66	48	03	F6	0E	61	35	57	B9	86	C1	1D	9E
	E	E1	F8	98	11	69	D9	8E	94	9B	1E	87	E9	CE	55	28	DF
	F	8C	A1	89	0D	BF	E6	42	68	41	99	2D	0F	B0	54	BB	16

### Inverse Shift Rows:

Inverse shift rows does what shift rows does, but shifts each row right instead of left.

In the diagram below it takes the shifted data and orders it again.



### Inverse Mix Columns:

Inverse mix columns works the same as normal mix columns, but with a different matrix to multiply each element with:

$$\begin{bmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \end{bmatrix} = \begin{bmatrix} 14 & 11 & 13 & 9 \\ 9 & 14 & 11 & 13 \\ 13 & 9 & 14 & 11 \\ 11 & 13 & 9 & 14 \end{bmatrix} \begin{bmatrix} r_0 \\ r_1 \\ r_2 \\ r_3 \end{bmatrix}$$

The a's are the original data, the r's are the encrypted data.

Just like with normal mix columns, you can just use lookup tables for each possible answer to each possible input.

And that's all for AES.

---

## SHA256:

SHA256 (in the Secure Hash Algorithm 2 family) takes an input of 32 bytes (256 bits), and gives a 32 byte output based on the input, but is meaningless. This is useful for passwords, or pin codes like in my program, where you don't want the original password to be known, but for the password to still be unique.

A small difference in the input gives you a drastic change in the output. For example, if I put in:

```
1 | "test string"
```

I get:

```
1 | d5579c46dfcc7f18207013e65b44e4cb4e2c2298f4ac457ba8f82743f31e930b
```

But when I put in:

```
1 | "test strinh"
```

I get:

```
1 | 4e4d20e9fc77e913bf56cc69a2b4685d761a9e44d833198612e80a72dc563f1
```

A vastly different output to the one above. This is important, as there should be no pattern to the output, otherwise the original password could be guessed based off of similar inputs.

Now you might be asking "Why are you using 256 bit SHA, when size key you need for AES is 128 bits?". It is because the more bits you have, the less likely you are to have collisions with other inputs. The security of SHA-1 (128 bit SHA) (measured in bits) is less than 63 bits due to collisions (if it was fully secure it would be the full 128 bits).

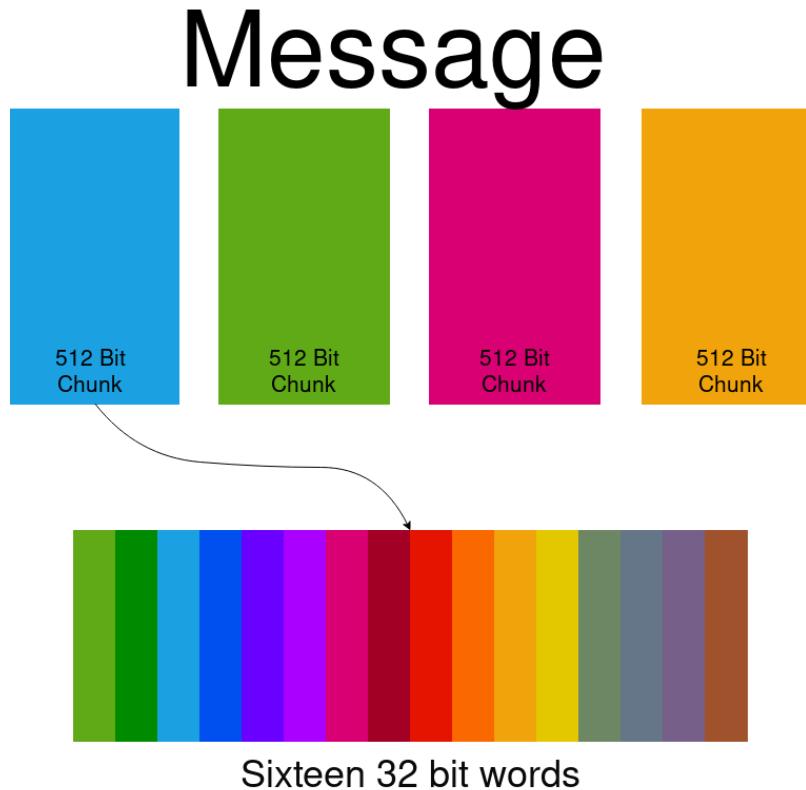
What I am doing instead, is taking the output of SHA256, splitting it in half, and XORing each half with each other to get a 128 bit output. This doesn't affect how secure it is, as you still have the extra step of XOR, making it still more secure than SHA-1.

## The Algorithm:

Bear in mind that SHA works on a bitwise level, so while I will be explaining it, I will be talking in terms of bits.

### How the message is handled:

When doing operations on the data, it will be done in 32 bit words. The message is split into 512 bit blocks, containing sixteen 32 bit words.



SHA operates on every 32 bit word.

Since the maximum key size for my AES will be 16 bytes (128 bits), I don't need to worry about splitting the message into 512 bit chunks, as the input will only ever be 128 bits as SHA will only ever be used for the AES key. So, for the examples below I won't go into detail on how a message bigger than 512 bits will be handled.

### Before the operation starts:

Before we start, we need to **pad the message**  $M$  so that it is 512 bits in length.

Let  $l$  = the length of the message  $M$ .

First, we need to append the bit 1 to the end of the message, followed by  $k$  0 bits, where  $k$  is the smallest positive solution to the equation:

$$l + 1 + k \equiv 448 \bmod 512$$

To get  $k$ , the algorithm would look something like this (I wrote this in Python 3):

```

1 | k = 0
2 | while ((l+l+k)-448) % 512 != 0:
3 |   k += 1

```

Then, you append the binary representation of the length of the message  $l$  as a 64 bit binary number. This makes the message 256 bits in length.

Let's do an example:  $M = \text{"i don't know"}$ .

$$\begin{aligned} l &= 12 \times 8 = 96 \\ \text{Append a "1":} \\ M &= b\text{"i don't know"} + 1 \\ 448 - (96 + 1) &= 351 \text{ Zero Bits} \\ M &= b\text{"i don't know"} + 1 + 351(0s) \\ l &= 96 = 01100000 \\ \text{Final Padded Message:} \\ M &= b\text{"i don't know"} + 1 + 351(0s) + 56(0s) + 01100000 \end{aligned}$$

The message has to be 512 bits in length so that it works with the calculations later.

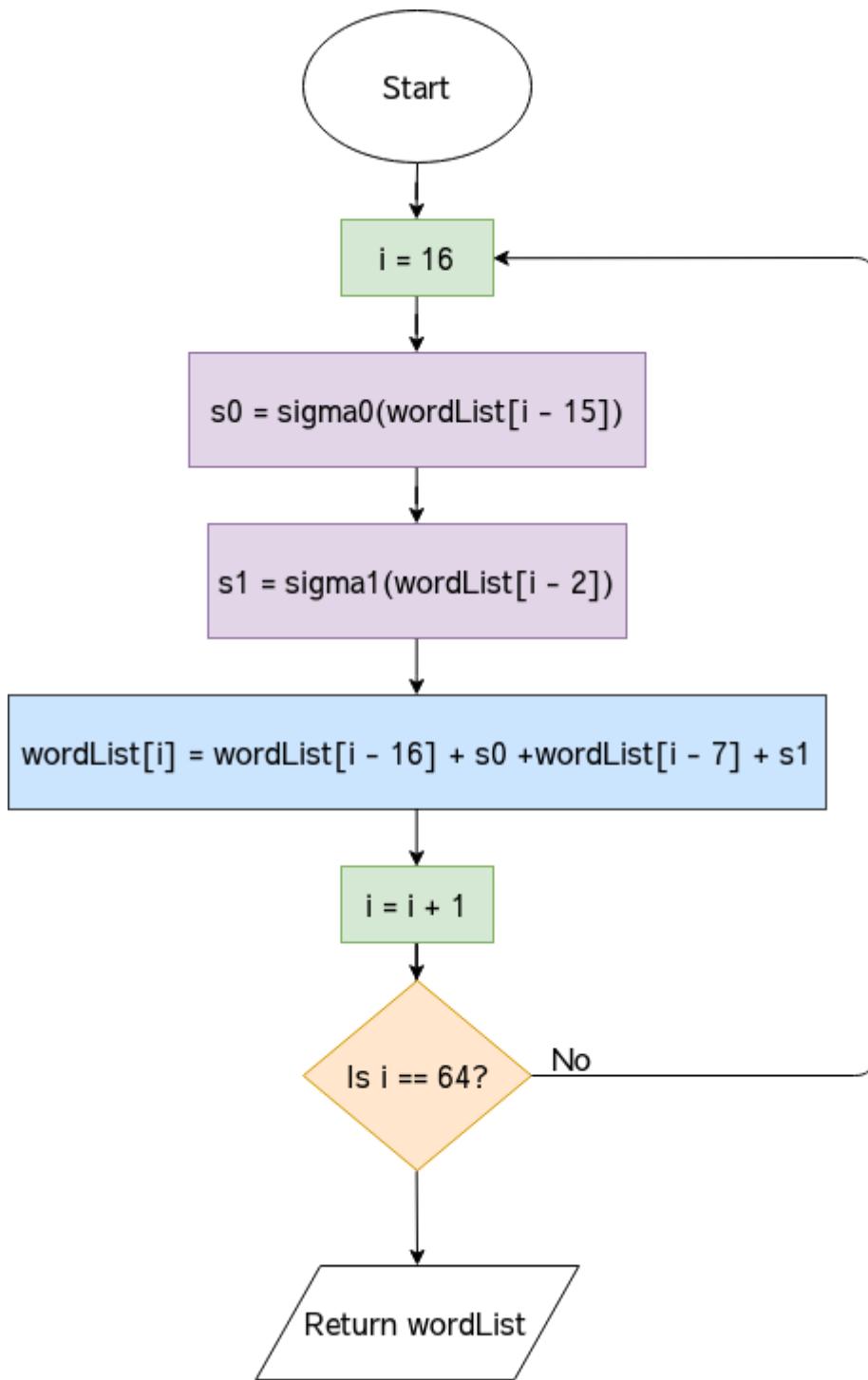
Then, we also need to **set the initial hash values** for each word in the current block. The initial hash values set by the creators of SHA:

"These words were obtained by taking the first thirty-two bits of the fractional parts of the square roots of the first eight prime numbers. "

$$\begin{aligned} H_0 &= 6a09e667 \\ H_1 &= bb67ae85 \\ H_2 &= 3c6ef372 \\ H_3 &= a54ff53a \\ H_4 &= 510e527f \\ H_5 &= 9b05688c \\ H_6 &= 1f83d9ab \\ H_7 &= 5be0cd19 \end{aligned}$$

Next, each 32 bit word in the message has to be expanded from 32 bits to 64 bits.

Here is the algorithm:



To do this, we need two functions, sigma 0  $\sigma_0$  and sigma 1  $\sigma_1$ .

#### **Sigma 0 (Expansion) ( $\sigma_0$ ):**

Sigma 0 (Expansion) looks like this:

$$\sigma_0(x) = (x >>> 7) \oplus (x >>> 18) \oplus (x >> 3)$$

$>>>$  means that we rotate the 32 bit word  $x$  right by the number given ( $y$ ). What this does is shift the bytes along  $y$  places to the right, and wraps them around to the start of  $x$ .

I will do an example of  $>>>$  with a 4 bit nibble:

$$\begin{aligned}
 f(x) &= x >>> 1 \\
 f(1011) &= 1011 >>> 1 \\
 f(1011) &= 1101
 \end{aligned}$$

As you can see, the 1 bit at the end gets moved to the front, as I shifted it right by 1.

$>>$  Means shift the 32 bit word  $x$  right by the number given ( $y$ ). This is different from  $>>>$ , because instead of wrapping the bits around to the beginning of the word again, we just shove a 0 bit at the front instead.

$\oplus$  is just XOR.

For example:

$$\begin{aligned}
 f(x) &= x >> 1 \\
 f(1011) &= 1011 >> 1 \\
 f(1011) &= 0101
 \end{aligned}$$

$$\begin{aligned}
 g(x) &= x >> 2 \\
 g(0101) &= 0101 >> 2 \\
 g(0101) &= 0001
 \end{aligned}$$

Here the byte is shifted right, and the bytes are removed as they are shifted.

### Sigma 1 (Expansion)( $\sigma_1$ ):

Sigma 1(Expansion)( $\sigma_1$ ) is the same as Sigma 0 (Expansion)( $\sigma_0$ ), apart from how much you rotate and shift the word:

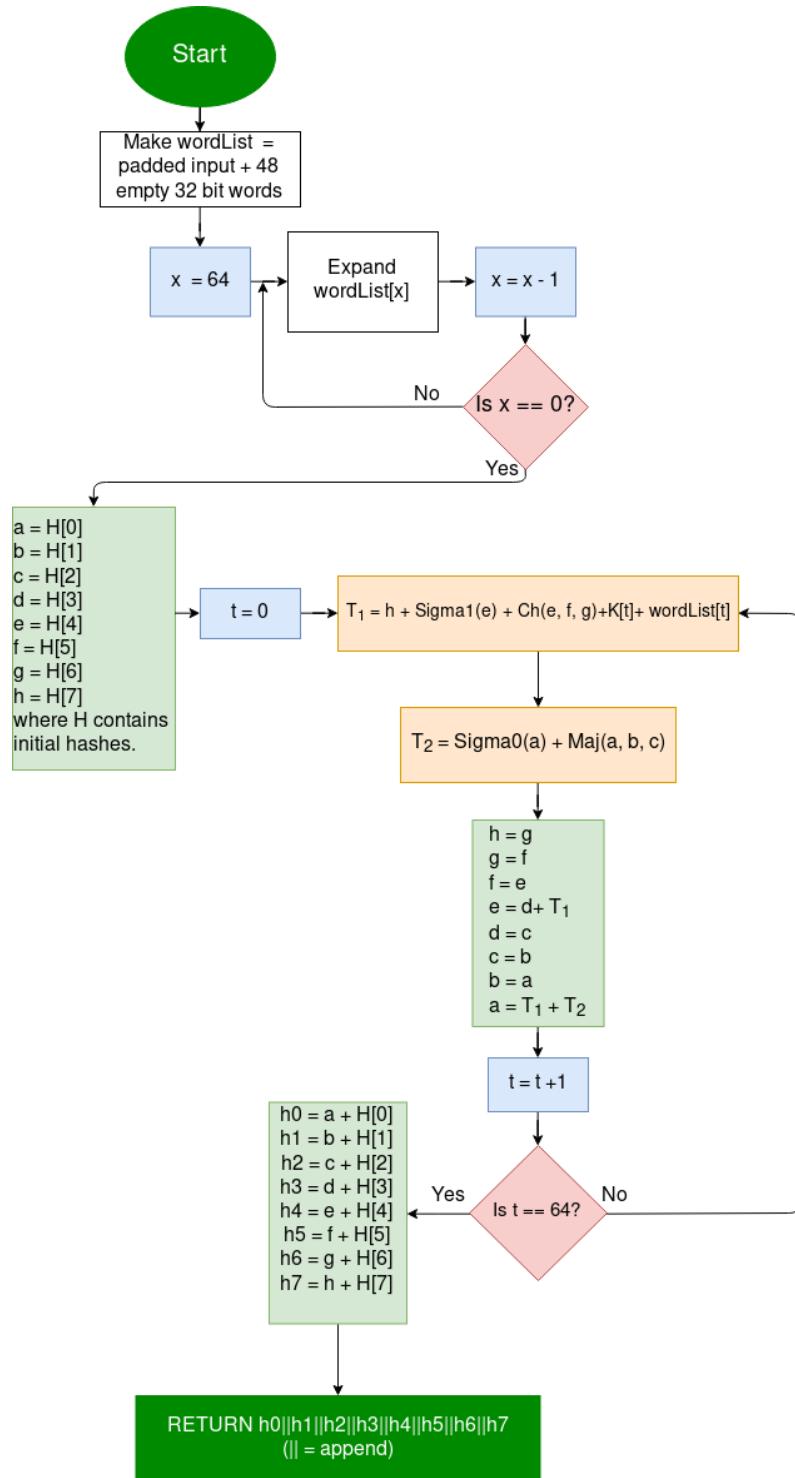
$$\sigma_0(x) = (x >>> 17) \oplus (x >>> 19) \oplus (x >> 10)$$

### The operation:

All addition is MOD( $2^{32}$ ).

Here is the full algorithm:

**Figure 2 (Found larger on "Large Images" section)**



In the diagram above, H is the array of initial hash values discussed earlier, wordList is a 2D array containing the 32 bit words. || means append, so  $h_0||h_1||h_2||\dots$  just appends the items together. K is the array with the round constants in (see <https://csrc.nist.gov/csrc/media/publications/fips/180/4/archive/2012-03-06/documents/fips180-4.pdf> section 4.2.2).

The step "Expand wordList[x]" is covered in the section above.

All of the SHA functions operate on 32 bit words, and return a new 32 bit word. I will now explain what the functions Sigma0 ( $\Sigma_0$ ), Sigma1 ( $\Sigma_1$ ), Ch and Maj.

## Sigma 0 ( $\Sigma_0$ ):

$\Sigma_0$  is this equation:

$$\Sigma_0(x) = (x >>> 2) \oplus (x >>> 13) \oplus (x >>> 22)$$

This looks confusing, but let me break it down.

$>>>$  means that we rotate (shift and move displaced numbers to the begining/end of the number) the number right by the number specified.

$\oplus$  means that we XOR the items either side with each other.

Here is an example of the rotate function:

$$A = 1001110$$
$$A >>> 2 = 1010011 \quad \text{The last two bits are moved to the end.}$$

Let me do an example with a 32 bit word:

$A = 1001011101101111000110111011101$   
 $\Sigma_0 = (1001011101101111000110111011101 >>> 2) \oplus (1001011101101111000110111011101 >>> 13) \oplus$   
 $\dots (1001011101101111000110111011101 >>> 22)$   
 $(1001011101101111000110111011101 >>> 2) = 0110010111011011110001101110111$   
The two bits at the end have been moved to the front one by one.  
 $(1001011101101111000110111011101 >>> 13) = 11110001101110111011001011101101$   
 $(1001011101101111000110111011101 >>> 22) = 0111011101100101110110111100011$   
 $0110010111011011110001101110111011100011$   
 $= 1110001100001011000101001111001$

Sorry if that is a bit small.

It isn't too difficult it's just understanding what the  $>>>$  does.

## Sigma 1 ( $\Sigma_1$ ):

Sigma 1 ( $\Sigma_1$ ) is pretty much the same as  $\Sigma_0$ , the only difference being the amount you rotate by:

$$\Sigma_0(x) = (x >>> 6) \oplus (x >>> 11) \oplus (x >>> 25)$$

**Ch:**

The Ch function looks like this:

$$Ch(x, y, z) = (x \wedge y) \oplus (\neg x \wedge z)$$

This also looks a bit confusing, but it really isn't too bad.

The  $\wedge$  symbol is the bitwise operator AND.

The  $\oplus$  symbol is the bitwise operator XOR.

The  $\neg$  symbol is the bitwise operator NOT.

I will do one example run with Ch with three 4 bit nibbles to keep it simple:

$$Ch(1011, 1001, 0011) = (1011 \wedge 1001) \oplus (\neg 1011 \wedge 0011)$$

$$\begin{array}{r} 1011 \\ \wedge 1001 \\ \hline = 1001 \end{array}$$

$$\begin{aligned} Ch(1011, 1001, 0011) &= 1001 \oplus (\neg 1011 \wedge 0011) \\ \neg 1001 &= 0110 \end{aligned}$$

$$\begin{array}{r} 0110 \\ \wedge 0011 \\ \hline = 0010 \end{array}$$

$$Ch(1011, 1001, 0011) = 1001 \oplus 0010$$

$$\begin{array}{r} 1001 \\ \oplus 0010 \\ \hline = 1011 \end{array}$$

$$Ch(1011, 1001, 0011) = 1011$$

### Maj:

the Maj function looks like this:

$$Maj(x, y, z) = (x \wedge y) \oplus (x \wedge z) \oplus (y \wedge z)$$

You should recognise the symbols in this one, since they appear in the other ones used in SHA that we have covered. Here is an example with three 4 bit nibbles:

$$Maj(1011, 1001, 0011) = (1011 \wedge 1001) \oplus (1011 \wedge 0011) \oplus (1001 \wedge 0011)$$

$$\begin{array}{r} 1011 \\ \wedge 1001 \\ \hline = 1001 \end{array}$$

$$\begin{array}{r} 1011 \\ \wedge 0011 \\ \hline = 0011 \end{array}$$

$$\begin{array}{r} 1001 \\ \wedge 0011 \\ \hline = 0001 \end{array}$$

$$Maj(1011, 1001, 0011) = 1001 \oplus 0011 \oplus 0001$$

$$\begin{array}{r} 1001 \\ 0011 \\ \oplus 0001 \\ \hline = 0101 \end{array}$$

$$Maj(1011, 1001, 0011) = 0101$$


---

## BLAKE 2b:

BLAKE was a finalist in the SHA 3 contest. The SHA 3 contest was announced on November 2nd 2007, as a new hash function was needed, that was very different from the SHA 2 family of hash functions in case a huge issue was found with the SHA 2 family.

BLAKE did not win, as it was too similar to SHA2:

*"desire for SHA-3 to complement the existing SHA-2 algorithms ... BLAKE is rather similar to SHA-2."*

<https://blake2.net/acns/slides.html>

However, BLAKE was the fastest out of all of the competitors (at 8.4 cycles per byte, cycles being the fetch decode execute cycle of a processor), and was tested to be secure. This meant that even though BLAKE did not win the competition, it is still used in numerous programs. Due to BLAKE's speed, it is ideal for getting the checksum of large data.

No preparations have to be done so lets just jump right into the algorithm.

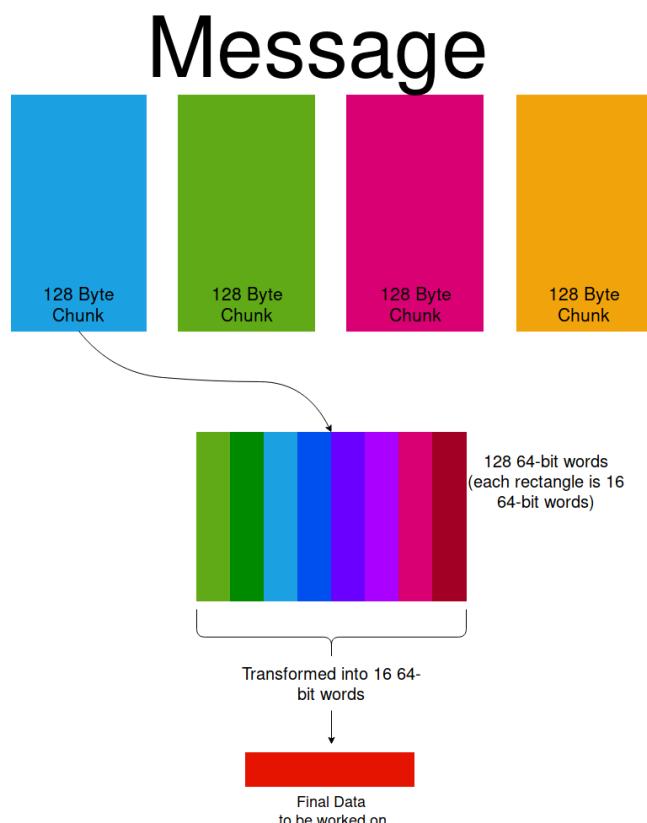
## The Algorithm:

### How the data is read:

8 initial hash values of size 64-bits are initialised at the start (using pre-defined values), and these are worked on throughout the program.

The data is read in 128 bytes, where each byte is then converted into a 64-bit word (just shove some 0s on the front). Each chunk is operated on using the 8 hash values, creating 8 new hash values. These new hash values are used in computation using the next block and so on.

Here is a diagram showing how the data is converted into data that can be processed:

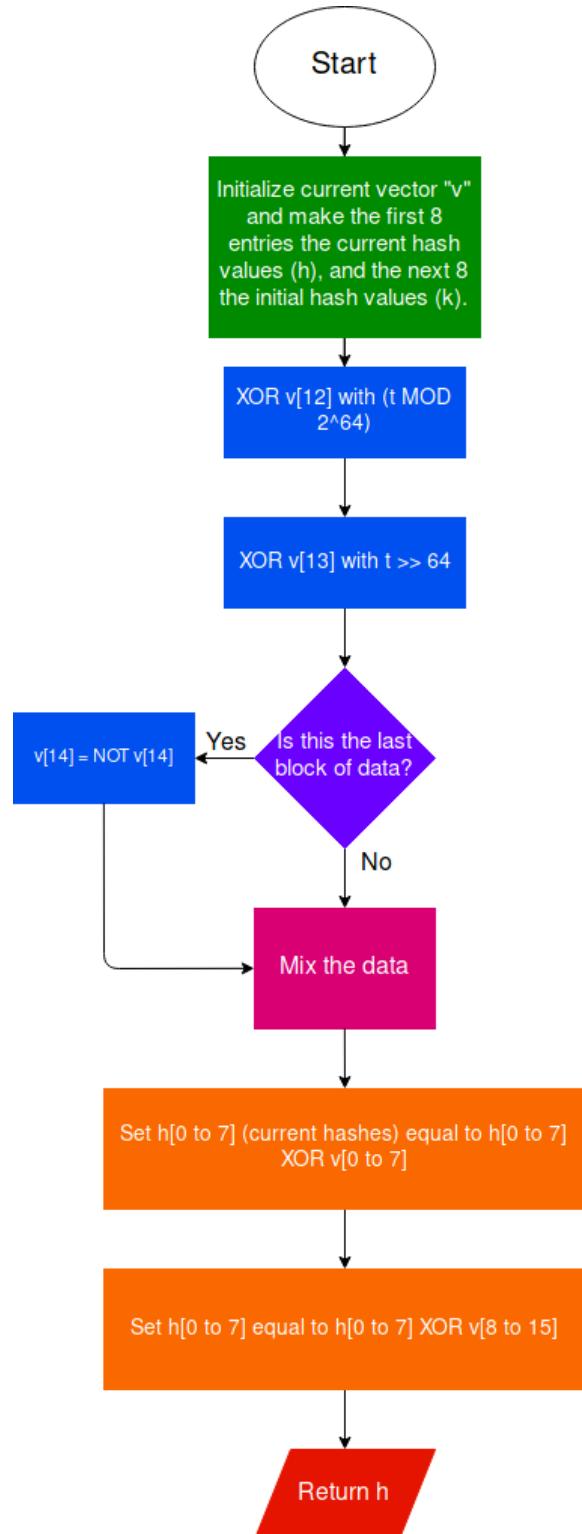


To transform a list of 16 64-bit words into 1 64-bit word, you do this algorithm (where  $a$  is the list of words):

$$new = a[0] \oplus (a[1] \ll 8) \oplus (a[2] \ll 16) \oplus (a[3] \ll 24) \oplus (a[4] \ll 32) \oplus (a[5] \ll 40) \oplus (a[6] \ll 48) \oplus (a[7] \ll 56)$$

What this does is XOR's the bytes in the array with each other in a way that produces a single word at the end.

### The operation:



Each block has to be compressed and returned as 8 hash values. Above is the compression function.  $t$  is the number of bytes in total that have been compressed so far,  $h$  is a list of the 8 current hashes, and  $k$  is the list of 8 initial hash values set here <https://tools.ietf.org/pdf/rfc7693.pdf> section 2.6, the same initial hash values of SHA512.

The operation is quite simple compared to other hash functions like SHA512, as it was built for speed.

The **Mix the data** step looks like this:

```

1 | for i := 0 to 12
2 |   v = mix(v, 0, 4, 8, 12, m[sigma[i][0]], m[sigma[i][1]])
3 |   v = mix(v, 1, 5, 9, 13, m[sigma[i][2]], m[sigma[i][3]])
4 |   v = mix(v, 2, 6, 10, 14, m[sigma[i][4]], m[sigma[i][5]])
5 |   v = mix(v, 3, 7, 11, 15, m[sigma[i][6]], m[sigma[i][7]])
6 |
7 |   v = mix(v, 0, 5, 10, 15, m[sigma[i][8]], m[sigma[i][9]])
8 |   v = mix(v, 1, 6, 11, 12, m[sigma[i][10]], m[sigma[i][11]])
9 |   v = mix(v, 2, 7, 8, 13, m[sigma[i][12]], m[sigma[i][13]])
10 |  v = mix(v, 3, 4, 9, 14, m[sigma[i][14]], m[sigma[i][15]])

```

Sigma ( $\sigma$ ) is a 2-dimensional array containing some constant values, that determine what index of the current working vector  $v$  (a 16 length array of 64-bit words) will be mixed with what other index of  $v$ . Sigma is defined here: <https://tools.ietf.org/pdf/rfc7693.pdf> section 2.7 as:

$$\begin{aligned}
\sigma[0] &= [0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15] \\
\sigma[1] &= [14, 10, 4, 8, 9, 15, 13, 6, 1, 12, 0, 2, 11, 7, 5, 3] \\
\sigma[2] &= [11, 8, 12, 0, 5, 2, 15, 13, 10, 14, 3, 6, 7, 1, 9, 4] \\
\sigma[3] &= [7, 9, 3, 1, 13, 12, 11, 14, 2, 6, 5, 10, 4, 0, 15, 8] \\
\sigma[4] &= [9, 0, 5, 7, 2, 4, 10, 15, 14, 1, 11, 12, 6, 8, 3, 13] \\
\sigma[5] &= [2, 12, 6, 10, 0, 11, 8, 3, 4, 13, 7, 5, 15, 14, 1, 9] \\
\sigma[6] &= [12, 5, 1, 15, 14, 13, 4, 10, 0, 7, 6, 3, 9, 2, 8, 11] \\
\sigma[7] &= [13, 11, 7, 14, 12, 1, 3, 9, 5, 0, 15, 4, 8, 6, 2, 10] \\
\sigma[8] &= [6, 15, 14, 9, 11, 3, 0, 8, 12, 2, 13, 7, 1, 4, 10, 5] \\
\sigma[9] &= [10, 2, 8, 4, 7, 6, 1, 5, 15, 11, 9, 14, 3, 12, 13, 0]
\end{aligned}$$

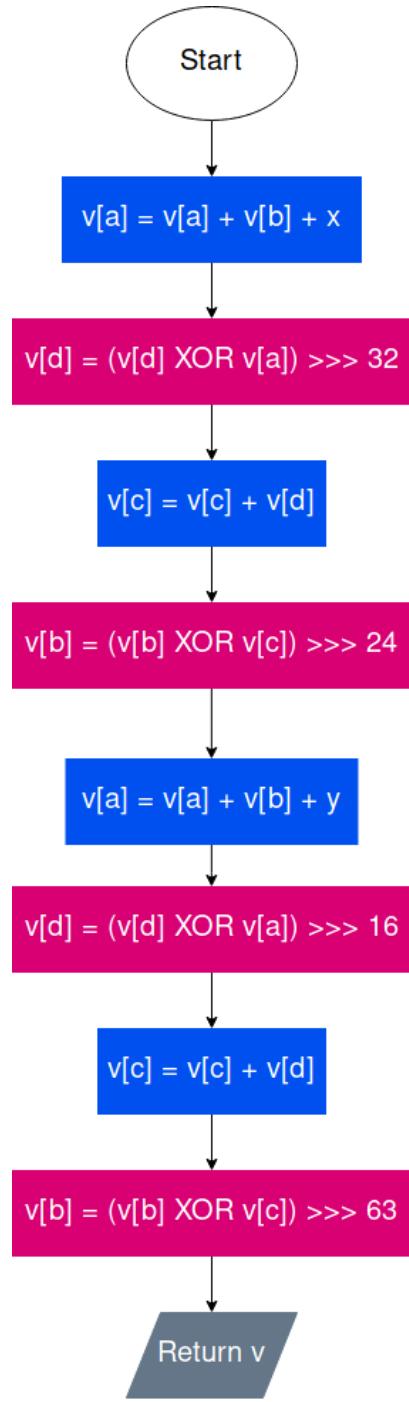
$\sigma$  is defined for BLAKE2s, and BLAKE2s only has 10 rounds, while BLAKE2b has 12, so  $\sigma_0$  and  $\sigma_1$  are repeated again to make the array 12 in length.

Notice that in the first lot of mixing, the vector is mixed row by row normally (with the same indexing as AES), but in the second lot of mixing, the indices change. They shift each column up depending on the column. Column 0 is shifted 0 places, column 1 is shifted 1 place up, column 2 is shifted 2 places up, and column 3 is shifted 3 places up. This is a much better way of shifting each column than doing it before hand.

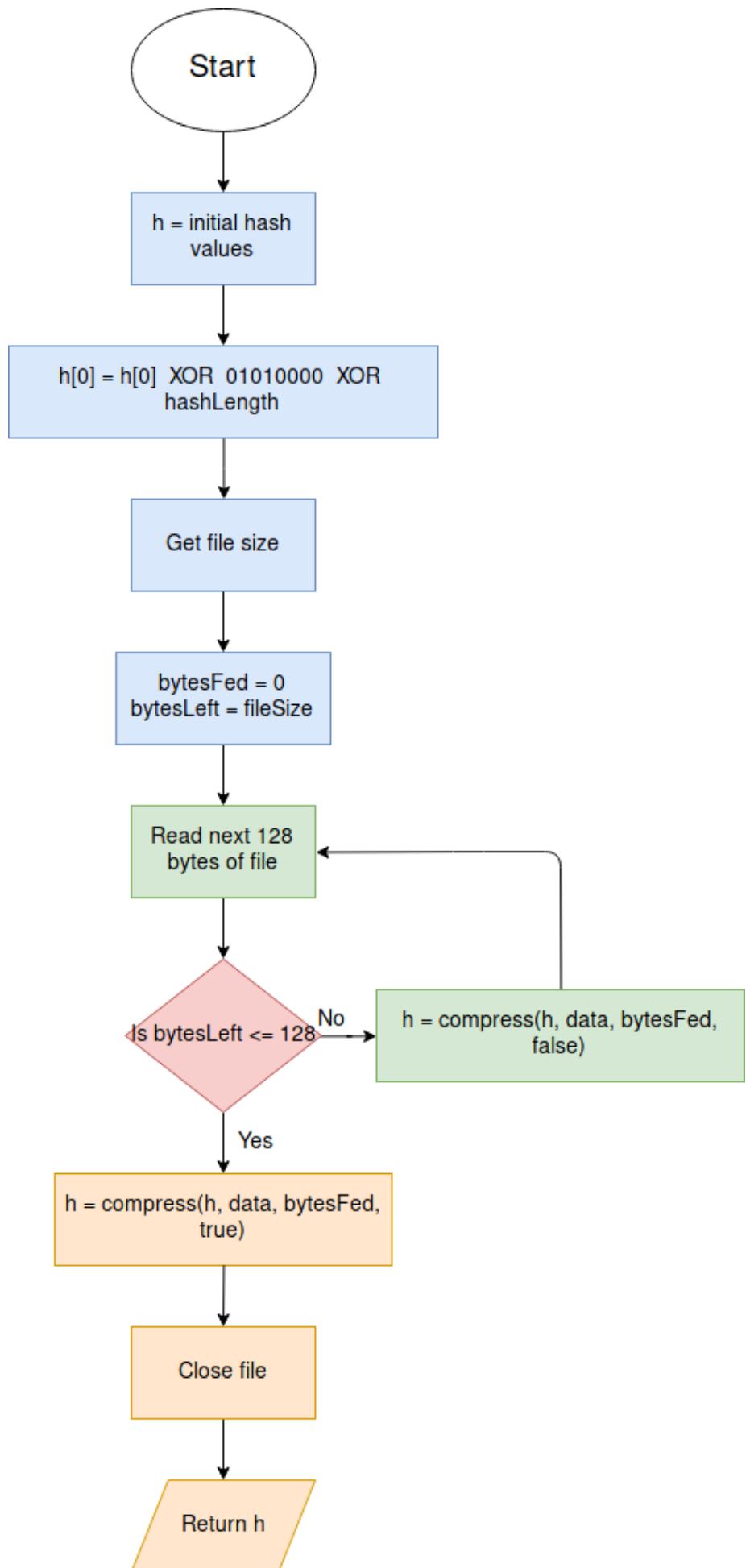
The main mixing function takes the inputs:

$$mix(v, a, b, c, d, x, y)$$

Where  $v$  is the current vector (16 64-bit words),  $a, b, c, d, x$ , and  $y$  are the indices of the working vector you want to work with. Here is the main mixing algorithm:



So all together, this is the BLAKE2b checksum algorithm:



The second step ( $h[0] = h[0] \oplus 01010000 \oplus hL$ ) XORs  $h[0]$  with  $0101kknn$ , where  $kk$  is the length of the key (which is optional, so I probably will never use it), and  $nn$  is the hash length desired.

## Quick Sort

My program will need a quick sort for sorting the files by:

- Size
- Name

I have chosen quick sort because it is quicker than most sorts (it's in the name!) with a big-O notation of  $O(n \log n)$  on average, with the worst case being  $O(n^2)$ . Merge sort has a big-O notation of  $O(n \log n)$ , and worst case of  $O(n \log n)$ , so why am I not using merge sort? Merge sort is supposed to be quicker mathematically, however merge sort has to access the array of items more often, usually resulting in putting more strain on the hardware, and also slows the overall process down because getting items from memory takes a fair amount of time. Here is a good video comparing merge sort and quick sort (along with a few other algorithms): <https://youtu.be/ZZuD6iUe3Pc>

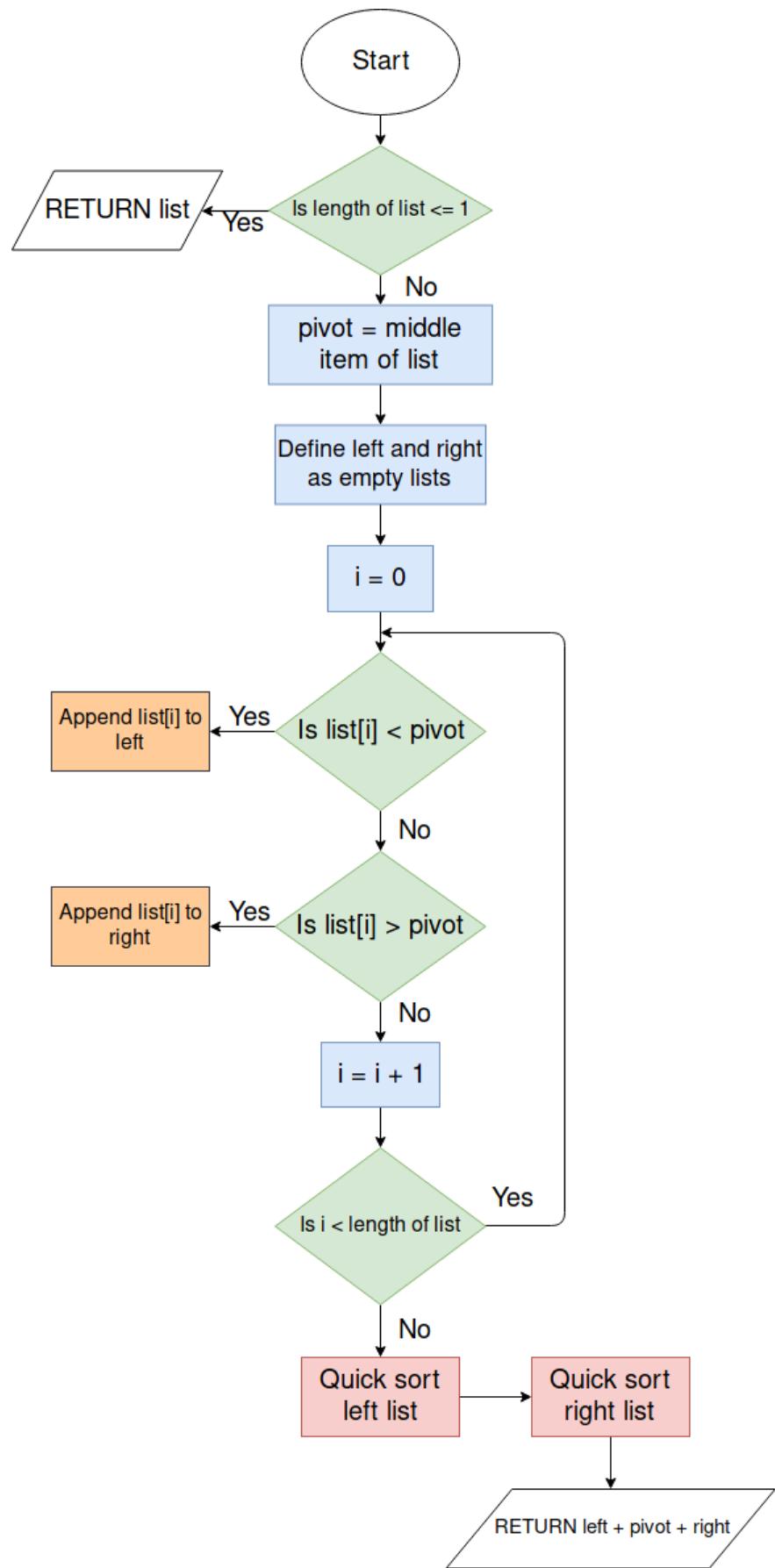
The algorithm goes like this (using a list of items to be sorted):

1. Take the item in the middle of the list. Call this the "pivot".
2. Compare each item either side of the pivot. If the item is bigger than the pivot, add it to a new list called "right", if the item is smaller than the pivot, add the item to a new list called "left".
3. Then repeat this process with the left and right lists (making this algorithm recursive).
4. Once the current left and right lists have been sorted, append the left list and right list with the pivot in the middle.

Here is the pseudocode of the algorithm:

```
1  function quickSort(list)
2      if length(list) <= 1 then
3          return list
4      else
5          left  = []
6          middle = []
7          right = []
8          pivot = list[int(length(list)/2)]
9          for i = 0 to length(list) do
10             if list[i] < pivot then
11                 left.append(list[i])
12             else if list[i] > pivot then
13                 right.append(list[i])
14             else
15                 middle.append(list[i])
16             end
17         end
18         return quickSort(left)+middle+quickSort(right)
19     end
20 end
```

Here is a flow diagram to represent this:

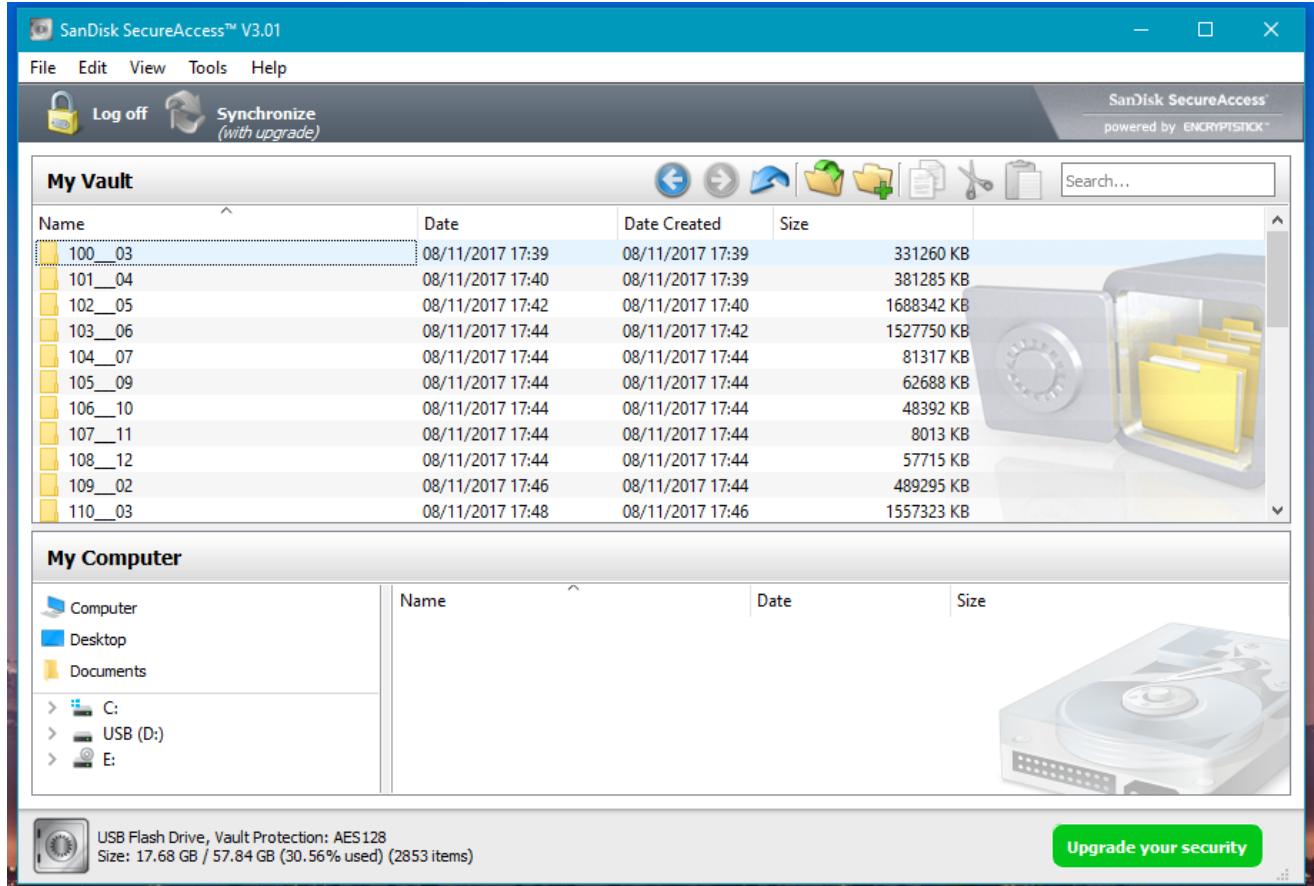


# UI Research:

For the UI of both apps, I will use Kivy (a Python module) to make both the mobile app and the PC program. I have chosen Kivy because using it on both the app and the main program means that the design will stay consistent, and Kivy does look quite nice "out of the box".

## Main Program (on PC):

The main program has to be designed to be easy to use, and actions that are used a lot should be easily accessible. I think I will go for a similar layout to a program that already exists, SanDisk Secure Access:



SanDisk Secure Access did inspire this project, however I do not want to make a carbon copy of it. I will take what SanDisk have done right, and improve the areas they lacked on.

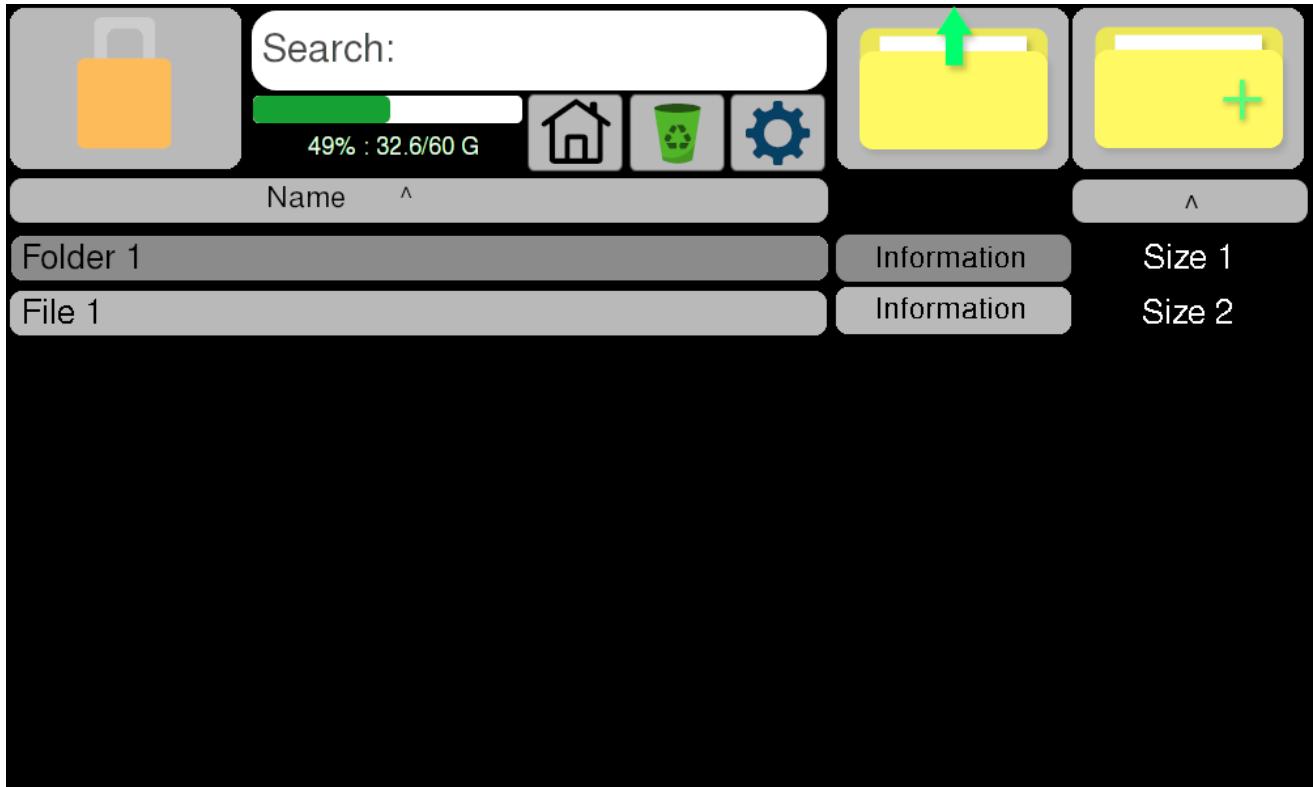
### SanDisk did these things right:

- The layout is pretty good because all buttons you would need regularly are available, and it doesn't differ too much in design from the Windows file explorer, so it feels familiar to its users.
- Shows the user how much space is left on their device.
- Shows useful information about each file.
- The user can easily sort the list of files however they want.
- More options are hidden unless needed regularly.
- Allows the user to search the vault for a file.
- I can easily drag files in and out of the program.

### What I think SanDisk did not do too well:

- Looks a bit cluttered with all the extra stuff at the bottom. If I wanted to see other files on my computer I would open my file manager, and if I wanted to add files to the vault I can just drag it in easily.
- Faded pictures in the background are distracting.
- Some buttons are quite small, so may be hard for some users to click.
- Aesthetically alright but could be better.
- Some icons are confusing when first using the program (like the folder with the green arrow inside of it; too much going on).
- Size is displayed in kilobytes, which is alright but is kind of hard to read for files larger than 1 megabyte.

Taking all of these points into consideration, here is a possible design for the UI of my program:



Everything grey is a clickable button. This helps the user distinguish between buttons and information. The most important buttons are large, as they will be used the most. The user can sort by name or size, and can search the entire vault for a search term.

The information button displays more information, such as:

- The time the file (if it is a file) was added to the vault.
- The full directory path from the vault.
- The size of the file/folder.
- The option to delete the file/folder.

The button with the home picture on it takes the user back to the root directory of the vault. The recycling bin button is for the recycling folder, where the files that have been deleted can be either restored or deleted. The cog wheel button is settings, where all the settings are kept. I gave the settings its separate section to avoid clutter, as most users will probably not need to use it very often.

The user can sort the files by name alphabetically, or they can sort by size. Space remaining on the current device is shown underneath the search bar.

While searching through large folders, the search results should update every so often since it may take a while to search the full file tree.

When using the recycling bin, the program will look exactly the same, but warn the user that they are in the recycling bin "mode", so when they click files, instead of decrypting the file and opening it the file is instead moved back into the vault, recovering it to where it originally came from.

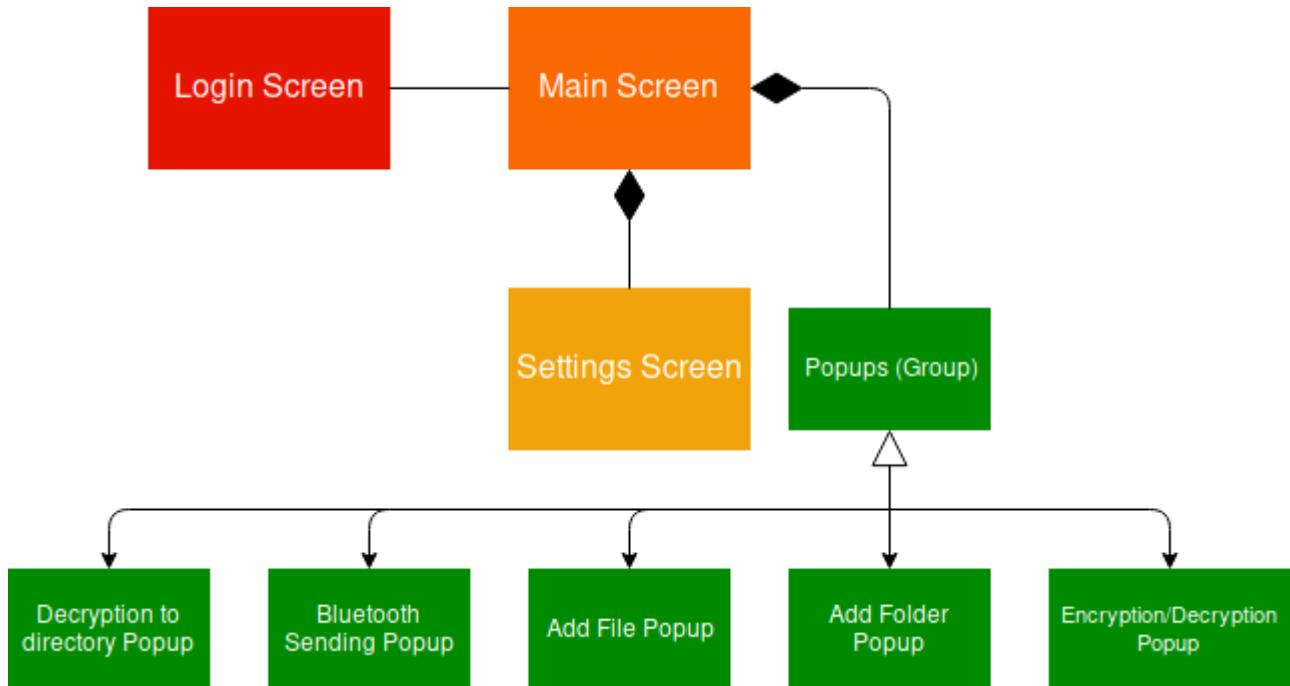
The login screen will have 2 modes:

1. Login without Bluetooth (can't use any Bluetooth functions while logged in).
2. Login with Bluetooth.

I will also make it so that you can easily switch between Bluetooth and non-Bluetooth login, whether that be a button on the login screen, or in the configuration file. Also, when in non-Bluetooth mode, the user will not need to have PyBluez installed, neither will they need Bluetooth on their PC.

When navigating the app, the navigation should be easy and simple so that the user does not get lost. I will have 2 main screens, a login screen and a main screen (to view files and open other functions once logged in), and within the main screen I will have a screen for settings, and a few other popups.

Here is a class diagram to show the relationship between screens and popups:



These are only the custom classes, so regular buttons and labels and such will be left out of this diagram.

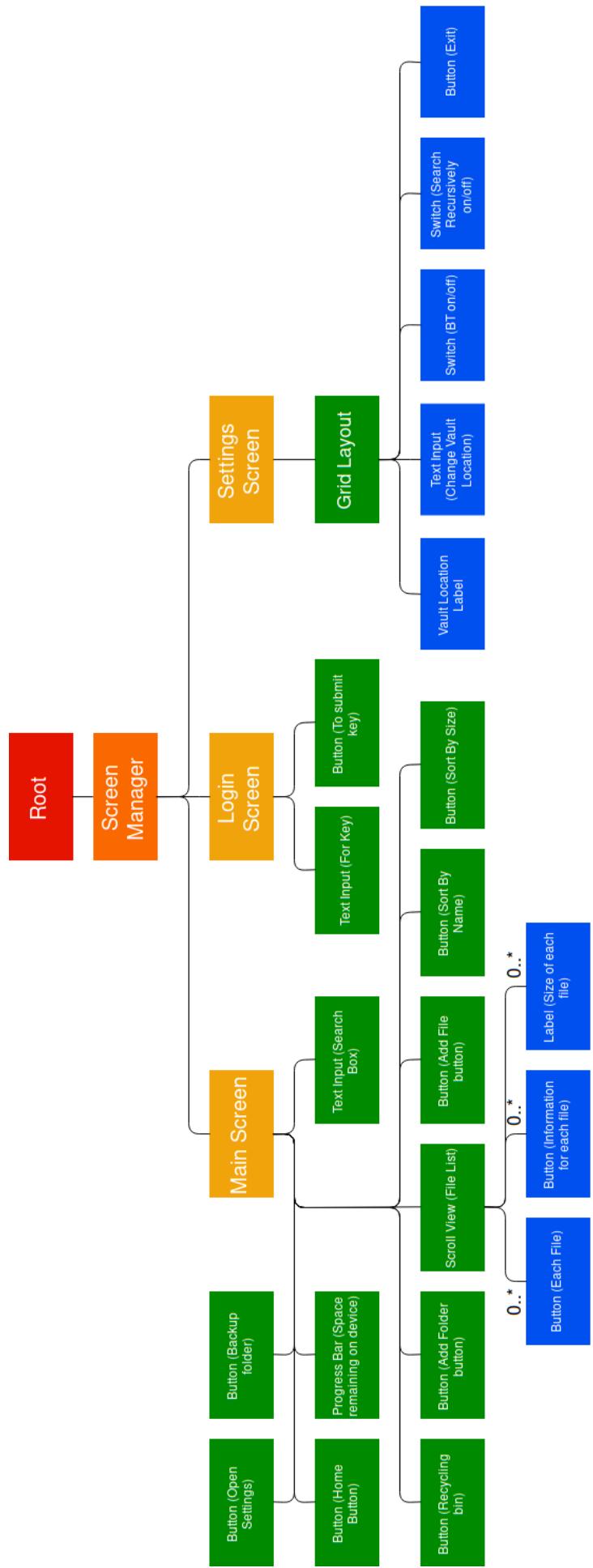
The Encryption/Decryption popup should be opened when the user encrypts/decrypts a file, and should display information including how fast the file is being enc/decrypted (in kb or mb per second), the percentage of the file that has been enc/decrypted so far, and how many items have been done out of the total files to be enc/decrypted. There should also be a progress bar at the bottom, showing the percentage visually.

The Bluetooth sending popup should show the exact same information, but for the current status of the file being sent over Bluetooth.

The add file and add folder popups should both be similar in design, however the add file popup will let the user encrypt a file or folder to the vault, while the add folder popup will allow the user to create a new folder within the vault.

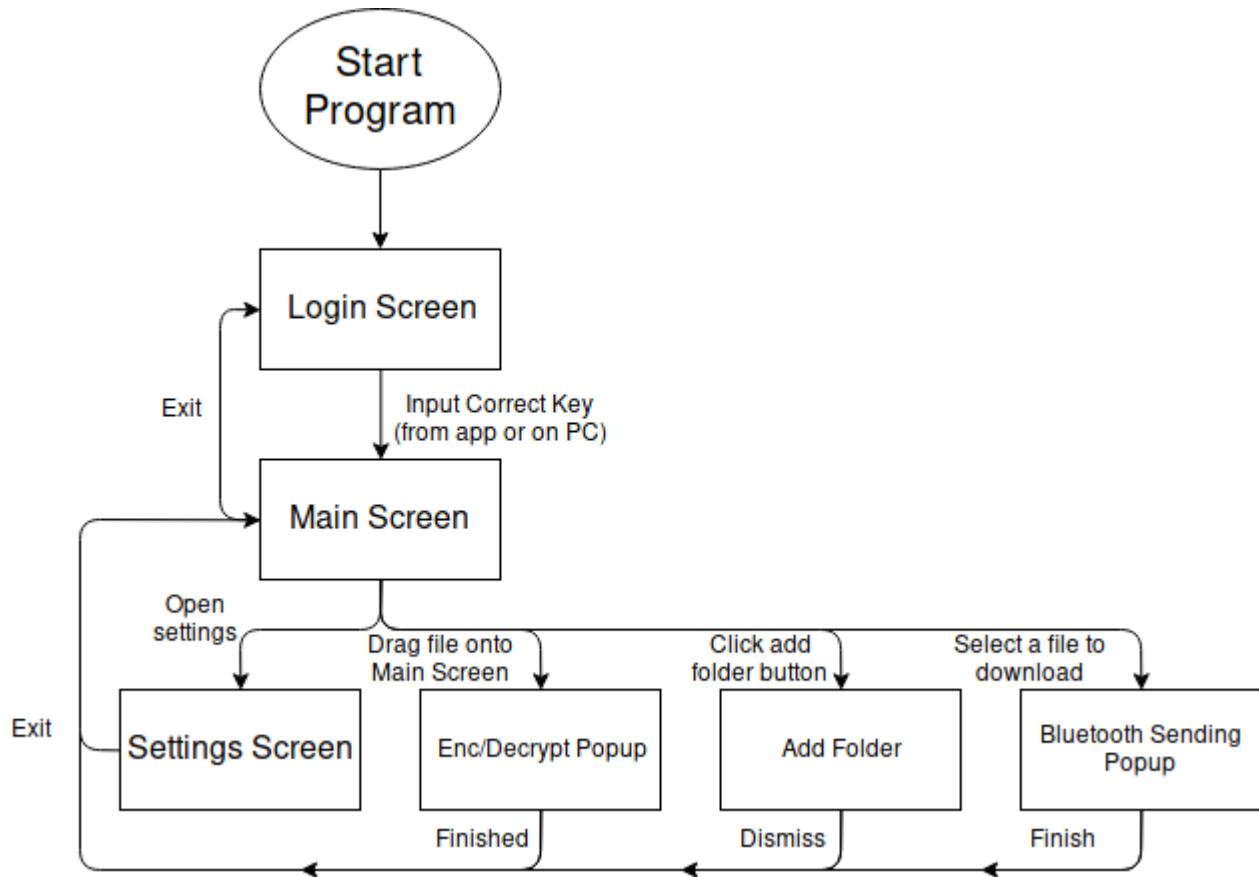
Popups are designed for one purpose only, and are usually used briefly before they are closed again. Screens will be used throughout the program, acting as the base of the GUI, where child widgets can be added to the screen, such as buttons, text inputs and views (such as scroll views). The screens will inherit from Kivy's Screen class, and the popups will inherit from Kivy's Popup class. The screens get managed by a ScreenManager, also a Kivy widget. The ScreenManager is then added to the app's root widget (the base widget of an app).

A hierarchy diagram for the entire GUI would look something like this (since Popups can be added and removed to any widget when needed, I will not include them in this diagram):



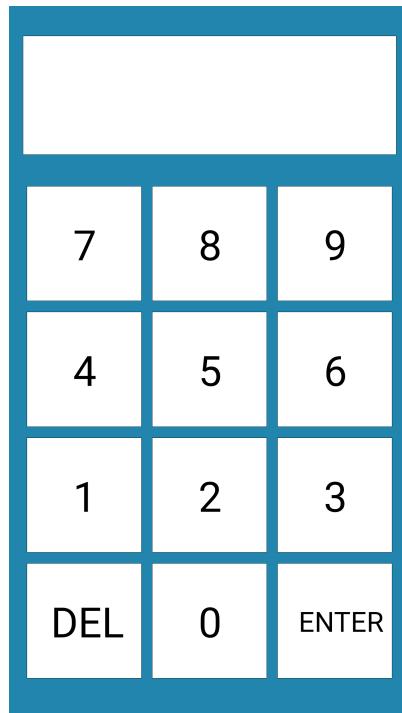
Each layer has its own colour, since I couldn't think of a better way of making this clear without making the image extremely wide. "0..\*" means 0 to many of this widget can exist at any time. This shows all of the widgets that will be on each screen at all times (unless obstructed by a popup) as default.

Here is a top-down view of how the GUI will flow while the user is using the program:



## The App:

The app's UI design should be very simple, as I do not need to add much. All it needs to be is a number pad with a display, an enter button and a screen to have open while you are connected to the PC, and a file browser similar to the one on the PC app. Here is a prototype I made in Processing (A java based "software sketchbook):



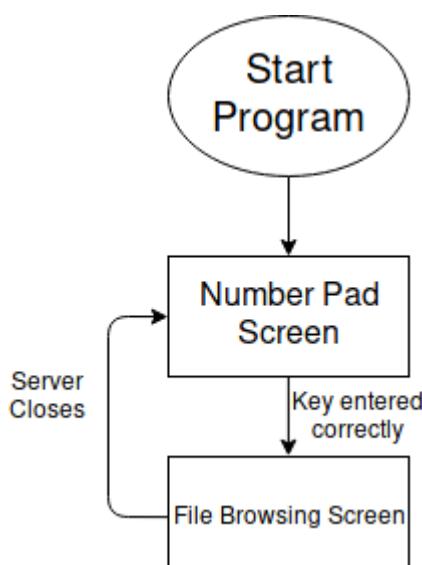
It is very minimal, as I decided to keep it as minimal as possible so that the user doesn't get confused, and to keep clutter at a minimum.

Once the vault is unlocked, the user should be given the option to browse files in the vault from their phone, and select files to download, or instead just minimise the app and continue using their phone. The vault should only close once the user has exited the app, rather than when they minimise the app.

The user should be able to browse the folders independently from the computer program (so both programs can be looking at different folders), browsing the files should be a seamless experience, and when searching for files, the searching work should be done on the computer so that precious phone battery is not wasted, and also because it is quicker in general to just send the search results to the mobile once they are generated.

The app should have a pin-code screen and a file browsing screen. The pin-code screen should only be used when the PC program is logged out.

Here is a top-down diagram of how the GUI will flow while the user is using the program:



# The program as a whole:

My program will handle a fair amount of data, so here is a IPSO (Input, Processing, Storage, Output) chart to simplify it a little:

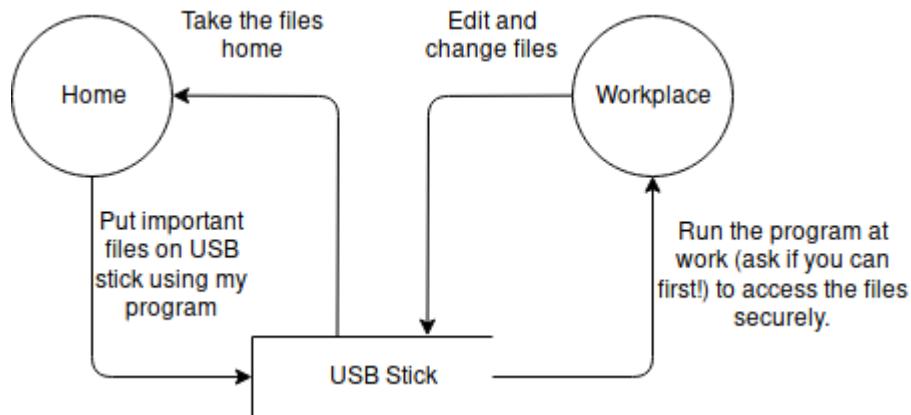
IPSO	Program Section	Item
Input	Login	Key (From user input). Vault directory path. Files in the Vault (for checking the key).
	File Browser (Main Screen)	Vault directory path. Recycling folder path (for when files are deleted). The key (for displaying encrypted file names).
	Search Bar (Main Screen)	Search item entered by user.
	Settings	Configuration file path. Current settings.
	Encryption/Decryption	The file path of the file that is desired to be enc/decrypted. The path to write the new data to. The key.
	Add Folder Popup	The name of the new folder to be created.
	Add File Popup	The path of the file to be encrypted to the vault.
	Recycling bin folder	Recycling folder path. Where each file came from originally.
Processing	Login	Decrypt the first block of the first file you find in the Vault, and check that it is equal to the key entered.
	File Browser (Main Screen)	Getting the sizes of each file. Sorting the files by name or size. Decrypting files when files are clicked. Encrypting files when files/folders are dragged into the window, or if a file/folder is added via the add file popup. Changing directory when a folder is clicked.
	Search Bar (Main Screen)	Search recursively for the file/folder in the Vault, or if recursive search is disabled in settings just search the current directory that the file browser is in.

	Settings	Change settings in the configuration file when changed in the program.
	Encryption/Decryption	Encrypt/Decrypt the file given using the key given.
	Add Folder Popup	Create the new folder in the current directory of the file browser.
	Recycling Bin Folder	Move files selected to original position.
Storage	File Browser (Main Screen)	Read the current files in the current directory that the file path is in.
	Settings	Read from the configuration file, and write to the configuration file when settings are changed.
	Add Folder Popup	Make new directory in the current directory the file browser is in.
	Encryption/Decryption	Read data from the file to be enc/decrypted, and write the enc/decrypted data to the location specified.
	Recycling Bin Folder	Read the file names of the files in the recycling bin.
Output	Login	Change the screen to Main Screen if the key is correct, otherwise create a Popup telling the user that the key is incorrect.
	File Browser (Main Screen)	Display the files in the Vault sorted how the user has specified, along with the size of each file, and a more information button.
	Search Bar	Return the list of closest matches to the search item given.
	Settings	Edit changes to file, and return values of each setting to the main program.
	Add File Popup	Pass the file path of the file to be added to the encryption function, with the path in the Vault where the new data should be written to.

There are many different use cases for my program. Some people may want to travel with the data, some people may just want to use it on one computer. In this section I will outline different ways I intend my program to be used.

## Using a USB stick:

People who want to take the data with them to other places, a USB stick is a good idea. All the user has to do is download my program, put it on the USB stick and set the vault directory as a directory on the USB stick. No more setup should be needed. The program should be able to run on Windows, MacOS and Linux so using the USB on most devices should not be an issue. Here is a data flow diagram showing how the user may handle the data:

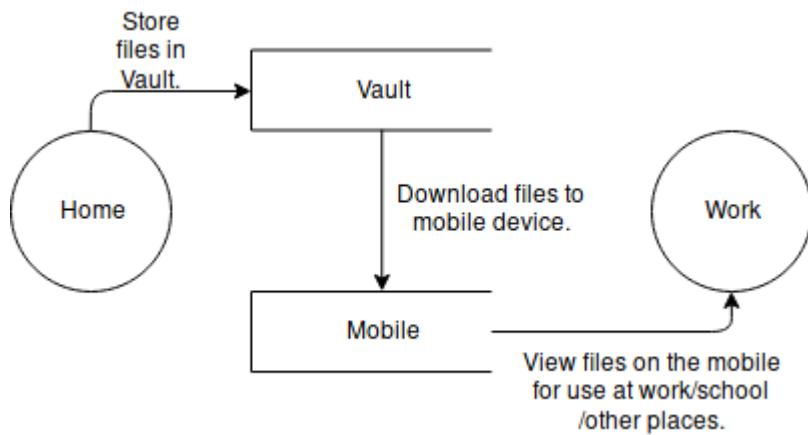


## Storing the files at home:

People who may not need to travel as much with their data may just want to store their files at home, however if they want to take files to work/other places I will try to make it as easy as possible to do so.

The user should be able to decrypt the files they need to a folder (possibly on a USB stick), or download files from the Vault to their mobile device. This is worse than just using the whole app on the USB stick as mentioned in the last section, as the files will not be encrypted once they are in the folder or downloaded onto the mobile device. It is not recommended to do this if you want to edit the files while away from home, unless you can edit it on your device, however if not you may as well just put the files onto a USB stick.

A data flow diagram for this use case would look something like this:



If you wanted to edit the files at work without putting the entire program on a USB, you could instead decrypt the file and put it on a USB, take it to work, edit the file, go home and then encrypt it back into the vault, however the file is not encrypted.

# Technical Solution

All intensive AES and BLAKE are written in Go, while everything else is written in Python, however the sorts are Cythonized (Python that has been compiled to a C shared object, using a mix of static variables and dynamic variables). Python communicates with Go using stdin and stdout pipes. SHA is written in Python because it is only needed a couple of times during the program, and only ever has to hash small data, so it does not need to be as fast as possible.

## File Structure:

Here is the file structure of the code:

```
1  code
2  |   └── mobile
3  |       ├── btShared.py
4  |       ├── buildozer.spec
5  |       ├── fileSelectionScreen.py
6  |       ├── main.py
7  |       ├── mainScreen.py
8  |       ├── pad.kv
9  |       ├── padScreen.py
10 |       └── SHA.py
11 └── python-go
12     ├── AES
13     |   ├── AES
14     |   ├── build.sh
15     |   ├── main.go
16     |   └── src
17         ├── AES
18         |   ├── AEScheckKey
19         |   |   └── aesCheckKey.go
20         |   ├── AESfiles
21         |   |   ├── aesFiles.go
22         |   |   └── aesFiles_test.go
23         |   ├── aes.go
24         |   ├── AESstring
25         |   |   └── aesString.go
26         |   └── aes_test.go
27         └── sorts
28             └── sorts.go
29     ├── testAES.sh
30     └── testBenchAES.sh
31 └── AESWin.exe
32 └── BLAKE
33     ├── BLAKE
34     |   ├── BLAKE.test
35     |   ├── build.sh
36     |   ├── main.go
37     |   └── src
38         └── BLAKE
39             ├── blake.go
40             ├── blake_test.go
41             └── checksum.go
42         ├── testBenchBLAKE.sh
43         └── testBLAKE.sh
44 └── BLAKEWIn.exe
45 └── config.cfg
46 └── configOperations.py
47 └── fileClass.py
48 └── KivyStuff
49     └── kvFiles
50         ├── loginScBT.kv
51         └── loginSc.kv
```

```

52   |   |
53   |   |   └── mainScButtons.kv
54   |   |   └── mainSc.kv
55   |   |   └── mainScLabels.kv
56   |   |   └── mainScPops.kv
57   |   |   └── settingsSc.kv
58   |   |   └── loginClass.py
59   |   |   └── mainBtNSNew.py
60   |   |   └── mainBtNS.py
61   |   |   └── mainScClass.py
62   |   |   └── mainSmallPops.py
63   |   |   └── settingsScreen.py
64   |   |   └── ui.py
65   |   └── SHA.py
66   └── start.py

```

I have taken out all of the `__pycache__` folders that Python generates.

This is the output of `tree code` in my projects' `code` directory. You can find my project at <https://github.com/Lytchett-Minster/nea-12Colclough>.

The `code` directory, surprisingly, holds the code for my project. Inside is one folder for the mobile app (`mobile`), and one folder for the PC app (`python-go`). The PC app is started by running `start.py`. `start.py` imports `kivyStuff/ui.py` and runs it. This means that any Python files in `kivyStuff` can import any of the files that are in the same directory as `start.py` (`python-go`), and any Python files in `kivyStuff`. It also makes it easier to find the start script, as it isn't as buried.

The `assets` directory holds all the images needed for the GUI of the PC program (the images on the buttons). Here is a `tree` of the `assets` folder:

```

1 assets/
2   ├── exports
3   |   ├── addFile.png
4   |   ├── backUpFolder.png
5   |   ├── folder.png
6   |   ├── home.png
7   |   ├── info.png
8   |   ├── padlock.png
9   |   ├── recycling.png
10  |   ├── refresh-icon.png
11  |   ├── remove file.png
12  |   ├── search.png
13  |   └── settings.png
14  └── psd
15    ├── add file.psd
16    ├── back up folder.psd
17    ├── folder.psd
18    ├── info.svg
19    ├── padlock.psd
20    └── remove file.psd
21
22  2 directories, 17 files

```

Some images are taken from the internet, so they do not have `.psd` files (photoshop files).

## Configuration of the program:

The program can be configured via the configuration file `config.cfg` located at `code/python-go/config.cfg`, or instead if the user is on Linux, then they can copy the configuration file into `~/.config/FileMate/config`, which is the standard area in Linux where configuration files are stored (and by the way, I called the program "File Mate" because it was the first thing that popped into my head).

The configuration file is edited by the settings menu in the main screen of the app, however if something goes horribly wrong, the user can edit it themselves easily.

The layout of the configuration file looks something like this:

```
1 vaultDir--<file path here>
2 searchRecursively--<True / False>
3 bluetooth--<True / False>
```

`vaultDir` is the path to the Vault that you would like to use to store all encrypted files and folders. The file path can be done as an absolute path from the root of the file system (`/home/user/folder/`, or `C:\\\\Users\\\\user\\\\folder\\\\`), or can instead be done relatively from the folder that the program is in. For example, if the folder the code is stored in is `/home/josh/nea-12ColcloughJ/code/python-go/`, then it would remove `nea12-ColcloughJ/code/python-go/` from the file path to get `/home/josh/`, then adds the file path specified in the config file. If the relative path specified was `folder/vault`, then the full path would become `/home/josh/folder/vault/`.

`searchRecursively` determines if the program should search for items recursively, as this may take a long time if you have a lot of files, and some people may just want to search within the current folder.

`bluetooth` determines the default Login Screen to start when the program starts.

I have used `--` to separate the setting name from its set value, as it does not appear at the start of file paths, and should not be needed much in any settings that could possibly be added in the future.

To change the configuration of the program from within the program, `configOperations.py` located at `code/python-go/configOperations.py` has a few functions that can get the configured settings, and write new ones.

Here is the content of `configOperations.py`:

```
1 from os import path as osPath
2 from os import listdir, makedirs
3 from sys import platform
4 from tempfile import gettempdir
5
6 def findConfigFile(startDir, fileSep):
7     config = None
8     if fileSep == "/":
9         try:
10             home = listdir(osPath.expanduser("~/./config/FileMate/"))
11         except:
12             print("No config file in .config")
13         else:
14             if "config" in home:
15                 config = osPath.expanduser("~/./config/FileMate/config")
16
17     if config == None:
18         try:
19             configFile = open(startDir+"config.cfg", "r")
20         except Exception as e:
21             raise FileNotFoundError("No config file found. Refer to the README if you need help.")
22         else:
23             configFile.close()
24             config = startDir+"config.cfg"
25
26     return config
27
28
29 def readConfigFile(configLocation=None, lineNumberToRead=None, fSep=None, startDir=None):
```

```

30     if fSep == None:
31         fSep = getFileSep()
32     if configLocation == None:
33         fSep = getFileSep()
34         configLocation = findConfigFile(getStartDir(fSep)[0], fSep)
35
36     configFile = open(configLocation, "r")
37     if lineNumberToRead == None:
38         for line in configFile:
39             lineSplit = line.split("--")
40             lineSplit[1] = lineSplit[1].replace("\n", "")
41             if lineSplit[0] == "vaultDir":
42                 path = lineSplit[1]
43             elif lineSplit[0] == "searchRecursively":
44                 if lineSplit[1] == "True":
45                     recurse = True
46                 elif lineSplit[1] == "False":
47                     recurse = False
48                 else:
49                     raise ValueError("Recursive search settings not set correctly in config file: Not True or False.")
50             elif lineSplit[0] == "bluetooth":
51                 if lineSplit[1] == "True":
52                     bt = True
53                 elif lineSplit[1] == "False":
54                     bt = False
55                 else:
56                     raise ValueError("Bluetooth not configured correctly in config file: Not True or False.")
57
58     configFile.close()
59
60     if path[0] != fSep: # If vaultDir done relatively, then get path relative to the folder the program is in, rather than searching the folder.
61         if startDir == None:
62             startDir = osPath.dirname(osPath.realpath(__file__))+fSep
63             startDir = startDir.split(fSep)
64             path = fSep.join(startDir[:-4])+fSep+path # Removes "" and nea-12ColcloughJ/code/python-go folder names from list, then adds the Vault folder name to the end.
65         if path[-1] != fSep:
66             path += fSep # End with file separator
67
68     return path, recurse, bt
69
70 else:
71     lineSplit = configFile.readlines()[lineNumToRead].split("--")
72     lineSplit[1] = lineSplit[1].replace("\n", "")
73     return lineSplit[1]
74
75 def getFileSep():
76     if platform.startswith("win32"): # Find out what operating system is running.
77         return "\\"
78     else: #windows bad
79         return "/"
80
81 def getStartDir(fileSep=None):
82     if fileSep == None:
83         fileSep = getFileSep()
84     startDir = osPath.dirname(osPath.realpath(__file__))+fileSep
85     tempDir = startDir.split(fileSep)
86     for i in range(2):
87         del tempDir[-2]
88     return startDir, fileSep.join(tempDir)+fileSep+"assets"+fileSep+"exports"+fileSep
89
90
91 def editConfTerm(term, newContent, config): # Edits a given term in the config.cfg file.
92     with open(config, "r") as conf:
93         confContent = conf.readlines()
94
95     for i in range(len(confContent)):

```

```

96     a = confContent[i].split("--")
97     if term == a[0]:
98         a[1] = newContent+"\n"
99         confContent[i] = "--".join(a)
100
101    with open(config, "w") as confW:
102        confW.writelines(confContent)
103
104 def dirInputValid(inp, fileSep):
105     valid = bool((inp[0] == fileSep) and ("\\n" not in inp))           #If it starts with the file separator and
106     doesn't contain any new lines, then it is valid for now.
107     inp = inp.split(fileSep)
108     focusIsSlash = False
109     for item in inp:          #Checks for multiple file separators next to each other, as that would be an
110         invalid folder name.
111         if item == "":
112             if focusIsSlash:
113                 valid = False
114             focusIsSlash = True
115         else:
116             focusIsSlash = False
117     return valid
118
119 def changeVaultLoc(inp, fileSep, config):      #Sorts out the UI while the vault location is changed.
120     if inp != "":
121         if dirInputValid(inp, fileSep):
122             if osPath.exists(inp) and osPath.isdir(inp):
123                 editConfTerm("vaultDir", inp, config)
124             else:
125                 makedirs(inp)
126                 if inp[-1] != fileSep:
127                     inp += fileSep
128                 editConfTerm("vaultDir", inp, config)
129
130     return True
131
132
133 def runConfigOperations():
134     fileSep = getFileSep()
135     osTemp = gettempdir()+fileSep #From tempfile module
136     # Get config settings.
137     startDir, sharedAssets = getStartDir(fileSep)
138
139     configLoc = findConfigFile(startDir, fileSep)
140     path, recurse, bt = readConfigFile(configLoc, fSep=fileSep, startDir=startDir)
141     return fileSep, osTemp, startDir, sharedAssets, path, recurse, bt, configLoc # 8 Outputs in total.

```

`findConfigFile` checks for the configuration file in `~/.config/FileMate/`, and if it does not exist, checks for it in `code/python-go/config.cfg`. Once the configuration file has been found, it returns the path to the file.

`readConfigFile` reads the configuration file, and gets each configured option and returns their value. It can also return the value of a specific line in the config file.

`getFileSep` just gets the file separator of the current system. For Windows this is `\`, but for MacOS and Linux this is `/`.

`getStartDir` gets the path of the current file (located in `code/python-go/`), and the path to the `assets` directory, which is used for the images on the buttons.

`editConfTerm` edits a term in the configuration file. If the term was "bluetooth" then it would find the line that starts with "bluetooth", and change the data after the `--` with the new data specified.

`dirInputValid` checks that a given input is a valid file path (e.g no "/" in a row). This is used all over the program, and is used for changing the directory of the Vault.

`changeVaultLoc` changes the location of the Vault using `dirInputValid` to check the input, and `editConfTerm` to update the configuration file.

`runConfigOperations` runs all of the operations required for when the program is started, and returns the variables needed by the rest of the program. This is done in `ui.py`, which loads the configuration file, and starts the program.

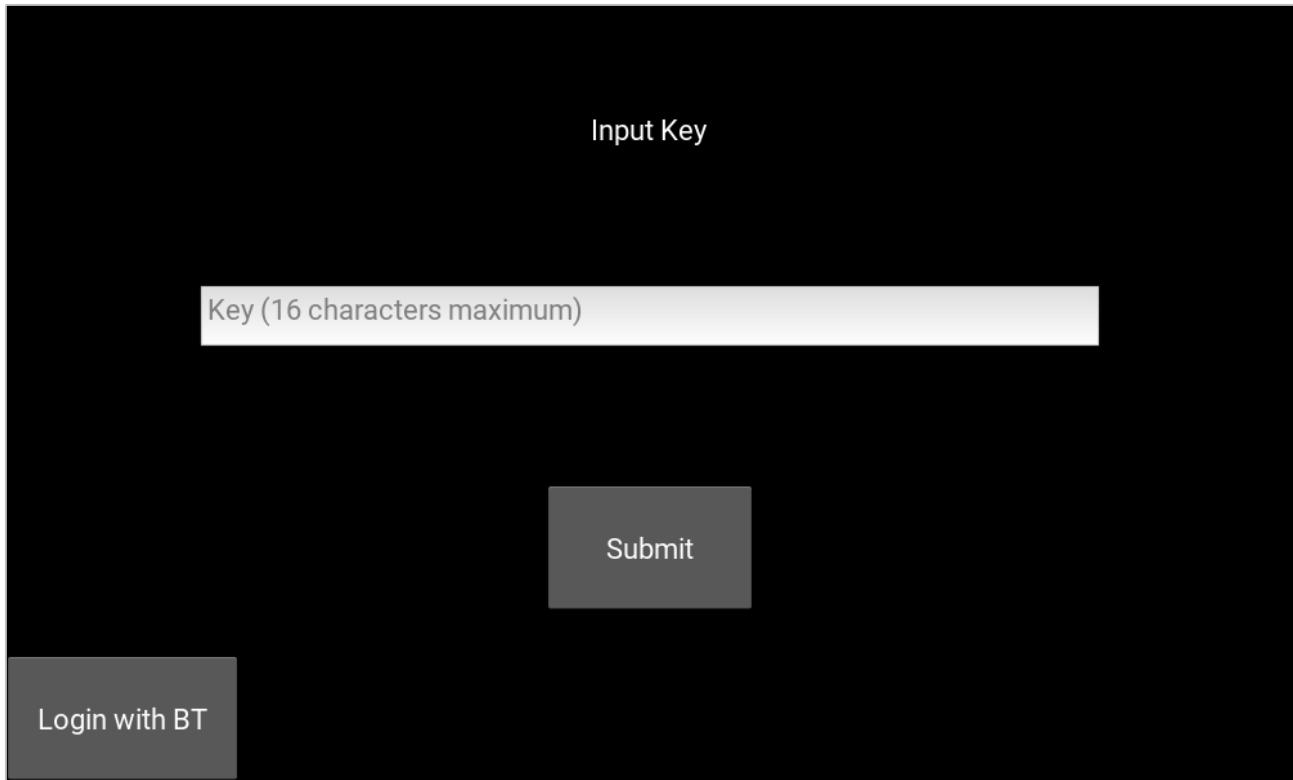
## The PC App GUI:

---

I will go through the visuals first, and then move onto the code.

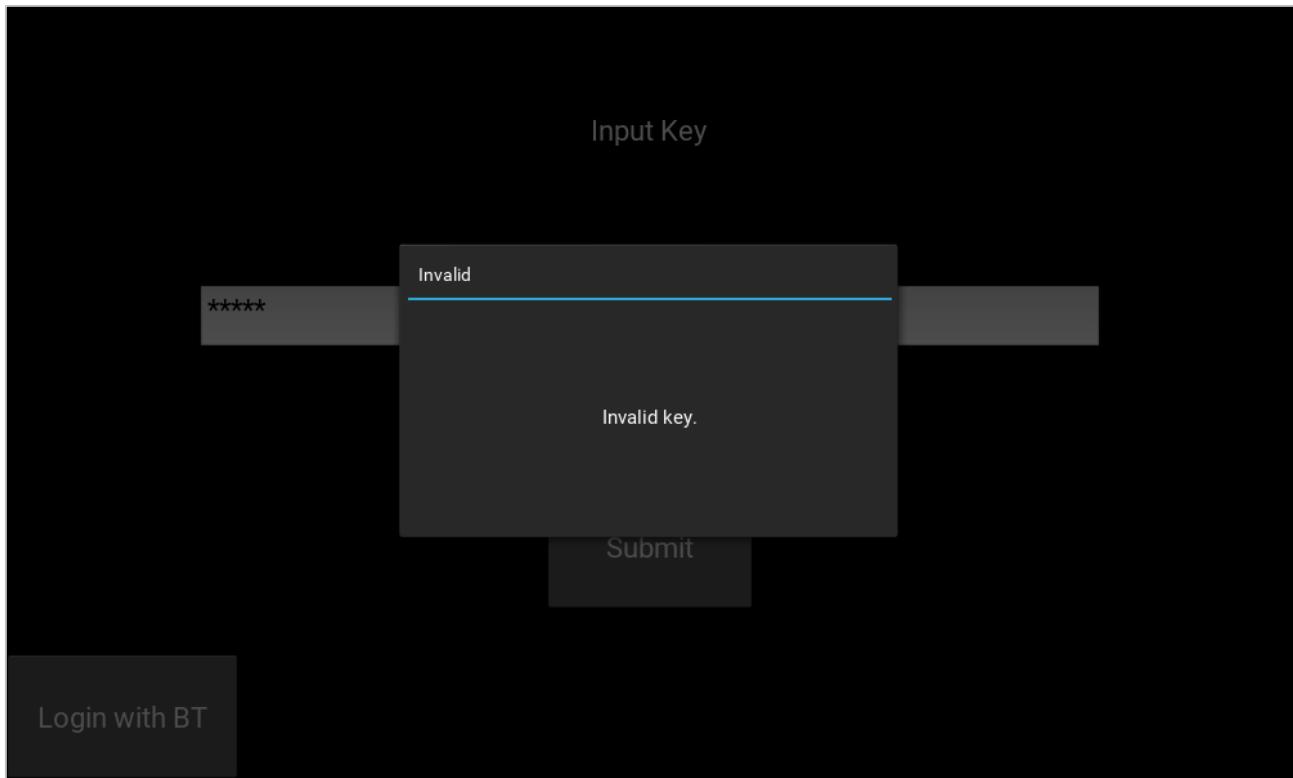
### Login Screen

Here is an image of the Login Screen:

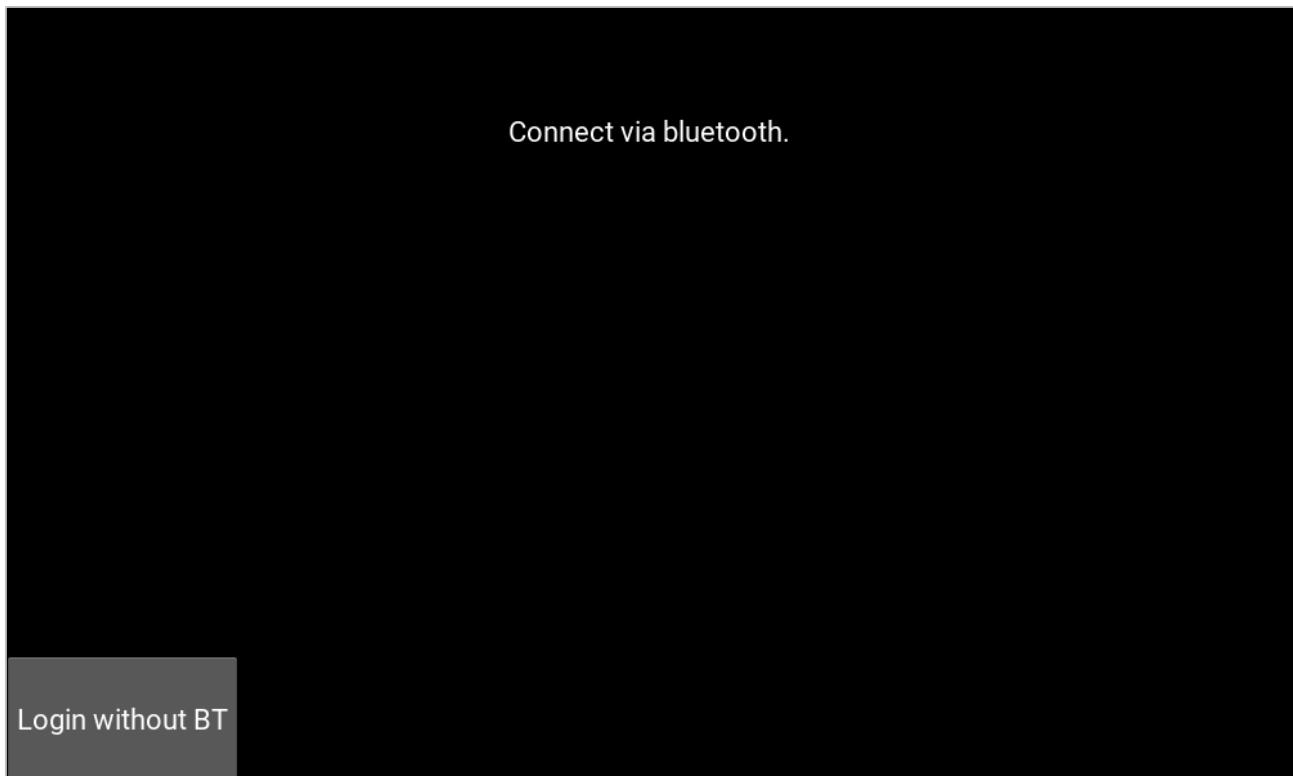


It consists of a key entry text input, a "Submit" button and a button to switch between logging in with Bluetooth and without Bluetooth.

When you enter an incorrect key, a popup tells the user the key is invalid:

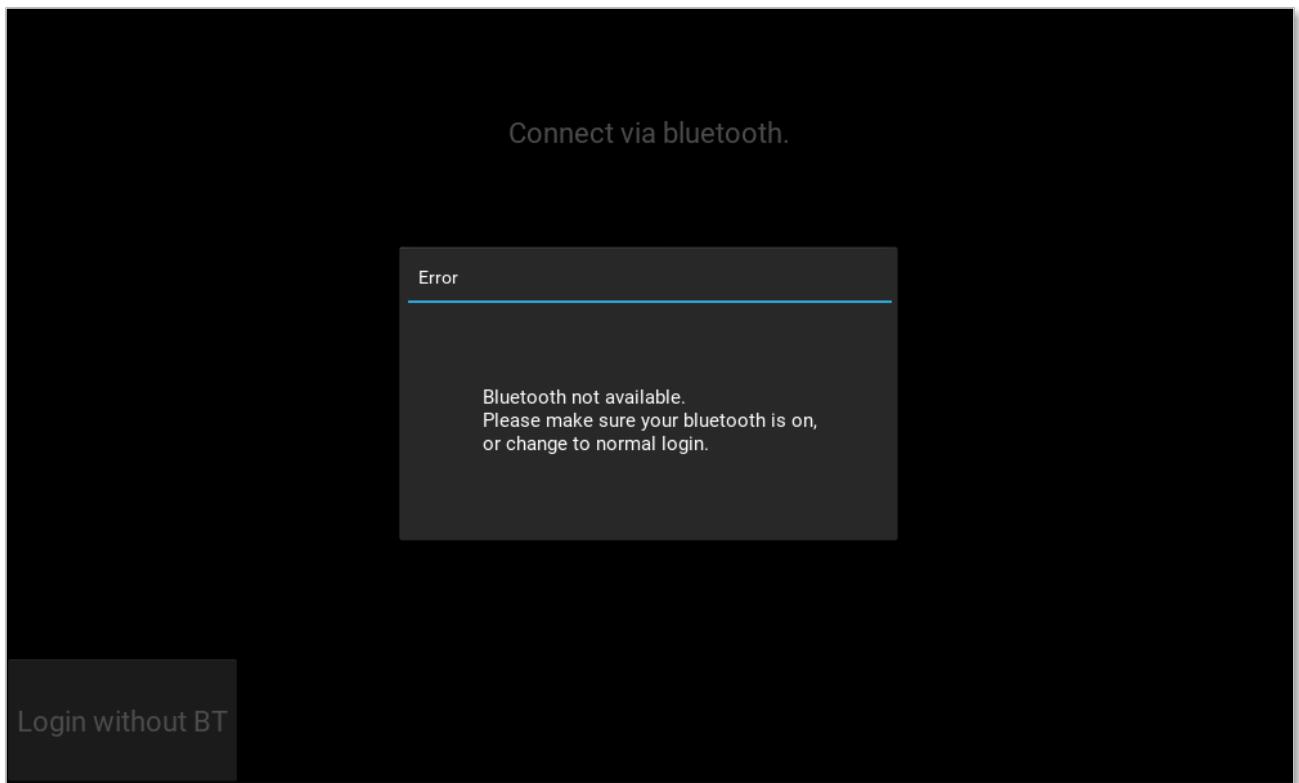


The Bluetooth login screen can be accessed by clicking the "Login with BT" button, changing the configuration file, or changing the settings once logged in. Here is an image of the Login Screen with Bluetooth:



I have tried to keep it as simple and as clutter-free as possible. When a user connects to the BT server, the address of the device connected appears in the middle of the screen, to let the user know that they have connected. The user then proceeds to enter the pin code on the app.

If Bluetooth is not available, or can't start, then a popup appears warning the user that they cannot use the Bluetooth login until Bluetooth becomes available, or they can instead login with regular login:

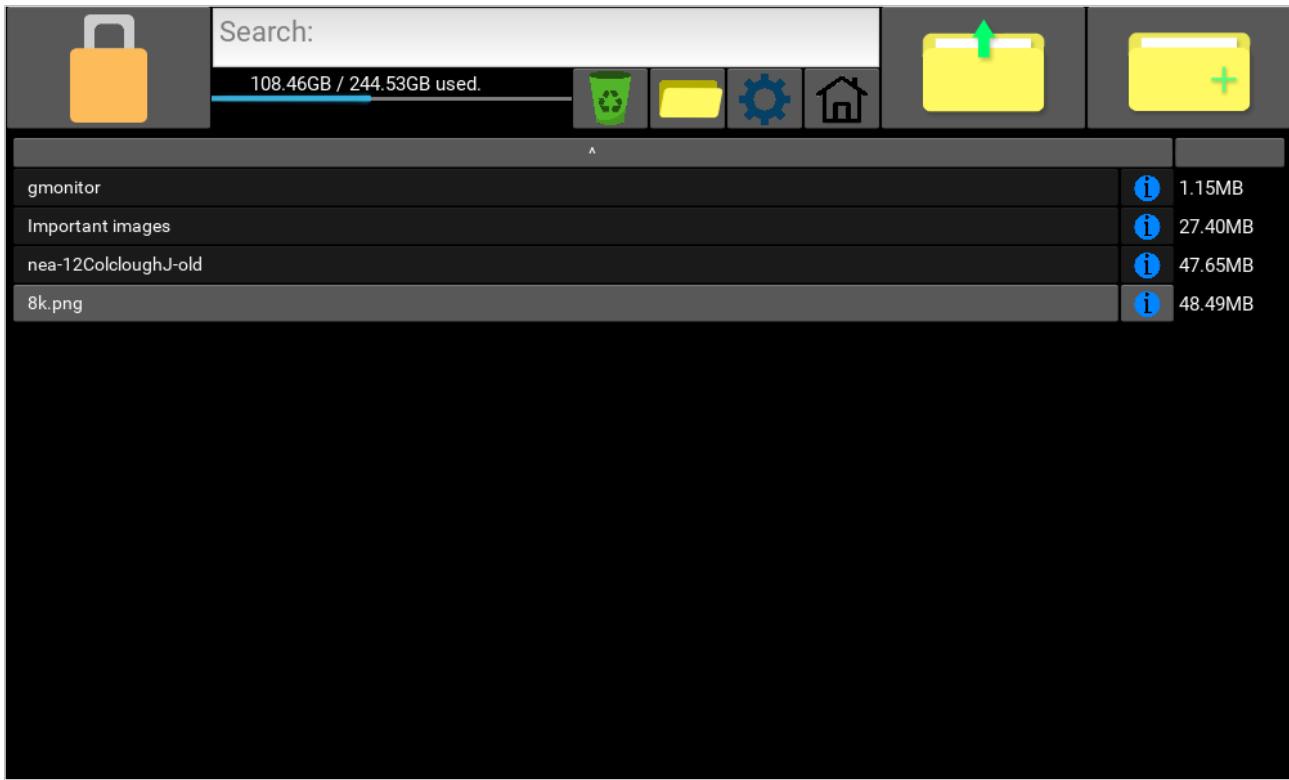


They can then click away from the popup to dismiss it, and do what they want from there.

Once the key has been entered correctly, the screen changes to the Main Screen.

## Main Screen

Here is an image of the Main Screen:



I tried to keep it as similar as possible to the design in the **Design** section, however I had to add a button to add a new folder, as I realised that was a necessity. Also, instead of writing "Information" on the information button, I made an image to be put over the button instead, as it looks a bit better. All the buttons in the GUI are darker than in the design, but that is fine.

It is easy to distinguish between files and folders, and doesn't feel cluttered. The progress bar showing the amount of space used on the current storage device, in my opinion looks better than in the design. It is easy to sort by name (click the button above all the files) or to sort by size (click the button above all of the sizes).

When you click a folder, you change directory to that folder, and the contents of that folder are displayed on the screen. If it is a file, it is decrypted to `<systems_temp_folder>/FileMate/<fileName>`, where it is then opened with the system's default application and can be renamed and edited.

When you click to add a new folder, you get the exact same popup as in the **Information Tab** when you decrypt an item to a location.

## The Information Tab

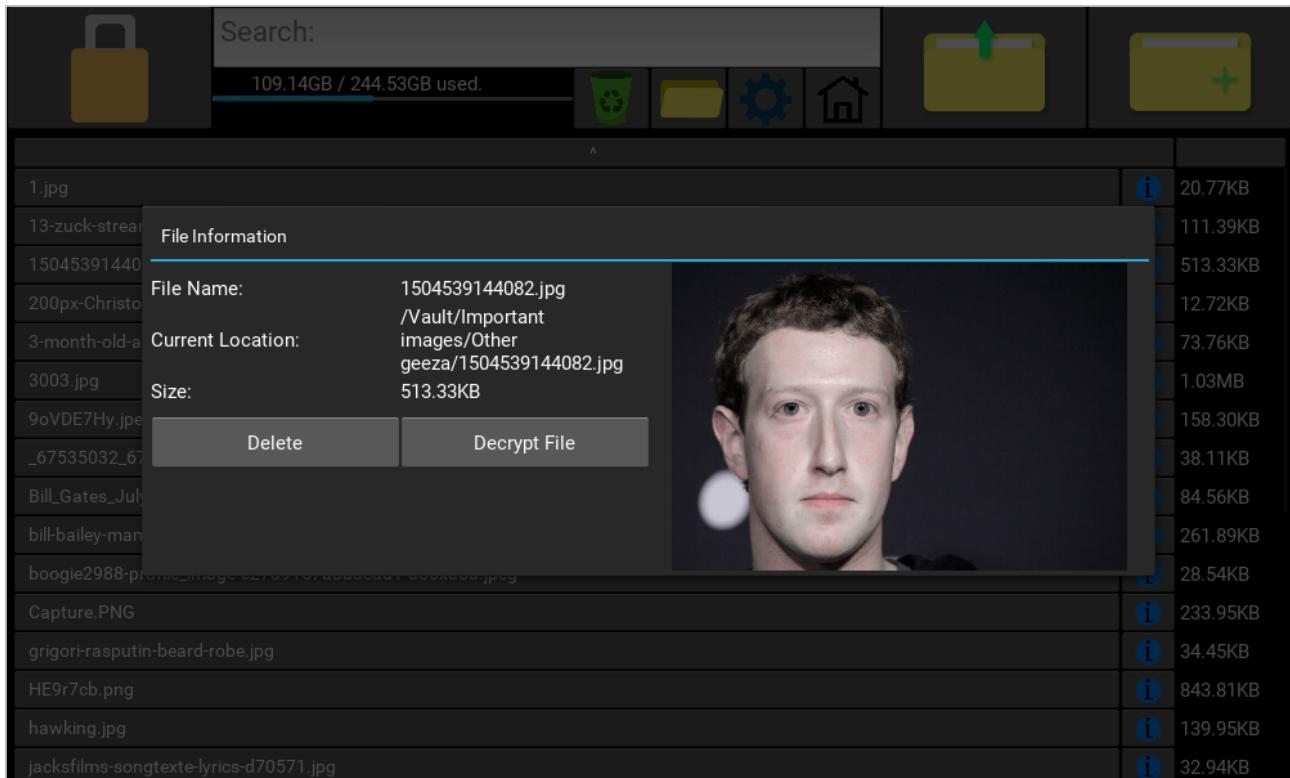
The information tab shows you information about the file:

- The location the file/folder is relative to the Vault.
- The size of the file/folder.
- A thumbnail of the image, if it is a file not a folder, and if the file is an image.

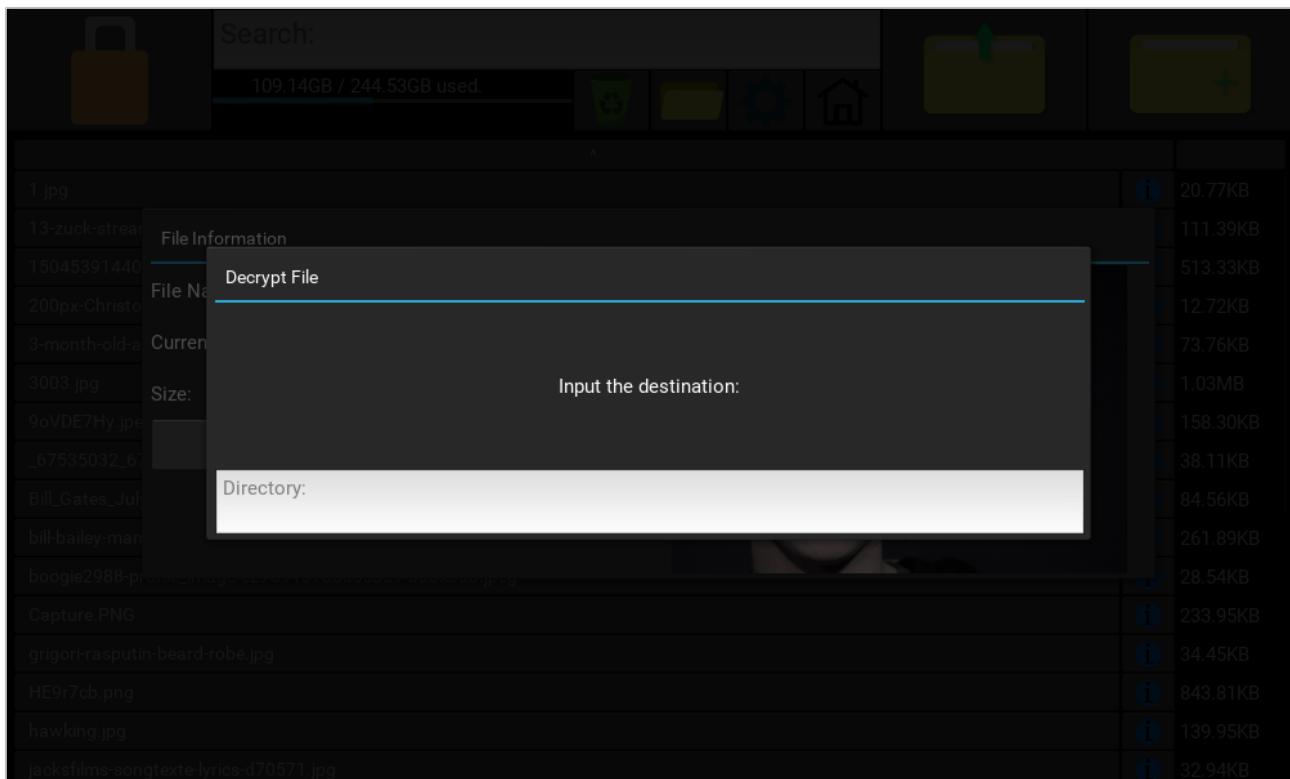
You also have a few options within the information tab to chose from:

- Delete the file/folder.
- Decrypt the file/folder to a specified location.

Here is a screenshot of the information popup:



When you click decrypt file, you are greeted with another popup asking where you would like the file to go:



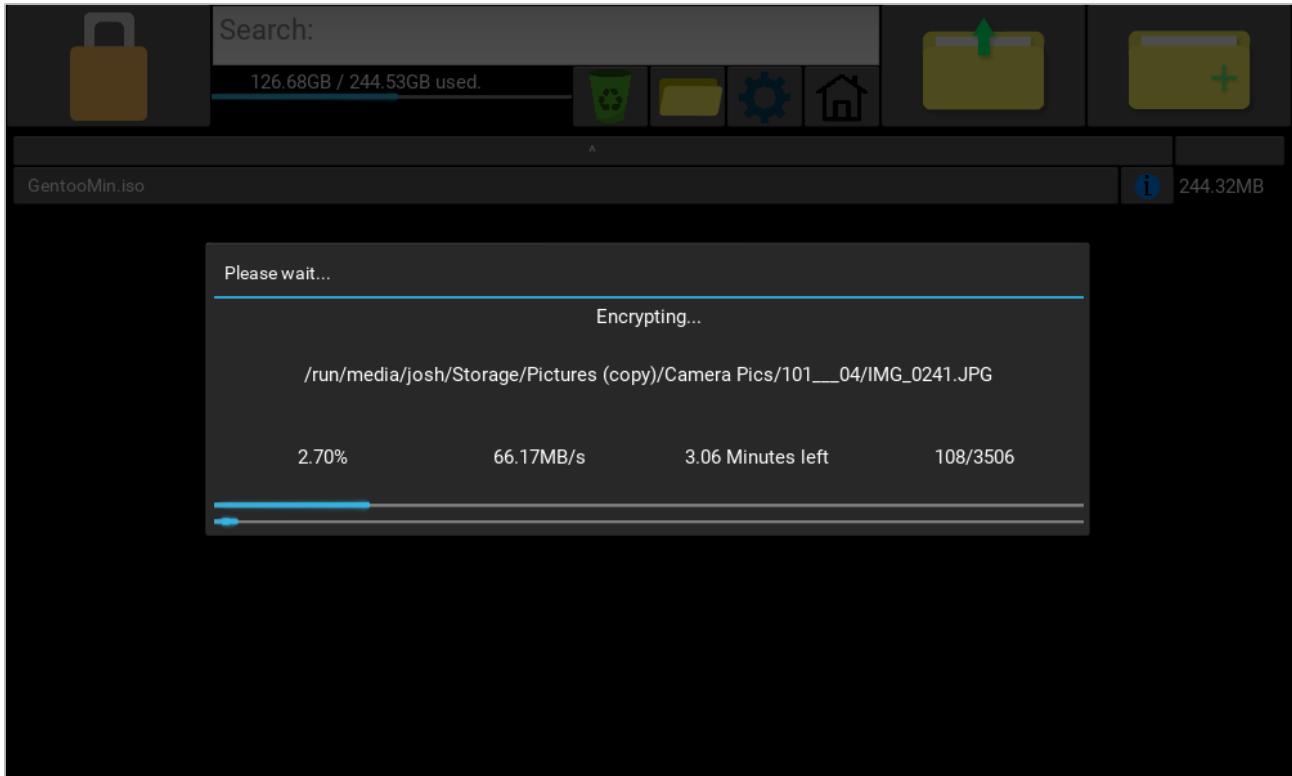
Once you input a correct directory name, it decrypts the file to that directory. If the path ends with the file separator (e.g. "/"), then it will be decrypted to that folder with its original name. If the path does not, then it is saved to that exact location, with that new name. For example, if I wanted to decrypt a file called `Zuckerburg.png`, then I put in `/home/josh/zucc.png`, then it would decrypt the file and would be saved as `zucc.png`. If I instead put in `/home/josh/`, then it would be saved to `/home/josh/Zuckerburg.png`.

When you delete the file, the file moves to the recycling folder located in `Vault/.$recycling` (relative to the vault). To recover the file, you click the recycling bin button, and you get put in the recycling folder (with a popup warning the user they are in the recycling bin). Now when you click items in the recycling folder, instead of opening them and decrypting it, it moves the file back into the vault. You can still view information about the file like usual, and search for items. To leave the recycling bin, you click the folder up button on the top right, or the home key below the search bar.

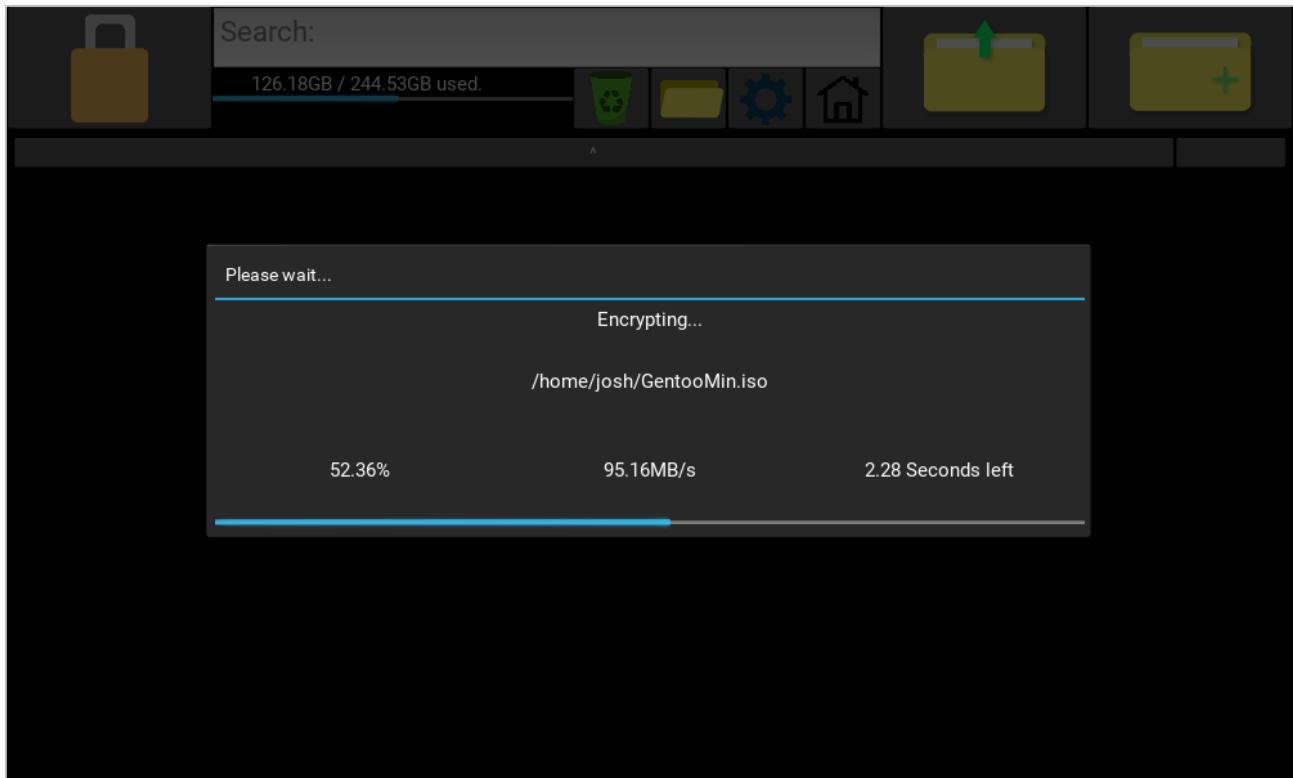
## Encryption and Decryption Status

When decrypting a file, a popup opens showing you the percentage of the way through you are in the file and the current speed of decryption. When decrypting a folder, the same information is shown, however there are two progress bars. One for the current file being decrypted, and one for the total progress of decrypting the folder. Also, you are shown how many files in the folder have been encrypted out of the total. This is the exact same for encryption too by the way.

Here is an image of a folder being encrypted (12GB):



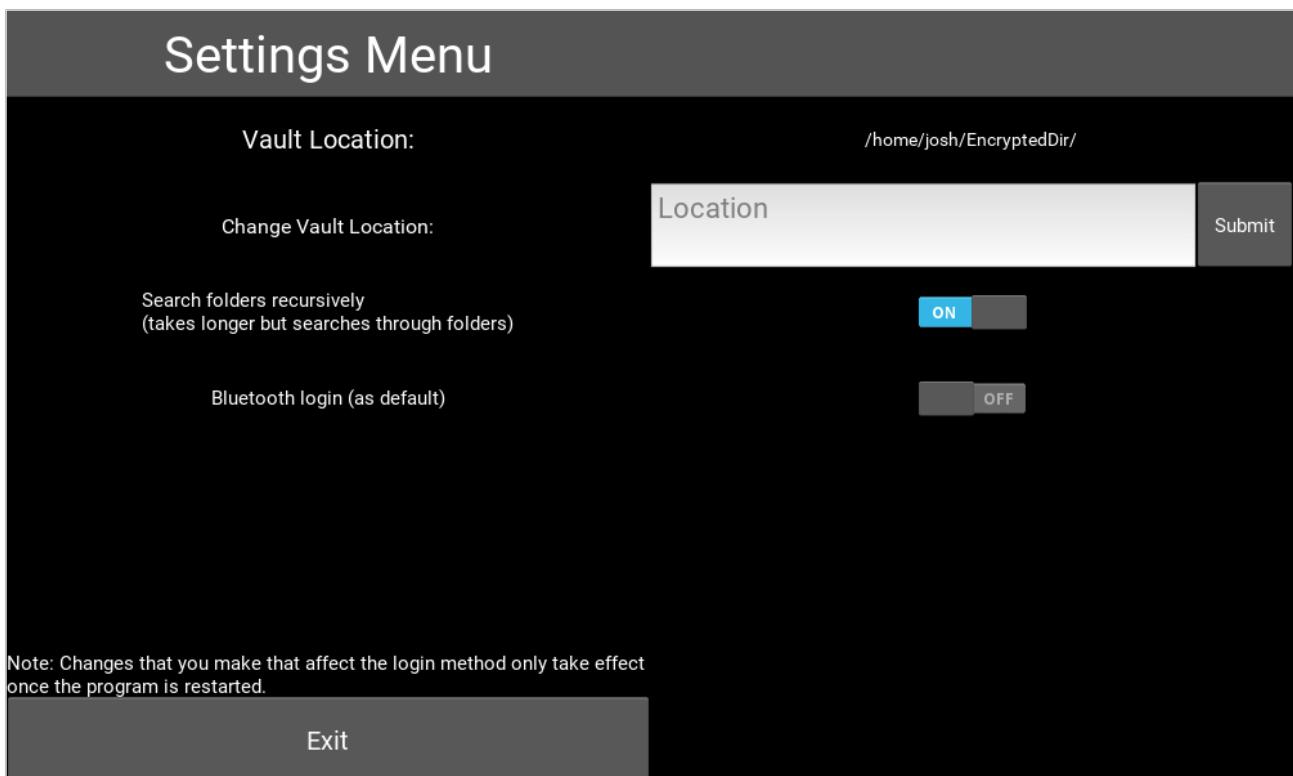
Here is an image of a file being encrypted (244 MB):



As I have said before, when a file is decrypted, it is decrypted to `<systems_temp_folder>/FileMate/<fileName>`, and is then opened using the system's default program for that file type. A checksum is calculated before the file is opened, and after the file is closed using BLAKE2b. The checksum is then compared, and if the checksum is different, then the file is encrypted back into the vault.

## Settings Screen

Here is an image of the settings screen:



The current Vault location is displayed at the top of the screen, followed by an input to change the Vault location, followed by a pair of switches to change whether the search is recursive, and which login screen to use as default. When done, the user can click "Exit" to exit to the main screen again.

## The Search

The search does a linear search through the unsorted directory, checking if the search term is in the file name, and at what position the item appears in the file name. This data is appended in tuples like this: `(pos, fileName)`. These tuples are then sorted by their `pos` value using a quick sort, and if the search term matched a file in the list exactly, letter for letter, then it will be added to the start of the list.

The list of results is then displayed:

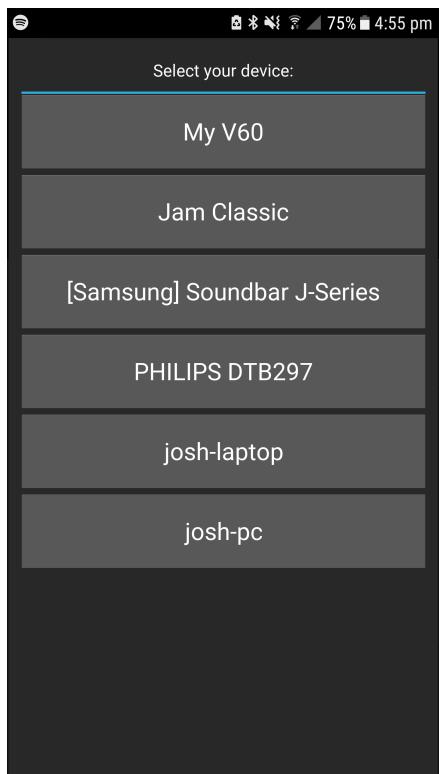


If no results are found, a popup opens saying "No results found for: search item".

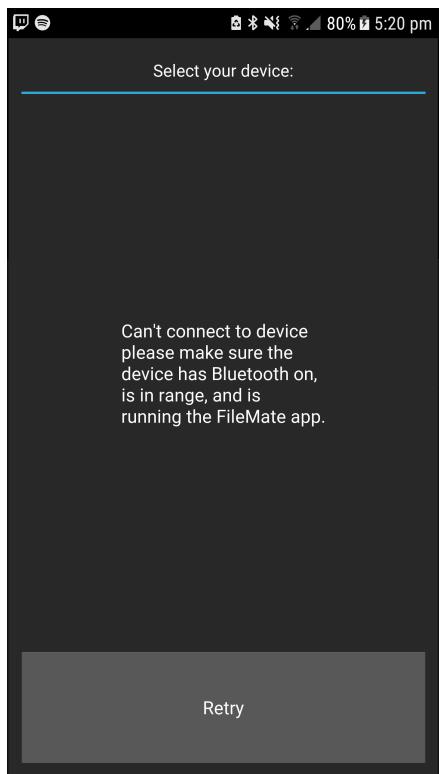
## The Mobile App GUI

The mobile app has a basic design, as I wanted to keep it as small as possible, and images were not really needed.

When you first open the app, you are greeted by a scrollable list of devices to connect to (if Bluetooth is on):

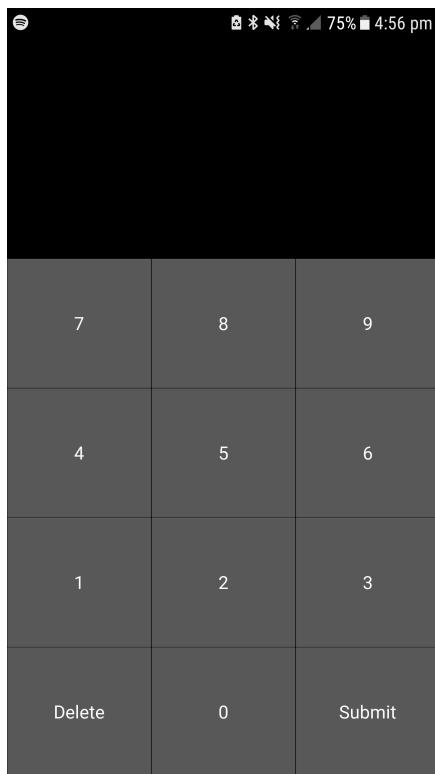


If you can't connect to a device, then you are greeted by this large popup:

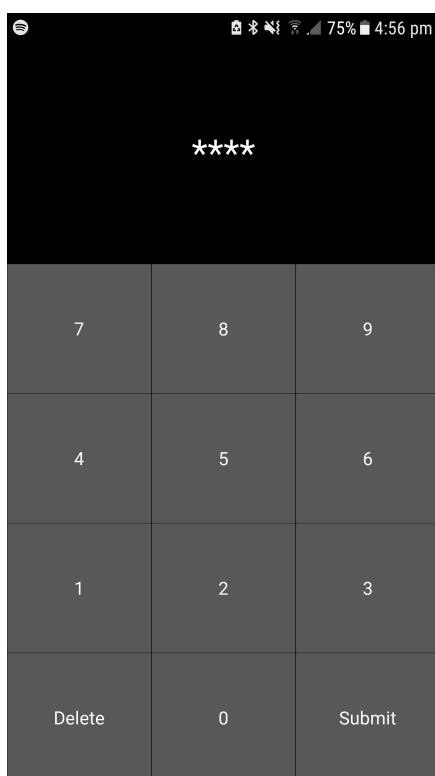


If you click retry, it takes you back to the start screen.

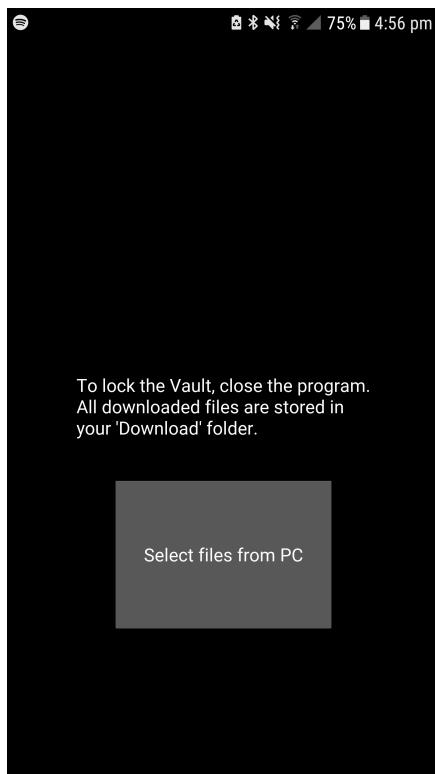
If you connect successfully, you are greeted by this screen:



Where you can then enter your key and submit it. While you are entering it, it looks like this:

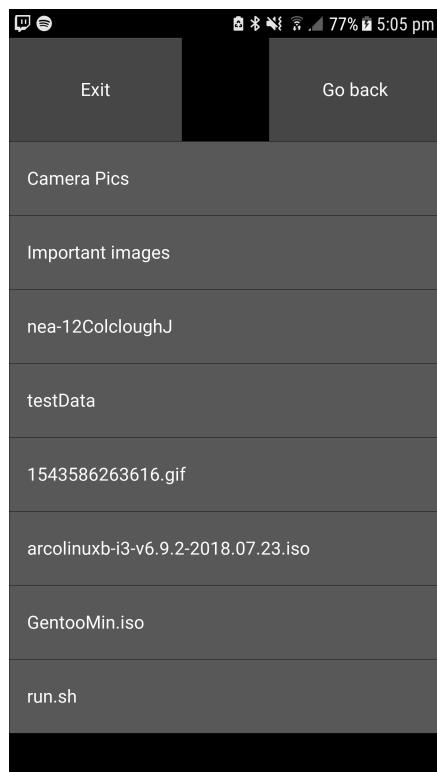


Once you press submit, a popup opens telling you if the key was correct or not, and then you are put into this screen:



From here you can either close the app and leave it running in the background, or browse files. If you close the app completely, the app on the PC locks. **NOTE TO MR REGHIF: I will make a YouTube video here at some point showing the full process. Btw have a nice christmas.**

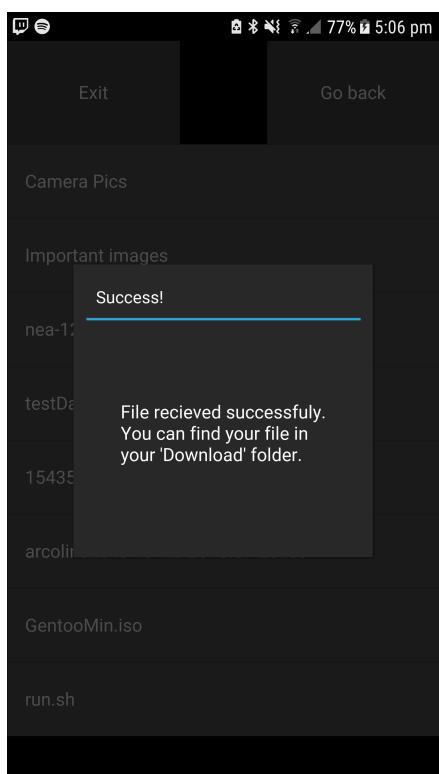
Here is what the app looks like while you are browsing files:



Here you can navigate folders and download files. Here is an image of a navigated folder:



If you want to download a file, a popup opens on the PC app showing the current status of the file using `btTransferPop` ON `MainScreen`, and once the download has finished, a popup opens saying that it has finished, and where you can find it:



Now you can find that file in your devices "Download" folder.

# Key Algorithms

In this section I will explain each algorithm if the comments in the code are not sufficient, and point out any of the bits that have changed or are different in the **Design** section.

## AES:

Go packages are like modules in Python, but are created by grouping Go files of the same package in a folder named the same as the package. Packages have to be stored in a source folder, called `src`, and outside of the `src` folder, a main package (usually stored in `main.go`) handles all of the other packages, and the Go project is built from there.

AES is split into several Go packages. One called AES, which holds all the code needed for the core of AES (encryption and decryption of a single block), AESfiles which handles enc/decryption of files, AESstring which handles with enc/decrypting strings (such as file names) and listing directories containing encrypted files, and finally AEScheckKey which handles key checking. They are all tied together with the `main.go` file in `code/python-go/AES/main.go`, which handles input from Python.

Just to recap, the file structure of the AES folder looks like this:

```
1  code/python-go/AES/
2      └── AES
3          ├── build.sh
4          └── main.go
5
6      └── src
7          ├── AES
8              ├── AEScheckKey
9                  └── aesCheckKey.go
10             └── AESfiles
11                 ├── aesFiles.go
12                 └── aesFiles_test.go
13             └── aes.go
14             └── AESstring
15                 └── aesString.go
16             └── aes_test.go
17             └── sorts
18                 └── sorts.go
19
20             └── testAES.sh
21             └── testBenchAES.sh
22
23  6 directories, 12 files
```

You will notice a few `.sh` files, these are just used to run tests on the code, and also build the code. I will go a bit more into the testing in the **Testing** section.

In the `code/python-go/AES/src/` folder, there is also a folder called `sorts`, which holds the sorts that are used by `AESstring` to sort lists of files. The `sorts` package is used to sort lists of files.

## AES package

Here is the `AES` package in `code/python-go/AES/src/AES/aes.go`:

```
1  package AES
2
3  // Global lookup tables.
4  var sBox = [256]byte {0x63,0x7C,0x77,0x7B,0xF2,0x6B,0x6F,0xC5,0x30,0x01,0x67,0x2B,0xFE,0xD7,0xAB,0x76,
5  // 0xCA,0x82,0xC9,0x7D,0xFA,0x59,0x47,0xF0,0xAD,0xD4,0xA2,0xAF,0x9C,0xA4,0x72,0xC0,
6  // 0xB7,0xFD,0x93,0x26,0x36,0x3F,0xF7,0xCC,0x34,0xA5,0xE5,0xF1,0x71,0xD8,0x31,0x15,
```

```

7   0x04,0xC7,0x23,0xC3,0x18,0x96,0x05,0x9A,0x07,0x12,0x80,0xE2,0x27,0xB2,0x75,
8   0x09,0x83,0x2C,0x1A,0x1B,0x6E,0x5A,0xA0,0x52,0x3B,0xD6,0xB3,0x29,0xE3,0x2F,0x84,
9   0x53,0xD1,0x00,0xED,0x20,0xFC,0xB1,0x5B,0x6A,0xCB,0xBE,0x39,0x4A,0x4C,0x58,0xCF,
10 0xD0,0xEF,0xAA,0xFB,0x43,0x4D,0x33,0x85,0x45,0xF9,0x02,0x7F,0x50,0x3C,0x9F,0xA8,
11 0x51,0xA3,0x40,0x8F,0x92,0x9D,0x38,0xF5,0xBC,0xB6,0xDA,0x21,0x10,0xFF,0xF3,0xD2,
12 0xCD,0xC0,0x13,0xEC,0x5F,0x97,0x44,0x17,0xC4,0xA7,0x7E,0x3D,0x64,0x5D,0x19,0x73,
13 0x60,0x81,0x4F,0xDC,0x22,0x2A,0x90,0x88,0x46,0xEE,0xB8,0x14,0xDE,0x5E,0x0B,0xDB,
14 0xE0,0x32,0x3A,0xA0,0x49,0x06,0x24,0x5C,0xC2,0xD3,0xAC,0x62,0x91,0x95,0xE4,0x79,
15 0xE7,0xC8,0x37,0x6D,0x8D,0xD5,0x4E,0xA9,0x6C,0x56,0xF4,0xEA,0x65,0x7A,0xAE,0x08,
16 0xBA,0x78,0x25,0x2E,0x1C,0xA6,0xB4,0xC6,0xE8,0xDD,0x74,0x1F,0x4B,0xBD,0x8B,0x8A,
17 0x70,0x3E,0xB5,0x66,0x48,0x03,0xF6,0x0E,0x61,0x35,0x57,0xB9,0x86,0xC1,0x1D,0x9E,
18 0xE1,0xF8,0x98,0x11,0x69,0xD9,0x8E,0x94,0x9B,0x1E,0x87,0xE9,0xCE,0x55,0x28,0xDF,
19 0x8C,0xA1,0x89,0x0D,0xBF,0xE6,0x42,0x68,0x41,0x99,0x2D,0x0F,0xB0,0x54,0xBB,0x16}
20
21 var invSBox = [256]byte {0x52,0x09,0x6A,0xD5,0x30,0x36,0xA5,0x38,0xBF,0x40,0xA3,0x9E,0x81,0xF3,0xD7,0xFB,
22   0x7C,0xE3,0x39,0x82,0x9B,0x2F,0xFF,0x87,0x34,0x8E,0x43,0x44,0xC4,0xDE,0xE9,0xCB,
23   0x54,0x7B,0x94,0x32,0xA6,0xC2,0x23,0x3D,0xEE,0x4C,0x95,0x0B,0x42,0xFA,0xC3,0x4E,
24   0x08,0x2E,0xA1,0x66,0x28,0xD9,0x24,0xB2,0x76,0x5B,0xA2,0x49,0x6D,0x8B,0xD1,0x25,
25   0x72,0xF8,0xF6,0x64,0x86,0x68,0x98,0x16,0xD4,0xA4,0x5C,0xCC,0x5D,0x65,0xB6,0x92,
26   0x6C,0x70,0x48,0x50,0xFD,0xED,0xB9,0xDA,0xE5,0x15,0x46,0x57,0xA7,0x8D,0x9D,0x84,
27   0x90,0xD8,0xAB,0x00,0x8C,0xBC,0xD3,0xA0,0xF7,0xE4,0x58,0x05,0xB8,0xB3,0x45,0x06,
28   0xD0,0x2C,0x1E,0x8F,0xCA,0x3F,0xF,0x02,0xC1,0xAF,0xBD,0x03,0x01,0x13,0x8A,0x6B,
29   0x3A,0x91,0x11,0x41,0x4F,0x67,0xDC,0xEA,0x97,0xF2,0xCF,0xCE,0xF0,0xB4,0xE6,0x73,
30   0x96,0xAC,0x74,0x22,0xE7,0xAD,0x35,0x85,0xE2,0xF9,0x37,0xE8,0x1C,0x75,0xDF,0x6E,
31   0x47,0xF1,0xA1,0x71,0x1D,0x29,0xC5,0x89,0x6F,0xB7,0x62,0xE,0xAA,0x18,0xBE,0x1B,
32   0xFC,0x56,0x3E,0x4B,0xC6,0xD2,0x79,0x20,0x9A,0xDB,0xC0,0xFE,0x78,0xCD,0x5A,0xF4,
33   0x1F,0xDD,0xA8,0x33,0x88,0x07,0xC7,0x31,0xB1,0x12,0x10,0x59,0x27,0x80,0xEC,0x5F,
34   0x60,0x51,0x7F,0xA9,0x19,0xB5,0x4A,0x0D,0x2D,0xE5,0x7A,0x9F,0x93,0xC9,0x9C,0xEF,
35   0xA0,0xE0,0x3B,0x4D,0xAE,0x2A,0xF5,0xB0,0xC8,0xEB,0xBB,0x3C,0x83,0x53,0x99,0x61,
36   0x17,0x2B,0x04,0x7E,0xBA,0x77,0xD6,0x26,0xE1,0x69,0x14,0x63,0x55,0x21,0x0C,0x7D}
37
38 var rcon = [256]byte {0x8d,0x01,0x02,0x04,0x08,0x10,0x20,0x40,0x80,0x1b,0x36,0x6c,0xd8,0xab,0x4d,0x9a, //|
39   https://en.wikipedia.org/wiki/Rijndael_key_schedule
40   0x2f,0x5e,0xbc,0x63,0xc6,0x97,0x35,0x6a,0xd4,0xb3,0x7d,0xfa,0xef,0xc5,0x91,0x39,
41   0x72,0xe4,0xd3,0xbd,0x61,0xc2,0x9f,0x25,0xa4,0x94,0x33,0x66,0xcc,0x83,0x1d,0x3a,
42   0x74,0xe8,0xcb,0x8d,0x01,0x02,0x04,0x08,0x10,0x20,0x40,0x80,0x1b,0x36,0x6c,0xd8,
43   0xab,0x4d,0x9a,0x2f,0x5e,0xbc,0x63,0xc6,0x97,0x35,0x6a,0xd4,0xb3,0x7d,0xfa,0xef,
44   0xc5,0x91,0x39,0x72,0x4e,0xd3,0xbd,0x61,0xc2,0x9f,0x25,0x4a,0x94,0x33,0x66,0xcc,
45   0x83,0x1d,0x3a,0x74,0xe8,0xcb,0x8d,0x01,0x02,0x04,0x08,0x10,0x20,0x40,0x80,0x1b,
46   0x36,0x6c,0xd8,0xab,0x4d,0x9a,0x2f,0x5e,0xbc,0x63,0xc6,0x97,0x35,0x6a,0xd4,0xb3,
47   0x7d,0xfa,0xef,0xc5,0x91,0x39,0x72,0xe4,0xd3,0xbd,0x61,0xc2,0x9f,0x25,0x4a,0x94,
48   0x33,0x66,0xcc,0x83,0x1d,0x3a,0x74,0xe8,0xcb,0x8d,0x01,0x02,0x04,0x08,0x10,0x20,
49   0x40,0x80,0x1b,0x36,0x6c,0xd8,0xab,0x4d,0x9a,0x2f,0x5e,0xbc,0x63,0xc6,0x97,0x35,
50   0x6a,0xd4,0xb3,0x7d,0xfa,0xef,0xc5,0x91,0x39,0x72,0xe4,0xd3,0xbd,0x61,0xc2,0x9f,
51   0x25,0x4a,0x94,0x33,0x66,0xcc,0x83,0x1d,0x3a,0x74,0xe8,0xcb,0x8d,0x01,0x02,0x04,
52   0x08,0x10,0x20,0x40,0x80,0x1b,0x36,0x6c,0xd8,0xab,0x4d,0x9a,0x2f,0x5e,0xbc,0x63,
53   0xc6,0x97,0x35,0x6a,0xd4,0xb3,0x7d,0xfa,0xef,0xc5,0x91,0x39,0x72,0xe4,0xd3,0xbd,
54   0x61,0xc2,0x9f,0x25,0x4a,0x94,0x33,0x66,0xcc,0x83,0x1d,0x3a,0x74,0xe8,0xcb,0x8d}
55
56 var mul2 = [256]byte {0x00,0x02,0x04,0x06,0x08,0x0a,0x0c,0x0e,0x10,0x12,0x14,0x16,0x18,0x1a,0x1c,0x1e,
57   0x20,0x22,0x24,0x26,0x28,0x2a,0x2c,0x2e,0x30,0x32,0x34,0x36,0x38,0x3a,0x3c,0x3e,
58   0x40,0x42,0x44,0x46,0x48,0x4a,0x4c,0x4e,0x50,0x52,0x54,0x56,0x58,0x5a,0x5c,0x5e,
59   0x60,0x62,0x64,0x66,0x68,0x6a,0x6c,0x6e,0x70,0x72,0x74,0x76,0x78,0x7a,0x7c,0x7e,
60   0x80,0x82,0x84,0x86,0x88,0x8a,0x8c,0x8e,0x90,0x92,0x94,0x96,0x98,0x9a,0x9c,0x9e,
61   0xa0,0xa2,0xa4,0xa6,0xa8,0xaa,0xae,0xb0,0xb2,0xb4,0xb6,0xb8,0xba,0xbc,0xbe,
62   0xc0,0xc2,0xc4,0xc6,0xc8,0xcc,0xce,0xd0,0xd2,0xd4,0xd6,0xd8,0xda,0xdc,0xde,
63   0xe0,0xe2,0xe4,0xe6,0xe8,0xea,0xec,0xee,0xf0,0xf2,0xf4,0xf6,0xf8,0xfa,0xfc,0xfe,
64   0x1b,0x19,0x1f,0x1d,0x13,0x11,0x17,0x15,0x0b,0x09,0x0f,0x0d,0x03,0x01,0x07,0x05,
65   0x3b,0x39,0x3f,0x3d,0x33,0x31,0x37,0x35,0x2b,0x29,0x2f,0x2d,0x23,0x21,0x27,0x25,
66   0x5b,0x59,0x5f,0x5d,0x53,0x51,0x57,0x55,0x4b,0x49,0x4f,0x4d,0x43,0x41,0x47,0x45,
67   0x7b,0x79,0x7f,0x7d,0x73,0x71,0x77,0x75,0x6b,0x69,0x6f,0x6d,0x63,0x61,0x67,0x65,
68   0x9b,0x99,0x9f,0x9d,0x93,0x91,0x97,0x95,0x8b,0x89,0x8f,0x8d,0x83,0x81,0x87,0x85,
69   0xbb,0xb9,0xbf,0xbd,0xb3,0xb1,0xb7,0xb5,0xab,0xa9,0xaf,0xad,0xa3,0xa1,0xa7,0xa5,
70   0xdb,0xd9,0xdf,0xdd,0xd3,0xd1,0xd7,0xd5,0xcb,0xc9,0xcf,0xcd,0xc3,0xc1,0xc7,0xc5,
71   0xfb,0xf9,0xff,0xfd,0xf3,0xf1,0xf7,0xf5,0xeb,0xe9,0xef,0xed,0xe3,0xe1,0xe7,0xe5}
72
73 var mul3 = [256]byte {0x00,0x03,0x06,0x05,0x0c,0x0f,0x0a,0x09,0x18,0x1b,0x1e,0x1d,0x14,0x17,0x12,0x11,
74   0x30,0x33,0x36,0x35,0x3c,0x3f,0x3a,0x39,0x28,0x2b,0x2e,0x2d,0x24,0x27,0x22,0x21,
    0x60,0x63,0x66,0x65,0x6c,0x6f,0x6a,0x69,0x78,0x7b,0x7e,0x7d,0x77,0x72,0x71,
```

```

75    0x50,0x53,0x56,0x55,0x5c,0x5f,0x5a,0x59,0x48,0x4b,0x4e,0x4d,0x44,0x47,0x42,0x41,
76    0xc0,0xc3,0xc6,0xc5,0xcc,0xcf,0xca,0xc9,0xd8,0xdb,0xde,0xdd,0xd4,0xd7,0xd2,0xd1,
77    0xf0,0xf3,0xf6,0xf5,0xfc,0xff,0xfa,0xf9,0xe8,0xeb,0xee,0xed,0xe4,0xe7,0xe2,0xe1,
78    0xa0,0xa3,0xa6,0xa5,0xac,0xaf,0xaa,0xa9,0xb8,0xbb,0xbe,0xbd,0xb4,0xb7,0xb2,0xb1,
79    0x90,0x93,0x96,0x95,0x9c,0x9f,0x9a,0x99,0x88,0x8b,0x8e,0x8d,0x84,0x87,0x82,0x81,
80    0x9b,0x98,0x9d,0x9e,0x97,0x94,0x91,0x92,0x83,0x80,0x85,0x86,0x8f,0x8c,0x89,0x8a,
81    0xab,0xa8,0xad,0xae,0xa7,0xa4,0xa1,0xa2,0xb3,0xb0,0xb5,0xb6,0xbf,0xbc,0xb9,0xba,
82    0xfb,0xf8,0xfd,0xfe,0xf7,0xf4,0xf1,0xf2,0xe3,0xe0,0xe5,0xe6,0xef,0xec,0xe9,0xea,
83    0xcb,0xc8,0xcd,0xce,0xc7,0xc4,0xc1,0xc2,0xd3,0xd0,0xd5,0xd6,0xdf,0xdc,0xd9,0xda,
84    0xb5,0x58,0x5d,0x5e,0x57,0x54,0x51,0x52,0x43,0x40,0x45,0x46,0x4f,0x4c,0x49,0x4a,
85    0x6b,0x68,0x6d,0x6e,0x67,0x64,0x61,0x62,0x73,0x70,0x75,0x76,0x7f,0x7c,0x79,0x7a,
86    0x3b,0x38,0x3d,0x3e,0x37,0x34,0x31,0x32,0x23,0x20,0x25,0x26,0x2f,0x2c,0x29,0x2a,
87    0x0b,0x08,0x0d,0x0e,0x07,0x04,0x01,0x02,0x13,0x10,0x15,0x16,0x1f,0x1c,0x19,0x1a}
88
89 var mul9 = [256]byte {0x00,0x09,0x12,0x1b,0x24,0x2d,0x36,0x3f,0x48,0x41,0x5a,0x53,0x6c,0x65,0x7e,0x77,
90    0x90,0x99,0x82,0x8b,0xb4,0xbd,0xa6,0xaf,0xd8,0xd1,0xca,0xc3,0xfc,0xf5,0xee,0xe7,
91    0x3b,0x32,0x29,0x20,0x1f,0x16,0x0d,0x04,0x73,0x7a,0x61,0x68,0x57,0x5e,0x45,0x4c,
92    0xab,0xa2,0xb9,0xb0,0x8f,0x86,0x9d,0x94,0xe3,0xea,0xf1,0xf8,0xc7,0xce,0xd5,0xdc,
93    0x76,0x7f,0x64,0x6d,0x52,0x5b,0x40,0x49,0x3e,0x37,0x2c,0x25,0x1a,0x13,0x08,0x01,
94    0xe6,0xef,0xf4,0xfd,0xc2,0xcb,0xd0,0xd9,0xae,0xa7,0xbc,0xb5,0x8a,0x83,0x98,0x91,
95    0x4d,0x44,0x5f,0x56,0x69,0x60,0x7b,0x72,0x05,0x0c,0x17,0x1e,0x21,0x28,0x33,0x3a,
96    0xdd,0xd4,0xcf,0xc6,0xf9,0xf0,0xeb,0xe2,0x95,0x9c,0x87,0x8e,0xb1,0xb8,0xa3,0xaa,
97    0xec,0xe5,0xfe,0xf7,0xc8,0xc1,0xda,0xd3,0xa4,0xad,0xb6,0xbf,0x80,0x89,0x92,0x9b,
98    0x7c,0x75,0x6e,0x67,0x58,0x51,0x4a,0x43,0x3d,0x26,0x2f,0x10,0x19,0x02,0x0b,
99    0xd7,0xde,0xc5,0xcc,0xf3,0xfa,0xe1,0xe8,0x9f,0x96,0x8d,0x84,0xbb,0xb2,0xa9,0xa0,
100   0x47,0x4e,0x55,0x5c,0x63,0x6a,0x71,0x78,0x0f,0x06,0x1d,0x14,0x2b,0x22,0x39,0x30,
101   0x9a,0x93,0x88,0x81,0xbe,0xb7,0xac,0xa5,0xd2,0xdb,0xc0,0xc9,0xf6,0xff,0xe4,0xed,
102   0x0a,0x03,0x18,0x11,0x2e,0x27,0x3c,0x35,0x42,0x4b,0x50,0x59,0x66,0x6f,0x74,0x7d,
103   0xa1,0xa8,0xb3,0xba,0x85,0x8c,0x97,0x9e,0xe9,0xe0,0xfb,0xf2,0xcd,0xc4,0xdf,0xd6,
104   0x31,0x38,0x23,0x2a,0x15,0x1c,0x07,0x0e,0x79,0x70,0x6b,0x62,0x5d,0x54,0x4f,0x46}
105
106 var mul11 = [256]byte {0x00,0x0b,0x16,0x1d,0x2c,0x27,0x3a,0x31,0x58,0x53,0x4e,0x45,0x74,0x7f,0x62,0x69,
107   0xb0,0xbb,0xa6,0xad,0x9c,0x97,0x8a,0x81,0xe8,0xe3,0xfe,0xf5,0xc4,0xcf,0xd2,0xd9,
108   0x7b,0x70,0x6d,0x66,0x57,0x5c,0x41,0x4a,0x23,0x28,0x35,0x3e,0x0f,0x04,0x19,0x12,
109   0xcb,0xc0,0xdd,0xd6,0xe7,0xec,0xf1,0xfa,0x93,0x98,0x85,0x8e,0xbf,0xb4,0xa9,0xa2,
110   0xf6,0xfd,0xe0,0xeb,0xda,0xd1,0xcc,0xc7,0xae,0xa5,0xb8,0xb3,0x82,0x89,0x94,0x9f,
111   0x46,0x4d,0x50,0x5b,0x6a,0x61,0x7c,0x77,0x1e,0x15,0x08,0x03,0x32,0x39,0x24,0x2f,
112   0x8d,0x86,0x9b,0x90,0xa1,0xaa,0xb7,0xbc,0xd5,0xde,0xc3,0xc8,0xf9,0xf2,0xef,0xe4,
113   0x3d,0x36,0x2b,0x20,0x11,0x1a,0x07,0x0c,0x65,0x6e,0x73,0x78,0x49,0x42,0x5f,0x54,
114   0xfc,0xe1,0xea,0xdb,0xd0,0xcd,0xc6,0xaf,0xa4,0xb9,0xb2,0x83,0x88,0x95,0x9e,
115   0x47,0x4c,0x51,0x5a,0x6b,0x60,0x7d,0x1f,0x14,0x09,0x02,0x33,0x38,0x25,0x2e,
116   0x8c,0x87,0x9a,0x91,0xa0,0xab,0xb6,0xbd,0xd4,0xdf,0xc2,0xc9,0xf8,0xf3,0xee,0xe5,
117   0x3c,0x37,0x2a,0x21,0x10,0x1b,0x06,0x0d,0x64,0x6f,0x72,0x79,0x48,0x43,0x5e,0x55,
118   0x01,0x0a,0x17,0x1c,0x2d,0x26,0x3b,0x30,0x59,0x52,0x4f,0x44,0x75,0x7e,0x63,0x68,
119   0xb1,0xba,0xa7,0xac,0x9d,0x96,0x8b,0x80,0xe9,0xe2,0xff,0xf4,0xc5,0xce,0x3,0xd8,
120   0x7a,0x71,0x6c,0x67,0x56,0x5d,0x40,0x4b,0x22,0x29,0x34,0x3f,0x0e,0x05,0x18,0x13,
121   0xca,0xc1,0xdc,0xd7,0xe6,0xed,0xf0,0xfb,0x92,0x99,0x84,0x8f,0xbe,0xb5,0xa8,0xa3}
122
123 var mul13 = [256]byte {0x00,0x0d,0x1a,0x17,0x34,0x39,0x2e,0x23,0x68,0x65,0x72,0x7f,0x5c,0x51,0x46,0x4b,
124   0xd0,0xdd,0xca,0xc7,0xe4,0xe9,0xfe,0xf3,0xb8,0xb5,0xa2,0xaf,0x8c,0x81,0x96,0x9b,
125   0xbb,0xb6,0xa1,0xac,0x8f,0x82,0x95,0x98,0xd3,0xde,0xc9,0xc4,0xe7,0xea,0xfd,0xf0,
126   0x6b,0x66,0x71,0x7c,0x5f,0x52,0x45,0x48,0x03,0x0e,0x19,0x14,0x37,0x3a,0x2d,0x20,
127   0x6d,0x60,0x77,0x7a,0x59,0x54,0x43,0x4e,0x05,0x08,0x1f,0x12,0x31,0x3c,0x2b,0x26,
128   0xbd,0xb0,0xa7,0xaa,0x89,0x84,0x93,0x9e,0xd5,0xd8,0xcf,0xc2,0xe1,0xec,0xfb,0xf6,
129   0xd6,0xdb,0xcc,0xc1,0xe2,0xef,0xf8,0xf5,0xbe,0xb3,0xa4,0xa9,0x8a,0x87,0x90,0x9d,
130   0x06,0x0b,0x1c,0x11,0x32,0x3f,0x28,0x25,0x6e,0x63,0x74,0x79,0x5a,0x57,0x40,0x4d,
131   0xda,0xd7,0xc0,0xcd,0xee,0xe3,0xf4,0xf9,0xb2,0xbf,0xa8,0xa5,0x86,0x8b,0x9c,0x91,
132   0xa,0x07,0x10,0x1d,0x3e,0x33,0x24,0x29,0x62,0x6f,0x78,0x75,0x56,0x5b,0x4c,0x41,
133   0x61,0x6c,0x7b,0x76,0x55,0x58,0x4f,0x42,0x09,0x04,0x13,0x1e,0x3d,0x30,0x27,0x2a,
134   0xb1,0xbc,0xab,0xa6,0x85,0x88,0x9f,0x92,0xd9,0xd4,0xc3,0xce,0xed,0xe0,0xf7,0xfa,
135   0xb7,0xba,0xad,0xa0,0x83,0x8e,0x99,0x94,0xdf,0xd2,0xc5,0xc8,0xeb,0x6,0xf1,0xfc,
136   0x67,0x6a,0x7d,0x70,0x53,0x5e,0x49,0x44,0x0f,0x02,0x15,0x18,0x3b,0x36,0x21,0x2c,
137   0xc,0x01,0x16,0x1b,0x38,0x35,0x22,0x2f,0x64,0x69,0x7e,0x73,0x50,0x5d,0x4a,0x47,
138   0xdc,0xd1,0xc6,0xcb,0xe8,0xe5,0xf2,0xff,0xb4,0xb9,0xae,0xa3,0x80,0x8d,0x9a,0x97}
139
140 var mul14 = [256]byte {0x00,0x0e,0x1c,0x12,0x38,0x36,0x24,0x2a,0x70,0x7e,0x6c,0x62,0x48,0x46,0x54,0x5a,
141   0xe0,0xee,0xfc,0xf2,0xd8,0xd6,0xc4,0xca,0x90,0x9e,0x8c,0x82,0xa8,0xa6,0xb4,0xba,
142   0xdb,0xd5,0xc7,0xc9,0xe3,0xed,0xff,0xf1,0xab,0xa5,0xb7,0xb9,0x93,0x9d,0x8f,0x81,
143   0x3b,0x35,0x27,0x29,0x03,0x0d,0x1f,0x11,0x4b,0x45,0x57,0x59,0x73,0x7d,0x6f,0x61}

```

```

144     0xad, 0xa3, 0xb1, 0xbf, 0x95, 0x9b, 0x89, 0x87, 0xdd, 0xd3, 0xc1, 0xcf, 0xe5, 0xeb, 0xf9, 0xf7,
145     0x4d, 0x43, 0x51, 0x5f, 0x75, 0x7b, 0x69, 0x67, 0x3d, 0x33, 0x21, 0x2f, 0x05, 0x0b, 0x19, 0x17,
146     0x76, 0x78, 0x6a, 0x64, 0x4e, 0x40, 0x52, 0x5c, 0x06, 0x08, 0x1a, 0x14, 0x3e, 0x30, 0x22, 0x2c,
147     0x96, 0x98, 0x8a, 0x84, 0xae, 0xa0, 0xb2, 0xbc, 0xe6, 0xe8, 0xfa, 0xf4, 0xde, 0xd0, 0xc2, 0xcc,
148     0x41, 0x4f, 0x5d, 0x53, 0x79, 0x77, 0x65, 0x6b, 0x31, 0x3f, 0x2d, 0x23, 0x09, 0x07, 0x15, 0x1b,
149     0xa1, 0xaf, 0xbd, 0xb3, 0x99, 0x97, 0x85, 0x8b, 0xd1, 0xdf, 0xcd, 0xc3, 0xe9, 0xe7, 0xf5, 0xfb,
150     0x9a, 0x94, 0x86, 0x88, 0xa2, 0xac, 0xbe, 0xb0, 0xea, 0xe4, 0xf6, 0xf8, 0xd2, 0xdc, 0xce, 0xc0,
151     0x7a, 0x74, 0x66, 0x68, 0x42, 0x4c, 0x5e, 0x50, 0xa, 0x04, 0x16, 0x18, 0x32, 0x3c, 0x2e, 0x20,
152     0xec, 0xe2, 0xf0, 0xfe, 0xd4, 0xda, 0xc8, 0xc6, 0x9c, 0x92, 0x80, 0x8e, 0xa4, 0xb8, 0xb6,
153     0x0c, 0x02, 0x10, 0x1e, 0x34, 0x3a, 0x28, 0x26, 0x7c, 0x72, 0x60, 0x6e, 0x44, 0x4a, 0x58, 0x56,
154     0x37, 0x39, 0x2b, 0x25, 0x0f, 0x01, 0x13, 0x1d, 0x47, 0x49, 0x5b, 0x55, 0x7f, 0x71, 0x63, 0x6d,
155     0xd7, 0xd9, 0xcb, 0xc5, 0xef, 0xe1, 0xf3, 0xfd, 0xa7, 0xa9, 0xb5, 0x9f, 0x91, 0x83, 0x8d}
156
157
158 func keyExpansionCore(inp [4]byte, i int) [4]byte {
159     // Shift the inp left by moving the first byte to the end (rotate).
160     inp[0], inp[1], inp[2], inp[3] = inp[1], inp[2], inp[3], inp[0]
161
162     // S-Box the bytes
163     inp[0], inp[1], inp[2], inp[3] = sBox[inp[0]], sBox[inp[1]], sBox[inp[2]], sBox[inp[3]]
164
165     // rcon, the round constant
166     inp[0] ^= rcon[i]
167
168     return inp
169 }
170
171 func ExpandKey(inputKey []byte) [176]byte {
172     var expandedKey [176]byte
173     // first 16 bytes of the expandedKey should be the same 16 as the original key
174     for i := 0; i < 16; i++ {
175         expandedKey[i] = inputKey[i]
176     }
177     var bytesGenerated int = 16 // needs to get to 176 to fill expandedKey with 11 keys, one for every round.
178     var rconIteration int = 1
179     var temp [4]byte
180
181     for bytesGenerated < 176{
182         // Read 4 bytes for use in keyExpansionCore
183         copy(temp[:], expandedKey[bytesGenerated-4:bytesGenerated])
184
185         if bytesGenerated % 16 == 0 {    // Keys are length 16 bytes so every 16 bytes generated, expand.
186             temp = keyExpansionCore(temp, rconIteration)
187             rconIteration += 1
188         }
189
190         for y := 0; y < 4; y++ {
191             expandedKey[bytesGenerated] = expandedKey[bytesGenerated - 16] ^ temp[y] // XOR first 4 bytes of
192             previous key with the temporary list.
193             bytesGenerated += 1
194         }
195
196     return expandedKey
197 }
198
199 func addRoundKey(state []byte, roundKey []byte) {      // Add round key is also it's own inverse
200     state[ 0], state[ 1], state[ 2], state[ 3],
201     state[ 4], state[ 5], state[ 6], state[ 7],
202     state[ 8], state[ 9], state[10], state[11],
203     state[12], state[13], state[14], state[15] =
204
205     state[ 0]^roundKey[ 0], state[ 1]^roundKey[ 1], state[ 2]^roundKey[ 2], state[ 3]^roundKey[ 3],
206     state[ 4]^roundKey[ 4], state[ 5]^roundKey[ 5], state[ 6]^roundKey[ 6], state[ 7]^roundKey[ 7],
207     state[ 8]^roundKey[ 8], state[ 9]^roundKey[ 9], state[10]^roundKey[10], state[11]^roundKey[11],
208     state[12]^roundKey[12], state[13]^roundKey[13], state[14]^roundKey[14], state[15]^roundKey[15]
209 }
210
211 func subBytes(state []byte) {

```

```

212     state[ 0], state[ 1], state[ 2], state[ 3],
213     state[ 4], state[ 5], state[ 6], state[ 7],
214     state[ 8], state[ 9], state[10], state[11],
215     state[12], state[13], state[14], state[15] =
216
217     sBox[state[ 0]], sBox[state[ 1]], sBox[state[ 2]], sBox[state[ 3]],
218     sBox[state[ 4]], sBox[state[ 5]], sBox[state[ 6]], sBox[state[ 7]],
219     sBox[state[ 8]], sBox[state[ 9]], sBox[state[10]], sBox[state[11]],
220     sBox[state[12]], sBox[state[13]], sBox[state[14]], sBox[state[15]]
221 }
222
223 func invSubBytes(state []byte) {
224     state[ 0], state[ 1], state[ 2], state[ 3],
225     state[ 4], state[ 5], state[ 6], state[ 7],
226     state[ 8], state[ 9], state[10], state[11],
227     state[12], state[13], state[14], state[15] =
228
229     invSBox[state[ 0]], invSBox[state[ 1]], invSBox[state[ 2]], invSBox[state[ 3]],
230     invSBox[state[ 4]], invSBox[state[ 5]], invSBox[state[ 6]], invSBox[state[ 7]],
231     invSBox[state[ 8]], invSBox[state[ 9]], invSBox[state[10]], invSBox[state[11]],
232     invSBox[state[12]], invSBox[state[13]], invSBox[state[14]], invSBox[state[15]]
233 }
234
235 func shiftRows(state []byte) {
236     state[ 0], state[ 1], state[ 2], state[ 3],
237     state[ 4], state[ 5], state[ 6], state[ 7],
238     state[ 8], state[ 9], state[10], state[11],
239     state[12], state[13], state[14], state[15] =
240
241     state[ 0], state[ 5], state[10], state[15],
242     state[ 4], state[ 9], state[14], state[ 3],
243     state[ 8], state[13], state[ 2], state[ 7],
244     state[12], state[ 1], state[ 6], state[11]
245 }
246 // Shifts it like this:
247 //
248 // 0 4 8 12      0 4 8 12  Shifted left by 0
249 // 1 5 9 13  ----> 5 9 13 1  Shifted left by 1
250 // 2 6 10 14  ----> 10 14 2 6  Shifted left by 2
251 // 3 7 11 15      15 3 7 11  Shifted left by 3
252
253 func invShiftRows(state []byte) {
254     state[ 0], state[ 1], state[ 2], state[ 3],
255     state[ 4], state[ 5], state[ 6], state[ 7],
256     state[ 8], state[ 9], state[10], state[11],
257     state[12], state[13], state[14], state[15] =
258
259     state[ 0], state[13], state[10], state[ 7],
260     state[ 4], state[ 1], state[14], state[11],
261     state[ 8], state[ 5], state[ 2], state[15],
262     state[12], state[ 9], state[ 6], state[ 3]
263 }
264 // 0 4 8 12      0 4 8 12  Shifted right by 0
265 // 5 9 13 1  ----> 1 5 9 13  Shifted right by 1
266 // 10 14 2 6  ----> 2 6 10 14  Shifted right by 2
267 // 15 3 7 11      3 7 11 15  Shifted right by 3
268
269 func mixColumns(state []byte) {
270     state[ 0], state[ 1], state[ 2], state[ 3],
271     state[ 4], state[ 5], state[ 6], state[ 7],
272     state[ 8], state[ 9], state[10], state[11],
273     state[12], state[13], state[14], state[15] =
274
275     mul2[state[ 0]] ^ mul3[state[ 1]] ^ state[ 2] ^ state[ 3],
276     state[ 0] ^ mul2[state[ 1]] ^ mul3[state[ 2]] ^ state[ 3],
277     state[ 0] ^ state[ 1] ^ mul2[state[ 2]] ^ mul3[state[ 3]],
278     mul3[state[ 0]] ^ state[ 1] ^ state[ 2] ^ mul2[state[ 3]],
279
280     mul2[state[ 4]] ^ mul3[state[ 5]] ^ state[ 6] ^ state[ 7],

```

```

281     state[ 4 ] ^ mul2[state[ 5 ] ^ mul3[state[ 6 ] ^ state[ 7 ],
282     state[ 4 ] ^ state[ 5 ] ^ mul2[state[ 6 ] ^ mul3[state[ 7 ]],
283     mul3[state[ 4 ] ^ state[ 5 ] ^ state[ 6 ] ^ mul2[state[ 7 ]],
284
285     mul2[state[ 8 ] ^ mul3[state[ 9 ] ^ state[10] ^ state[11],
286     state[ 8 ] ^ mul2[state[ 9 ] ^ mul3[state[10]] ^ state[11],
287     state[ 8 ] ^ state[ 9 ] ^ mul2[state[10]] ^ mul3[state[11]],
288     mul3[state[ 8 ] ^ state[ 9 ] ^ state[10] ^ mul2[state[11]],
289
290     mul2[state[12]] ^ mul3[state[13]] ^ state[14] ^ state[15],
291     state[12] ^ mul2[state[13]] ^ mul3[state[14]] ^ state[15],
292     state[12] ^ state[13] ^ mul2[state[14]] ^ mul3[state[15]],
293     mul3[state[12]] ^ state[13] ^ state[14] ^ mul2[state[15]],
294 }
295
296 func invMixColumns(state []byte) {
297     state[ 0], state[ 1], state[ 2], state[ 3],
298     state[ 4], state[ 5], state[ 6], state[ 7],
299     state[ 8], state[ 9], state[10], state[11],
300     state[12], state[13], state[14], state[15] =
301
302     mul14[state[ 0]] ^ mul11[state[ 1]] ^ mul13[state[ 2]] ^ mul9[state[ 3]],
303     mul9[state[ 0]] ^ mul14[state[ 1]] ^ mul11[state[ 2]] ^ mul13[state[ 3]],
304     mul13[state[ 0]] ^ mul9[state[ 1]] ^ mul14[state[ 2]] ^ mul11[state[ 3]],
305     mul11[state[ 0]] ^ mul13[state[ 1]] ^ mul9[state[ 2]] ^ mul14[state[ 3]],
306
307     mul14[state[ 4]] ^ mul11[state[ 5]] ^ mul13[state[ 6]] ^ mul9[state[ 7]],
308     mul9[state[ 4]] ^ mul14[state[ 5]] ^ mul11[state[ 6]] ^ mul13[state[ 7]],
309     mul13[state[ 4]] ^ mul9[state[ 5]] ^ mul14[state[ 6]] ^ mul11[state[ 7]],
310     mul11[state[ 4]] ^ mul13[state[ 5]] ^ mul9[state[ 6]] ^ mul14[state[ 7]],
311
312     mul14[state[ 8]] ^ mul11[state[ 9]] ^ mul13[state[10]] ^ mul9[state[11]],
313     mul9[state[ 8]] ^ mul14[state[ 9]] ^ mul11[state[10]] ^ mul13[state[11]],
314     mul13[state[ 8]] ^ mul9[state[ 9]] ^ mul14[state[10]] ^ mul11[state[11]],
315     mul11[state[ 8]] ^ mul13[state[ 9]] ^ mul9[state[10]] ^ mul14[state[11]],
316
317     mul14[state[12]] ^ mul11[state[13]] ^ mul13[state[14]] ^ mul9[state[15]],
318     mul9[state[12]] ^ mul14[state[13]] ^ mul11[state[14]] ^ mul13[state[15]],
319     mul13[state[12]] ^ mul9[state[13]] ^ mul14[state[14]] ^ mul11[state[15]],
320     mul11[state[12]] ^ mul13[state[13]] ^ mul9[state[14]] ^ mul14[state[15]]
321 }
322
323 func Encrypt(state []byte, expandedKey *[176]byte) {
324     addRoundKey(state, expandedKey[:16])
325
326     for i := 0; i < 144; i += 16 {    // 9 regular rounds * 16 = 144
327         subBytes(state)
328         shiftRows(state)
329         mixColumns(state)
330         addRoundKey(state, expandedKey[i+16:i+32])
331     }
332     // Last round
333     subBytes(state)
334     shiftRows(state)
335     addRoundKey(state, expandedKey[160:])
336 }
337
338 func Decrypt(state []byte, expandedKey *[176]byte) {
339     addRoundKey(state, expandedKey[160:])
340     invShiftRows(state)
341     invSubBytes(state)
342
343     for i := 144; i != 0; i -= 16 {
344         addRoundKey(state, expandedKey[i:i+16])
345         invMixColumns(state)
346         invShiftRows(state)
347         invSubBytes(state)
348     }
349     // Last round

```

```
350     addRoundKey(state, expandedKey[:16])
351 }
```

MixColumns is the same as in **Design**, where I explain how lookup tables can be used towards the end of the **Mix Columns** section.

In Go, names of files and global variables starting with a capital letter are exported in the package, hence why Encrypt, Decrypt and ExpandKey all start with a capital letter, while other names in the file begin with a lower case letter. These names can be accessed when the package is imported like this:

```
1 package main
2
3 import (
4     "package"
5 )
6
7 func main() {
8     package.Name()
9 }
```

The expanded key is passed by reference to Encrypt and Decrypt so it does not keep being copied by functions. This increases speed slightly. The state is passed to each function as a slice, which is an array that can change size. In Go, slices are always passed by reference, so I do not need to worry about dereferencing it or anything, and hence why none of the functions in the `AES` package return any values (apart from for key expansion).

## AESfiles package

Here is the `AESfiles` package in `code/python-go/AES/src/AES/AESfiles/aesFiles.go`:

```
1 package AESfiles
2
3 import (
4     "os"          // For opening files
5     "io"          // For reading files
6     "runtime"     // For getting CPU core count
7     "AES"
8     "AES/AEScheckKey"
9 )
10
11 const DEFAULT_BUFFER_SIZE = 65536 // Define the default buffer size for enc/decrypt (is 2^16)
12
13 func check(e error) { // Checks error given
14     if e != nil { panic(e) }
15 }
16
17 func getNumOfCores() int { // Gets the number of cores so the number of workers can be determined.
18     maxProcs := runtime.GOMAXPROCS(0)
19     numCPU := runtime.NumCPU()
20     if maxProcs < numCPU {
21         return maxProcs
22     }
23     return numCPU
24 }
25
26 // For holding the buffer to be worked on and the offset together, so it can be written to the file in the
27 // correct place at the end.
28 type work struct {
29     buff []byte
30     offset int64
31 }
```

```

31
32 func workerEnc(jobs <-chan work, results chan<- work, expandedKey *[176]byte) {      // Encrypts a chunk when
33     given (a chunk of length bufferSize)
34     for job := range jobs {
35         for i := 0; i < len(job.buf); i += 16 {
36             AES.Encrypt(job.buf[i:i+16], expandedKey)
37         }
38         results<- job // Return result with encrypted job
39     }
40 }
41
42 func workerDec(jobs <-chan work, results chan<- work, expandedKey *[176]byte, fileSize int) {
43     for job := range jobs {
44         for i := 0; i < len(job.buf); i += 16 {
45             AES.Decrypt(job.buf[i:i+16], expandedKey)
46         }
47         results<- job // Return job with decrypted buffer
48     }
49 }
50
51 func EncryptFile(expandedKey *[176]byte, f, w string) {
52     a, err := os.Open(f)      // Open original file to get statistics and read data.
53     check(err)
54     aInfo, err := a.Stat()   // Get statistics
55     check(err)
56
57     fileSize := int(aInfo.Size()) // Get size of original file
58
59     if _, err := os.Stat(w); err == nil { // If file already exists, delete it
60         os.Remove(w)
61     }
62
63     var workingWorkers int = 0
64     var workerNum int = getNumOfCores()*2
65
66     jobs := make(chan work, workerNum)      // Make two channels for go routines to communicate over.
67     results := make(chan work, workerNum)    // Each has a buffer of length workerNum
68
69     for i := 0; i < workerNum; i++ {
70         go workerEnc(jobs, results, expandedKey) // Create the workers
71     }
72     /*
73     Each go routine will be given access to the job channel, where each worker then waits to complete the job.
74     Once the job is completed, the go routine pushes the result onto the result channel, where the result can be
75     received by the main routine. The results are read once all of the go routines are busy, or if the file
76     is completed, then the remaining workers still working are asked for their results.
77     */
78     var bufferSize int = DEFAULT_BUFFER_SIZE
79
80     if fileSize < bufferSize {    // If the buffer size is larger than the file size, just read the whole file.
81         bufferSize = fileSize
82     }
83
84     var buffCount int = 0    // Keeps track of how far through the file we are
85
86     e, err := os.OpenFile(w, os.O_CREATE|os.O_WRONLY, 0644) // Open file for writing.
87     check(err) // Check it opened correctly
88
89     // Append key so that when decrypting, the key can be checked before decrypting the whole file.
90     originalKey := make([]byte, 16)
91     for i := 0; i < 16; i++ {
92         originalKey[i] = expandedKey[i]
93     }
94     AES.Encrypt(originalKey, expandedKey)
95     e.Write(originalKey)
96     offset := 16
97
98     for buffCount < fileSize {    // Same as a while buffCount < fileSize: in python3
99         if bufferSize > (fileSize - buffCount) {

```

```

99     bufferSize = fileSize - buffCount    // If this is the last block, read the amount of data left in the
100    file.
101
102    buff := make([]byte, bufferSize) // Make a slice the size of the buffer
103    _, err := io.ReadFull(a, buff) // Read the contents of the original file, but only enough to fill the buff
104    array.                                // The "_" tells go to ignore the value returned by io.ReadFull, which in
105    this case is the number of bytes read.
106    check(err)
107
108    if len(buff) % 16 != 0 { // If the buffer is not divisible by 16 (usually the end of a file), then padding
109    needs to be added.
110        var extraNeeded int
111        var l int = len(buff)
112        for l % 16 != 0 {           // extraNeeded holds the value for how much padding the block needs.
113            l++
114            extraNeeded++
115        }
116
117        for i := 0; i < extraNeeded; i++ {           // Add the number of extra bytes needed to the end of
118        the block, if the block is not long enough.
119        buff = append(buff, byte(extraNeeded)) // For example, the array [1, 1, 1, 1, 1, 1, 1, 1] would have
120        the number 8 appended to then end 8 times to make the array 16 in length.
121        } // This is so that when the block is decrypted, the pattern can be recognised, and the correct amount
122        of padding can be removed.
123    }
124
125    jobs <- work{buff: buff, offset: int64(offset)} // Input new work into the jobs channel.
126    workingWorkers++
127
128    if workingWorkers == workerNum { // Once all workers are working, wait for results.
129        workingWorkers = 0
130        for i := 0; i < workerNum; i++ {
131            wk := <-results
132            e.WriteAt(wk.buffer, wk.offset) // Write the buffer at the offset specified.
133        }
134
135    if workingWorkers != 0 { // If there are still workers working, then accept the results.
136        for i := 0; i < workingWorkers; i++ {
137            wk := <-results
138            e.WriteAt(wk.buffer, wk.offset)
139        }
140    }
141
142    close(jobs) // Close the channels since the file has been finished.
143    close(results)
144
145    a.Close() // Close the files used.
146    e.Close()
147}
148
149
150 func DecryptFile(expandedKey *[176]byte, f, w string) {
151    a, err := os.Open(f)
152    check(err)
153    aInfo, err := a.Stat()
154    check(err)
155
156    fileSize := int(aInfo.Size())-16 // Take away length of added key for checksum
157
158    if _, err := os.Stat(w); err == nil { // If file exists, delete it
159        os.Remove(w)
160    }

```

```

161
162     var bufferSize int = DEFAULT_BUFFER_SIZE
163
164     var workingWorkers int = 0
165     var workerNum int = getNumOfCores()*2
166
167     jobs := make(chan work, workerNum)      // Make two channels for go routines to communicate over.
168     results := make(chan work, workerNum)   // Each has a buffer of length workerNum
169
170     for i := 0; i < workerNum; i++ {
171         go workerDec(jobs, results, expandedKey, fileSize)
172     }
173
174     if fileSize < bufferSize {
175         bufferSize = fileSize
176     }
177
178     var buffCount int = 0
179
180     e, err := os.OpenFile(w, os.O_CREATE|os.O_WRONLY, 0644) // Open file
181     check(err)
182
183     // Check first block is key
184     firstBlock := make([]byte, 16)
185     _, er := io.ReadFull(a, firstBlock)
186     check(er)
187
188     if AEScheckKey.CheckKey(expandedKey, firstBlock) { // If key is valid
189         offset := 0
190         a.Seek(16, 0) // Move past key in encrypted file
191         for buffCount < fileSize{ // While the data done is less than the fileSize
192             if bufferSize > (fileSize - buffCount) {
193                 bufferSize = fileSize - buffCount
194             }
195
196             buff := make([]byte, bufferSize)
197             _, err := io.ReadFull(a, buff) // Ignore the number of bytes read (_)
198             check(err)
199
200             jobs<- work{buff: buff, offset: int64(offset)}
201             workingWorkers++
202
203             if workingWorkers == workerNum {
204                 workingWorkers = 0
205                 for i := 0; i < workerNum; i++ {
206                     wk := <-results
207                     e.WriteAt(wk.buffer, wk.offset)
208                 }
209             }
210
211             offset += bufferSize
212             buffCount += bufferSize
213         }
214
215         if workingWorkers != 0 {
216             for i := 0; i < workingWorkers; i++ { // Collect all but last block
217                 wk := <-results
218                 if int(wk.offset)+bufferSize >= fileSize { // If the offset is the last block in file
219                     wk.buffer = checkForPadding(wk.buffer)
220                 }
221                 e.WriteAt(wk.buffer, wk.offset)
222             }
223         }
224         close(jobs)
225         close(results)
226
227     } else {
228         panic("Invalid Key") // If first block is not equal to the key, then do not bother trying to decrypt the
file.

```

```

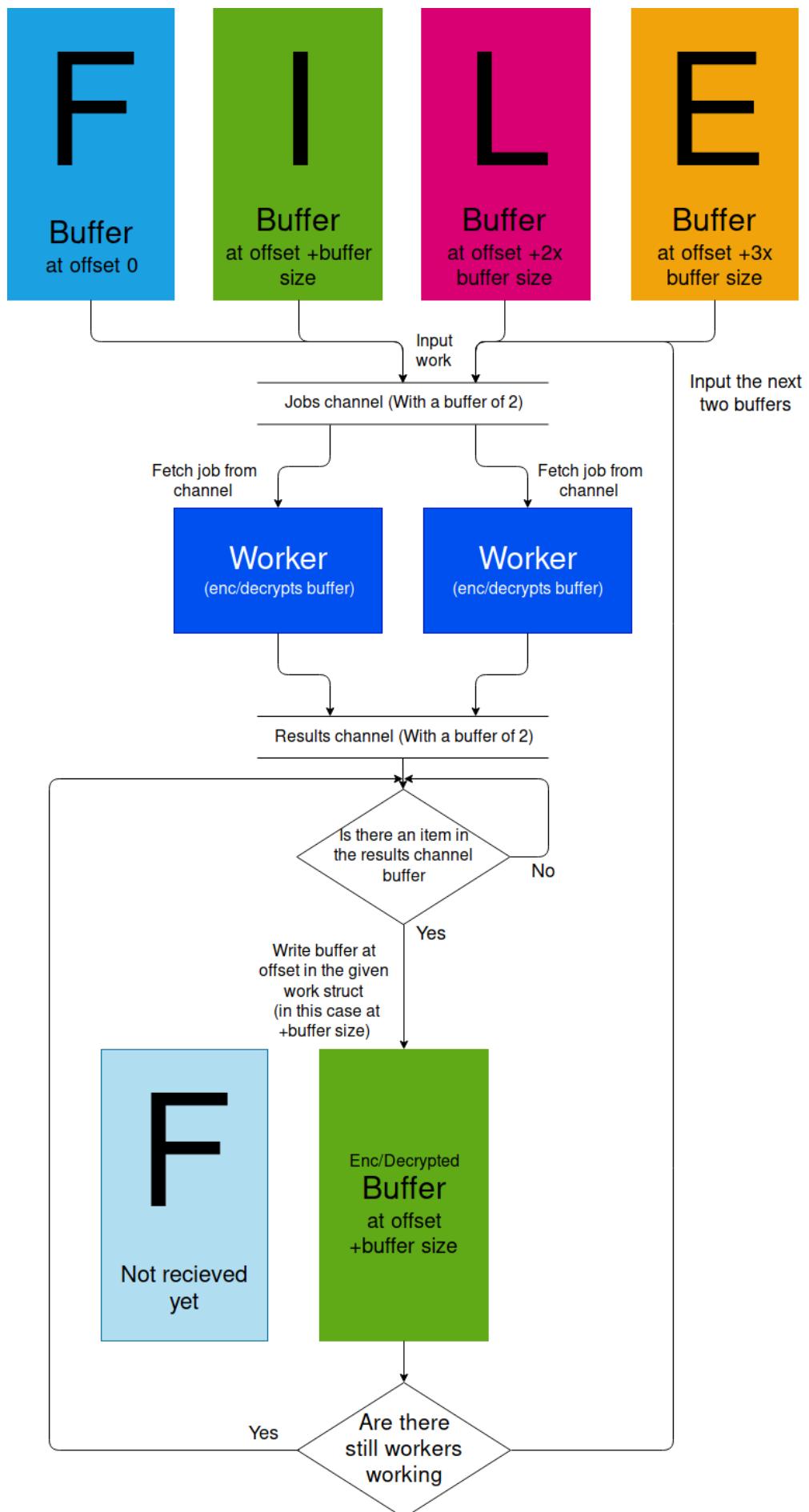
229     }
230     a.Close()
231     e.Close()
232   }
233
234   func checkForPadding(buffer []byte) []byte { // Checks a block for padding
235     var focus byte = buffer[len(buffer)-1]
236     var focusCount byte = 0
237     if focus < 16 {
238       for j := 1; (buffer[len(buffer)-j] == focus) && (j <= 16); j++ {
239         if buffer[len(buffer)-j] == focus { focusCount++ }
240       }
241       if focus == focusCount {
242         buffer = buffer[:len(buffer)-int(focusCount)] // If the number of bytes at the end is equal to the value
243         // of each byte, then remove them, as it is padding.
244       }
245     }
246     return buffer
247   }
248
249   // For dealing with directories
250   func EncryptList(expandedKey *[176]byte, fileList []string, targetList []string) { // Encrypts list of files
251     given to the corresponding targets.
252     if len(fileList) != len(targetList) { panic("fileList and targList are different in length") }
253     for i := range fileList {
254       EncryptFile(expandedKey, fileList[i], targetList[i])
255     }
256
257   func DecryptList(expandedKey *[176]byte, fileList []string, targetList []string) { // Decrypts list of files
258     given to the corresponding targets.
259     if len(fileList) != len(targetList) { panic("fileList and targList are different in length") }
260     for i := range fileList {
261       DecryptFile(expandedKey, fileList[i], targetList[i])
262     }
263   }

```

Enc/decryption of files is done in parallel (using multiple processes/CPU cores) by having 'workers' that accept jobs from a work channel, do work on each job given and return them in a results channel. The workers are really just a function that is run in a goroutine (coroutines that are designed to be easy to use and low on memory), and each worker waits for a job on the job channel while the job channel is open. The job channel allows for the transfer of a 'work' struct to the goroutine, containing a full buffer of the original file, and what offset in the file that buffer was read from. The offset is important because each goroutine may finish at a different time, and the data has to be in the correct order, however it does not need to be written to the new file at the same time. As long as it is in order it is fine.

If on the last block of decryption, then the program checks for padding, which works the same as specified in the **Design** section. If the last element of the last block has a value less than 16, it counts how many of that number occur going back through the block, and if the number of occurrences matches the value itself, then the occurrences

Here is a visual representation of this process:



The number of workers is determined by the number of cores, and is then multiplied by 2 because I wanted the CPU usage to be about 85-90%, using a lot of cpu usage but also leaving room for other processes. The `DEFAULT_BUFFER_SIZE` is set to a power of 2 ( $2^x$ ) as this is a very divisible number, and computers work best with powers of 2.

I did play with the `DEFAULT_BUFFER_SIZE` value on multiple machines, and ended up settling on  $2^6$ , as it seemed to perform best on several computers.

`EncryptList` and `DecryptList` take a list of files to enc/decrypt, and a list of targets to decrypt each file in the list to. This is used when enc/decrypting folders. Separating this function from the generation of the lists is a good idea because it makes programming additional features more flexible, as the list does not necessarily need to be created in Go.

The lists are generated in the `AESstring` package, which we will look at next.

## AESstring package

The AESstring package contains functions for enc/decrypting strings, and generating lists of directories that need enc/decrypting.

All file names are encoded in base 64 to allow for larger file names to be encrypted (since with hex encoding, the name's size would increase by 2x, since each character is 1 byte). The maximum file name length on most operating systems is 255 in length, and the maximum length for a string to be encoded into base 64 to be within the 255 byte limit is 176 bytes.

Here is the package ([code/python-go/AES/src/AES/AESstring/aesString.go](#)):

```
1 package AESstring
2
3 import (
4     "os"           // For making new folders
5     "log"          // For debugging
6     "io/ioutil"    // For listing contents of directories
7     "b64"          "encoding/base64" // For enc/decoding encrypted string
8     "AES"
9     "sorts"        // QuickSortAlpha made in sorts.go
10 )
11
12 func EncryptFileName(expandedKey *[176]byte, name string) string {
13     byteName := []byte(name)
14
15     for len(byteName) % 16 != 0 { // Pad with 0's
16         byteName = append(byteName, 0)
17     }
18
19     for i := 0; i < len(byteName); i += 16 {
20         AES.Encrypt(byteName[i:i+16], expandedKey) // Done by reference so does not need to be assigned
21     }
22     return b64.URLEncoding.EncodeToString(byteName) // URL encoding used so it is safe for file systems ("/")
23 }
24
25 func DecryptFileName(expandedKey *[176]byte, hexName string) string {
26     byteName, err := b64.URLEncoding.DecodeString(hexName)
27     if err != nil { panic(err) }
28
29     for i := 0; i < len(byteName); i += 16 {
30         AES.Decrypt(byteName[i:i+16], expandedKey)
31     }
32     byteName = checkForPadding(byteName)
33     return string(byteName[:])
34 }
```

```

35
36 func checkForPadding(input []byte) []byte {
37     var newBytes []byte
38     for _, element := range input {
39         if (element > 31) && (element < 127) { //If a character
40             newBytes = append(newBytes, element)
41         }
42     }
43     return newBytes
44 }
45
46 func EncryptListOfString(expandedKey *[176]byte, l []string) []string {
47     for i := range l {
48         l[i] = EncryptFileName(expandedKey, l[i])
49     }
50     return l
51 }
52
53 func DecryptListOfString(expandedKey *[176]byte, l []string) []string {
54     var out []string
55     for i := range l {
56         out = append(out, DecryptFileName(expandedKey, l[i]))
57     }
58     return out
59 }
60
61 func GetListsEnc(expandedKey *[176]byte, fileList, targetList []string, folder, target string) ([]string,
62 []string) { // Also makes the folders required
63     os.Mkdir(target, os.ModePerm)
64     list, err := ioutil.ReadDir(folder)
65     if err != nil { panic(err) }           // Go has weird error handling
66     for i := range list {
67         if len(list[i].Name()) <= 176 {
68             if list[i].IsDir() {
69                 fileList, targetList = GetListsEnc(expandedKey, fileList, targetList, folder+list[i].Name()+"/",
70 target+EncryptFileName(expandedKey, list[i].Name())+"/") // Recursively go through folders
71             } else {
72                 fileList = append(fileList, folder+list[i].Name())
73                 targetList = append(targetList, target+EncryptFileName(expandedKey, list[i].Name()))
74             }
75         } else {
76             log.Output(0, "File name too long: "+list[i].Name())
77         }
78     }
79     return fileList, targetList
80 }
81
82 func GetListsDec(expandedKey *[176]byte, fileList, targetList []string, folder, target string) ([]string,
83 []string) {
84     os.Mkdir(target, os.ModePerm)
85     list, err := ioutil.ReadDir(folder)
86     if err != nil { panic(err) }
87     for i := range list {
88         if list[i].IsDir() {
89             fileList, targetList = GetListsDec(expandedKey, fileList, targetList, folder+list[i].Name()+"/",
90 target+DecryptFileName(expandedKey, list[i].Name())+"/")
91         } else {
92             fileList = append(fileList, folder+list[i].Name())
93             targetList = append(targetList, target+DecryptFileName(expandedKey, list[i].Name()))
94         }
95     }
96     return fileList, targetList
97 }
98
99 func getSortedFoldersAndFiles(inp []sorts.Tuple) ([]string, []string) {
100    var files []sorts.Tuple
101    var folders []sorts.Tuple
102    for i := 0; i < len(inp); i++ {
103        if inp[i].A.IsDir() {
104            folders = append(folders, inp[i])
105        } else {
106            files = append(files, inp[i])
107        }
108    }
109    return getSortedFolders(folders), getSortedFiles(files)
110 }

```

```

100     folders = append(folders, inp[i])
101 } else {
102     files = append(files, inp[i])
103 }
104 }
105 foldersSort, filesSort := sorts.QuickSortAlph(folders), sorts.QuickSortAlph(files) // Sort the folders and
files.
106 var (
107     encOut []string
108     decOut []string
109 )
110 for x := range foldersSort { // Append folder names to each list.
111     encOut = append(encOut, foldersSort[x].A.Name())
112     decOut = append(decOut, foldersSort[x].B)
113 }
114 for y := range filesSort { // Append file names to each list.
115     encOut = append(encOut, filesSort[y].A.Name())
116     decOut = append(decOut, filesSort[y].B)
117 }
118 return encOut, decOut
119 }
120
121 func GetListOfFiles(expandedKey *[176]byte, dir string) ([]string, []string) { // Decrypts a list of files at
the directory specified, also returning original list
122     list, err := ioutil.ReadDir(dir)
123     if err != nil { panic(err) }
124     l := make([]sorts.Tuple, 0)
125     var listOfNames []string
126     for x := range list {
127         listOfNames = append(listOfNames, list[x].Name())
128     }
129     dec := DecryptListOfString(expandedKey, listOfNames)

130
131     for i := range list {
132         l = append(l, sorts.Tuple{A: list[i], B: dec[i]}) // Make a tuple containing the encrypted name and the
decrypted name.
133     } // These need to be paired so the encrypted names can be
returned in order.
134     return getSortedFoldersAndFiles(l)
135 }

```

In `GetListOfFiles`, the directory given is listed, decrypted, and then tuples containing the file info object and decrypted name are sorted.

## AEScheckKey package

This package handles key checking. It takes the first 16 byte block of a file, or a block given, and decrypts the block then compares it against the key given to decrypt it with. This is because in encryption, the key is encrypted and written to the first 16 bytes of the file so that it can be checked when decrypting it.

This system works well, and is better than decrypting the whole file just to try and open it and realising that the key was incorrect.

Here is the code for the AEScheckKey package ( [code/python-go/AES/src/AES/AEScheckKey/aesCheckKey.go](#) ):

```

1 package AEScheckKey
2
3 import (
4     "os"
5     "io"
6     "AES"
7 )
8

```

```

9  func compareSlices(slice1, slice2 []byte) bool { // Function used for checking first block of a file with the
10     if len(slice1) != len(slice2) {
11         return false
12     } else {
13         for i := 0; i < len(slice1); i++ {
14             if slice1[i] != slice2[i] {
15                 return false
16             }
17         }
18     }
19     return true
20 }
21
22 func CheckKey(expandedKey *[176]byte, block []byte) bool {
23     AES.Decrypt(block, expandedKey) // Decrypt first block
24     return compareSlices(expandedKey[:16], block) // Compare decrypted first block with the key.
25 }
26
27 func CheckKeyOfFile(key []byte, f string) bool {
28     a, err := os.Open(f) // Open an encrypted file to check first block against key
29     if err != nil { panic(err) }
30
31     firstBlock := make([]byte, 16)
32     _, er := io.ReadFull(a, firstBlock) // Fill a slice of length 16 with the first block of 16 bytes in the
33     file.
34     if er != nil { panic(er) }
35     a.Close()
36     expKey := AES.ExpandKey(key)
37     return CheckKey(&expKey, firstBlock)
38 }
```

The expanded key `expKey` is passed by reference, so on line 36, the "&" gets the memory address (pointer) to the `expKey` array.

`CheckKeyOfFile` decrypts the first block of a file and compares it to the key. If the decrypted block is the same as the key, then the key is valid. `CheckKey` does the same, however it takes a 16 byte block and checks the key against it. `compareSlices` is used internally to check the key against the decrypted block, so it does not need to be exported so the first letter of the function is lower case.

## The main package

Every Go program that runs by itself requires a main package, with a main function.

Here is the main package (`code/python-go/AES/main.go`):

```

1 package main
2
3 import (
4     "AES"
5     "AES/AEScheckKey"
6     "AES/AESfiles"
7     "AES/AESstring"
8     "fmt" // For sending output on stout
9     "io/ioutil" // For reading from stdin
10    "log"
11    "os" // Gets stdin
12    "sorts"
13    "strconv" // ^
14    "strings" // For converting string key to an array of bytes
15 )
16
17 func strToInt(str string) (int, error) { // Used for converting string to integer, as go doesn't have that built
18     in for some reason }
```

```

18  n := strings.Split(str, ".") // Splits by decimal point
19  return strconv.Atoi(n[0])    // Returns integer of whole number
20 }
21
22 func main() {
23     bytes, err := ioutil.ReadAll(os.Stdin)
24     if err != nil {
25         panic(err)
26     }
27     fields := strings.Split(string(bytes), " ")
28     request := string(fields[0])
29     var expandedKey [176]byte
30     var key []byte
31
32     if string(fields[3]) != "" { // If the key has been passed.
33         keyString := strings.Split(string(fields[3]), " ")
34         for i := 0; i < len(keyString); i++ {
35             a, err := strToInt(keyString[i])
36             if err != nil {
37                 panic(err)
38             }
39             key = append(key, byte(a))
40         }
41         expandedKey = AES.ExpandKey(key)
42
43     } else {
44         log.Output(0, "EGG")
45     }
46
47     if request == "y" {
48         AESfiles.EncryptFile(&expandedKey, string(fields[1]), string(fields[2]))
49     } else if request == "n" {
50         AESfiles.DecryptFile(&expandedKey, string(fields[1]), string(fields[2]))
51     } else if request == "yDir" {
52         AESfiles.EncryptList(&expandedKey, strings.Split(string(fields[1]), "\n"), strings.Split(string(fields[2]),
53 "\n"))
54     } else if request == "nDir" {
55         AESfiles.DecryptList(&expandedKey, strings.Split(string(fields[1]), "\n"), strings.Split(string(fields[2]),
56 "\n"))
57     } else if request == "encString" {
58         fmt.Println(AESstring.EncryptFileName(&expandedKey, string(fields[1])))
59     } else if request == "decString" {
60         fmt.Println(AESstring.DecryptFileName(&expandedKey, string(fields[1])))
61     } else if request == "encList" {
62         fmt.Println(strings.Join(AESstring.EncryptListOfString(&expandedKey, strings.Split(string(fields[1]), "\n")),
63 ","))
64     } else if request == "decList" {
65         fmt.Println(strings.Join(AESstring.DecryptListOfString(&expandedKey, strings.Split(string(fields[1]), "\n")),
66 ","))
67     } else if request == "getListsY" {
68         fileList, targList := AESstring.GetListsEnc(&expandedKey, []string{}, []string{}, string(fields[1]),
69 string(fields[2]))
70         fmt.Println(strings.Join(fileList, ",") + "---!")
71         fmt.Println(strings.Join(targList, ","))
72     } else if request == "getListsN" {
73         fileList, targList := AESstring.GetListsDec(&expandedKey, []string{}, []string{}, string(fields[1]),
74 string(fields[2]))
75         fmt.Println(strings.Join(fileList, ",") + "---!")
76         fmt.Println(strings.Join(targList, ","))
77     } else if request == "listDir" {
78         log.Output(0, "Getting List")
79         fs, fsDec := AESstring.GetListOfFiles(&expandedKey, string(fields[1]))
80         fmt.Println(strings.Join(fs, ",") + "---!")
81         fmt.Println(strings.Join(fsDec, ","))
82     } else if request == "sortSize" {
83         fmt.Println(strings.Join(sorts.UseQuickSortSize(strings.Split(string(fields[1]), "\n)), ","))
84     } else if request == "sortAlph" {
85         fmt.Println(strings.Join(sorts.UseQuickSortAlph(strings.Split(string(fields[1]), "\n)), ","))
86         log.Output(0, "Sorting alph")

```

```

81 } else if request == "sortSearch" {
82     fmt.Println(strings.Join(sorts.UseQuickSortSearch(strings.Split(string(fields[1]), "\n"),
83     strings.Split(string(fields[2]), "\n)), ","))
84 } else if request == "test" {
85     valid := AEScheckKey.CheckKeyOfFile(key, string(fields[1]))
86     if valid {
87         fmt.Println("-Valid-")
88     } else {
89         fmt.Println("-NotValid-")
90     }
91 } else {
92     panic("Invalid options.")
93 }

```

The `main` function is run when the executable, `code/python-go/AES/AES` or `code/python-go/AESWin.exe` for Windows, is started. My `main` function accepts input from `stdin` (system's way of communicating between programs), which stands for standard input. The results are returned on `stdout` (standard output), which are then received by Python.

The program accepts the fields `<encryptionType>, <field1>, <field2>, <key>`, where `<field1>` is the first argument of the function you want to execute, and `<field2>` is the second argument. If there is no `<field2>` argument, then this can just be set to `0`. The key is input like this: `1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16` (it is hashed first though), where it is then split by the space in-between each number, and each number is converted to a byte, where it can be used in the functions that need it.

If an array is needed to be passed through `field1` or `field2`, then it is joined with a new line `"\n"`, as the fields are separated with `,`. If an array is returned by the program, it is joined with `" , "`, and if multiple arrays are to be returned then they are separated with `--!--`.

A full command to AES would look like this:

```
1 | 'y', '/home/josh/file.png', '/home/josh/temp', '1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16'
```

This string would get passed to the standard input of the program.

`aes.go` is compiled to `AES` for Linux/MacOS, and `AESWin.exe` for Windows.

`build.sh` just compiles the main code. Here it is:

```
1 | #!/bin/bash
2 | export GOPATH="/home/josh/nea-12ColcloughJ/code/python-go/AES/"
3 | go build
```

It exists because I am too lazy to paste the GOPATH environment variable into the terminal whenever I want to build it. Go requires that you set the GOPATH environment variable saying where the source code is to compile it. This bash script made it easier to go from building AES to building BLAKE.

## SHA256:

Here is the code for SHA256 (`code/python-go/SHA.py`, `code/mobile/SHA.py`):

```

1 | k = [0x428a2f98, 0x71374491, 0xb5c0fbef, 0xe9b5dba5,      #Round constants
2 |     0x3956c25b, 0x59f111f1, 0x923f82a4, 0xab1c5ed5,
3 |     0xd807aa98, 0x12835b01, 0x243185be, 0x550c7dc3,
4 |     0x72be5d74, 0x80deb1fe, 0x9bdc06a7, 0xc19bf174,
5 |     0xe49b69c1, 0xefbe4786, 0xfc19dc6, 0x240calcc,
```

```

6   0x2de92c6f, 0x4a7484aa, 0x5cb0a9dc, 0x76f988da,
7   0x983e5152, 0xa831c66d, 0xb00327c8, 0xb597fc7,
8   0xc6e00bf3, 0xd5a79147, 0x06ca6351, 0x14292967,
9   0x27b70a85, 0x2e1b2138, 0x4d2c6dfc, 0x53380d13,
10  0x650a7354, 0x766a0abb, 0x81c2c92e, 0x92722c85,
11  0xa2bfe8a1, 0xa81a664b, 0xc24b8b70, 0xc76c51a3,
12  0xd192e819, 0xd6990624, 0xf40e3585, 0x106aa070,
13  0x19a4c116, 0x1e376c08, 0x2748774c, 0x34b0bcb5,
14  0x391c0cb3, 0x4ed8aa4a, 0x5b9cca4f, 0x682e6ff3,
15  0x748f82ee, 0x78a5636f, 0x84c87814, 0x8cc70208,
16  0x90beffa, 0xa4506ceb, 0xbef9a3f7, 0xc67178f2]
17
18 def makeBitArray(inp):
19     bitArray = []
20     for element in inp:
21         tempByte = intToBits(element)
22         for bit in tempByte:
23             bitArray.append(bit)
24     return bitArray
25
26 def intToBits(inp, bitLength=8):
27     tempByte = []
28     for x in range(bitLength):
29         tempByte.append(0) #Initialize
30     for i in range(bitLength):
31         tempByte[(bitLength-1)-i] = (inp >> i) & 1 #Goes through bits backwards so append backwards.
32     return tempByte
33
34 def bitsToInt(inp):
35     return int("".join(str(i) for i in inp), 2)
36
37
38 def pad(inpBits): #https://csrc.nist.gov/csrc/media/publications/fips/180/4/archive/2012-03-06/documents/fips180-4.pdf section 5.1
39     l = len(inpBits)
40     if (l % 512 == 0) and l != 0:
41         return inpBits
42     else:
43         inpBits.append(1) #Add one to the end of the message
44         # 448%512 = k + l + 1
45         #k = 448-(l+1)
46         k = 448-(l+1)
47         for i in range(k):
48             inpBits.append(0)
49             #Pad with message length expressed as 64 bit binary number
50             lengthBits = intToBits(l, 64)
51             for x in lengthBits:
52                 inpBits.append(x)
53     return inpBits
54
55
56 def checkLessThan32(num): # Used for getting the index to move the element in an array in RotR
57     if num < 32:
58         return num
59     else:
60         return num - 32
61
62 def checkShiftInBounds(word, num): # Similar to checkLessThan32, however it is for shifting.
63     if (num < 0) or (num >= 32):
64         return 0
65     else:
66         return word[num]
67
68
69 def notArray(array, l=32):
70     temp = []
71     for x in range(l):
72         temp.append(0)
73     for i in range(l):

```

```

74     if array[i] == 1:
75         temp[i] = 0
76     else:
77         temp[i] = 1
78     return temp
79
80 def xorArrays(array1, array2): # XORs two arrays
81     temp = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
82     for i in range(32):
83         temp[i] = array1[i] ^ array2[i]
84     return temp
85
86 def andBitArrays(array1, array2): # Does AND on two arrays
87     temp = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
88     for i in range(32):
89         temp[i] = array1[i] & array2[i]
90     return temp
91
92 def RotR(word, amount):
93     temp = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
#32Bits
94
95     for i in range(32):
96         temp[i] = word[checkLessThan32(i-amount)]
97     return temp
98
99 def addMod2W(array1, array2, W=32):    # Adds % 2^W two arrays, so that the word does not overflow it's word
length
100    if len(array1) != len(array2):
101        raise IndexError("Arrays not same size - ", array1, array2)
102    return intToInt((bitsToInt(array1) + bitsToInt(array2)) % 2**W, 32)
103
104 def ShR(x, n):
105     temp = [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
106
107     for i in range(32):
108         temp[i] = checkShiftInBounds(x, i-n)
109     return temp
110
111 def SigExpansion0(x):
112     return xorArrays(xorArrays(RotR(x, 7), RotR(x, 18)), ShR(x, 3))
113
114 def SigExpansion1(x):
115     return xorArrays(xorArrays(RotR(x, 17), RotR(x, 19)), ShR(x, 10))
116
117 def Sig0(x):
118     return xorArrays(xorArrays(RotR(x, 2), RotR(x, 13)), RotR(x, 22))
119
120 def Sig1(x):
121     return xorArrays(xorArrays(RotR(x, 6), RotR(x, 11)), RotR(x, 25))
122
123 def Ch(x, y, z):
124     return xorArrays(andBitArrays(x, y), andBitArrays(notArray(x), z))
125
126 def Maj(x, y, z):
127     return xorArrays(xorArrays(andBitArrays(x, y), andBitArrays(x, z)), andBitArrays(y, z))
128
129 def sha256(inp):
#Initial hash values - https://csrc.nist.gov/csrc/media/publications/fips/180/4/archive/2012-03-
06/documents/fips180-4.pdf section 5.3.3
130     hList = [0x6a09e667,      # H0
131             0xbb67ae85,      # H1
132             0x3c6ef372,      # H2
133             0xa54ff53a,      # H3
134             0x510e527f,      # H4
135             0x9b05688c,      # H5
136             0x1f83d9ab,      # H6
137             0x5be0cd19]      # H7
138
139

```

Each byte is made into an array of bits. Doing it this way made it easier to debug, however probably made the algorithm much slower than it needed to be. However, I don't really care too much about how fast SHA is, as it is only used a few times in the program, and only ever works on very small amounts of data, so it will probably be unnoticeable for the user.

The file is called SHA.py, and is imported by LoginScreen (default login without Bluetooth), which is in code/kivyStuff/loginClass.py , for use when the key is entered.

## BLAKE2b:

Unlike AES, BLAKE does not have any sub-packages (like `AESfiles`). Here is the file structure of BLAKE:

```
1 code/python-go/BLAKE/
2   └── BLAKE
3   └── BLAKE.test
4   └── build.sh
5   └── main.go
6   └── src
7     └── BLAKE
8       ├── blake.go
9       ├── blake_test.go
10      └── checksum.go
11
12      └── testBenchBLAKE.sh
13
14      └── testBLAKE.sh
```

It consists of two packages, `BLAKE` and `main`. `main` just communicates between Go and Python (like in AES). Here is the content of `code/python-go/BLAKE/main.go`:

```
1 package main
2
3 import (
4     "fmt"
5     "os"
6     "io/ioutil"
7     "BLAKE"
8 )
9
10 func main() {
11     bytes, err := ioutil.ReadAll(os.Stdin) // Read file to hash from stdin
12     if err != nil { panic(err) }
13     f := string(bytes)
14
15     fmt.Printf("%x", BLAKE.GetChecksum(f, 64))
16 }
```

It is a small package, as BLAKE only accepts a file location, then returns the checksum of that file. Line 15 `fmt.Printf("%x", BLAKE.GetChecksum(f, 64))` gets the hex representation of the bytes returned by GetChecksum, and returns it on `stdout`, back to Python.

Here is the main part of the `BLAKE` package (`code/python-go/BLAKE/src/BLAKE/blake.go`):

```
1 package BLAKE
2
3 // Inital constants.
4 var k = [8]uint64 {0x6A09E667F3BCC908,
5     0xBB67AE8584CAA73B,
6     0x3C6EF372FE94F82B,
7     0xA54FF53A5F1D36F1,
8     0x510E527FADE682D1,
9     0x9B05688C2B3E6C1F,
10    0x1F83D9ABFB41BD6B,
11    0x5BE0CD19137E2179}
12
13 var sigma = [12][16]uint64 {{0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15},
14     {14, 10, 4, 8, 9, 15, 13, 6, 1, 12, 0, 2, 11, 7, 5, 3},
15     {11, 8, 12, 0, 5, 2, 15, 13, 10, 14, 3, 6, 7, 1, 9, 4},
16     {7, 9, 3, 1, 13, 12, 11, 14, 2, 6, 5, 10, 4, 0, 15, 8},
17     {9, 0, 5, 7, 2, 4, 10, 15, 14, 1, 11, 12, 6, 8, 3, 13},
18     {2, 12, 6, 10, 0, 11, 8, 3, 4, 13, 7, 5, 15, 14, 1, 9},
19     {12, 5, 1, 15, 14, 13, 4, 10, 0, 7, 6, 3, 9, 2, 8, 11},
20     {13, 11, 7, 14, 12, 1, 3, 9, 5, 0, 15, 4, 8, 6, 2, 10},
21     {6, 15, 14, 9, 11, 3, 0, 8, 12, 2, 13, 7, 1, 4, 10, 5},
22     {10, 2, 8, 4, 7, 6, 1, 5, 15, 11, 9, 14, 3, 12, 13, 0},
23     {0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15}, // Same as first line}
```

```

24                                     {14, 10, 4, 8, 9, 15, 13, 6, 1, 12, 0, 2, 11, 7, 5, 3}} // Same as second line
25
26
27 func rotR64(in uint64, n int) uint64 { // For 64 bit words
28     return (in >> uint(n)) ^ (in << (64 - uint(n)))
29 }
30
31 func get64(in []uint64) uint64 { // Gets a full 64-bit word from a list of 8 64-bit bytes.
32     return uint64(in[0] ^ (in[1] << 8) ^ (in[2] << 16) ^ (in[3] << 24) ^ (in[4] << 32) ^ (in[5] << 40) ^ (in[6] <<
33     48) ^ (in[7] << 56))
34 }
35
36 func blakeMix(v []uint64, a, b, c, d int, x, y *uint64) {
37     v[a] = v[a] + v[b] + *x
38     v[d] = rotR64((v[d] ^ v[a]), 32)
39
40     v[c] = v[c] + v[d]
41     v[b] = rotR64((v[b] ^ v[c]), 24)
42
43     v[a] = v[a] + v[b] + *y
44     v[d] = rotR64((v[d] ^ v[a]), 16)
45
46     v[c] = v[c] + v[d]
47     v[b] = rotR64((v[b] ^ v[c]), 63)
48 }
49
50 func BlakeCompress(h *[8]uint64, block []uint64, t int, lastBlock bool) { // Compressing function. Takes a
51     block of 128 uint64s
52     v := make([]uint64, 16) // Current vector as a slice. This allows you to pass by reference
53
54     v[ 0], v[ 1], v[ 2], v[ 3],      // Doing this instead of for loop allows for marginal performance increase.
55     v[ 4], v[ 5], v[ 6], v[ 7],
56     v[ 8], v[ 9], v[10], v[11],
57     v[12], v[13], v[14], v[15] =
58
58     h[ 0], h[ 1], h[ 2], h[ 3],
59     h[ 4], h[ 5], h[ 6], h[ 7],
60     k[ 0], k[ 1], k[ 2], k[ 3],
61     k[ 4], k[ 5], k[ 6], k[ 7]
62
62     v[12] ^= uint64(t)
63     v[13] ^= (uint64(t) >> 64)
64
65     if lastBlock {
66         v[14] = ^v[14] // NOT
67     }
68
69     var m [16]uint64
70     for i, z := 0, 0; i < 121; i, z = i+8, z+1 { // Having z prevents having to divide by 8
71         m[z] = get64(block[i:i+8])
72     }
73
74     for i := 0; i < 12; i++ {
75         blakeMix(v, 0, 4, 8, 12, &m[ sigma[i][0]], &m[ sigma[i][1]])
76         blakeMix(v, 1, 5, 9, 13, &m[ sigma[i][2]], &m[ sigma[i][3]])
77         blakeMix(v, 2, 6, 10, 14, &m[ sigma[i][4]], &m[ sigma[i][5]])
78         blakeMix(v, 3, 7, 11, 15, &m[ sigma[i][6]], &m[ sigma[i][7]])
79
80         blakeMix(v, 0, 5, 10, 15, &m[ sigma[i][ 8]], &m[ sigma[i][ 9]]) // Rows have been shifted
81         blakeMix(v, 1, 6, 11, 12, &m[ sigma[i][10]], &m[ sigma[i][11]])
82         blakeMix(v, 2, 7, 8, 13, &m[ sigma[i][12]], &m[ sigma[i][13]])
83         blakeMix(v, 3, 4, 9, 14, &m[ sigma[i][14]], &m[ sigma[i][15]])
84     }
85
86     for i := 0; i < 8; i++ {
87         h[i] ^= v[i]
88         h[i] ^= v[i+8]
89     }
90 }
```

`get64` takes 8 bytes, and sticks them together to return a single 64-bit word. I know `get64` takes an array of 64-bit words `[]uint64`, however these are read from the file as bytes, and are changed into 64-bit words, but they are bytes so none of them are bigger than 255. Here is a small example:

```
1 8 bytes: 0xaa 0xbb 0xcc 0xdd 0xee 0xff 0x1e 0x9d
2 get64: 0xaabbccddeeff1e9d
```

`blakeMix` accepts the reference to the current working vector `v` (since it is a slice it is automatically passed by reference), the elements in `v` to change, and also a reference to tow elements from the message `m`, which is the block that has been converted using the `get64` method explained above.

`h` is the current hash that is being worked on, and is also passed by reference to the compression function. Passing by reference increases speed about twofold compared to not passing by reference, as the function is called a lot it is more efficient to change one copy of the variable, rather than copying it and returning it every time the function is called.

Here is the part of the `BLAKE` package that handles getting the checksum of a file (`code/python-go/BLAKE/src/BLAKE/checksum.go`):

```
1 package BLAKE
2
3 import (
4     "os"
5     "io"
6 )
7
8 func check(e error) {      //Used for checking errors when reading/writing to files.
9     if e != nil {
10         panic(e)
11     }
12 }
13
14 func GetChecksum(f string, hashL int) [64]byte {
15     h := k // Initialize h0-7 with initial values.
16     h[0] = h[0] ^ (0x01010000 ^ uint64(hashL)) // Not using a key
17
18     a, err := os.Open(f)    // Open file
19     check(err)
20     aInfo, err := a.Stat() // Get statistics of file
21     check(err)
22
23     fileSize := int(aInfo.Size()) // Get size of original file
24
25     var bufferSize int = 65536
26
27     if fileSize < bufferSize {    // If the buffer size is larger than the file size, just read the whole file.
28         bufferSize = fileSize
29     }
30
31     var buffCount int = 0    // Keeps track of how far through the file we are
32     var bytesFed int = 0
33     var bytesLeft int = fileSize
34
35     for buffCount < fileSize {
36         if bufferSize > (fileSize - buffCount) {
37             bufferSize = fileSize - buffCount
38         }
39         buff := make([]uint64, bufferSize)
40         tempBuff := make([]byte, bufferSize) // Make a slice the size of the buffer
41         _, err := io.ReadFull(a, tempBuff) // Read the contents of the original file, but only enough to fill the
buff array.
```

```

42                                     // The "_" tells go to ignore the value returned by io.ReadFull, which in
43                                     this case is the number of bytes read.
44     check(err)
45     for i := range tempBuff {
46         buff[i] = uint64(tempBuff[i])
47     }
48     tempBuff = nil // Delete array
49
50     for len(buff) % 128 != 0 {
51         buff = append(buff, 0) // Append 0s when buffer is not long enough
52     }
53
54     for i := 0; i < bufferSize; i += 128 {
55         if bytesLeft <= 128 {
56             BlakeCompress(&h, buff[i:i+128], bytesFed+bytesLeft, true)
57         } else {
58             bytesFed += 128
59             BlakeCompress(&h, buff[i:i+128], bytesFed, false)
60         }
61         bytesLeft -= 128
62     }
63
64     buffCount += bufferSize
65 }
66 a.Close()
67
68     return getLittleEndian(h)
69 }
70
71 func getLittleEndian(h [8]uint64) [64]byte {
72     var out [64]byte
73     for i := 0; i < 8; i++ {
74         for j := 8; j != 0; j-- {
75             out[i*8+(j-1)] = byte(((h[i] << uint64(64 - uint64((j)*8))) & 0xFFFFFFFFFFFFFF) >> 56)
76         }
77     }
78     return out
79 }
```

The way that the `GetChecksum` function goes through the file is very similar to AES, however it cannot be easily parallelised like AES, as the checksum takes into account the order of the data. There is a way to make BLAKE parallel but I didn't really have the time to look into it.

`getLittleEndian` turns the array `h`, which contains 8 64-bit words, into an array of 64 bytes, that can then be turned into a hex output that is a bit more readable. The way it works is it generates a little-endian interpretation of the 64-bit words as bytes. So if I had the word `0D4D1C983FA580BA`, the output of the function would return `BA80A53F981C4D0D`. The function `getLittleEndian` uses bit masking (shifting the bits in the word around to leave the bits you want to change exposed) to get each byte of the 64-bit word, then appends the byte to the list in reverse order (since it is little-endian). Little-endian is just a way to store a number larger than a byte. Little-endian and big-endian are needed in computer systems because in memory, each address can only store a single byte, so if a number is bigger than that then the number needs to be split into separate bytes. For example, if I had the number `354`, then I would first convert that into binary:  $2 + 32 + 64 + 256 = 354$ ,  $= 101100010$ , however this is larger than 8 bits, so split it into two:

00000001 and 01100010, where the first byte starts at  $2^8$ . Little-endian arranges these bytes in memory like this:

Address1: 01100010, Address2: 0000001

It is called little-endian because the smaller part of the number (little) number is stored in the first address (the end). Big-endian is just the opposite way around.

`build.sh` just compiles the main code. Here it is:

```
1 #!/bin/bash
2 export GOPATH="/home/josh/nea-12ColcloughJ/code/python-go/BLAKE/"
3 go build
```

## The Sorts:

The `sorts` package is in the AES folder, as it is used a lot by AES, and the sorts are managed from AES. Here is the code (`code/python-go/AES/src/sorts/sorts.go`):

```
1 package sorts
2
3 import (
4     "fmt"
5     "os"
6     "strconv"
7 )
8
9 // For keeping the decrypted name with their encrypted name
10 type Tuple struct {
11     A os.FileInfo
12     B string
13 }
14
15 type SearchTuple struct {
16     pos int
17     name string
18 }
19
20 func UseQuickSortSize(inp []string) []string { // Converts inputs so that QuickSortSize can be used.
21     var nums []int64
22     var out []string
23     for i := 0; i < len(inp); i++ {
24         int, err := strconv.ParseInt(inp[i], 10, 64)
25         if err != nil { panic(err) }
26         nums = append(nums, int)
27     }
28     nums = quickSort(nums)
29     for i := 0; i < len(nums); i++ {
30         out = append(out, strconv.FormatInt(nums[i], 10))
31     }
32     return out
33 }
34
35 func UseQuickSortAlph(inp []string) []string { // For sorting a list that has no encrypted name
36     var inpToAlph []Tuple
37     var out []string
38     for i := 0; i < len(inp); i++ {
39         inpToAlph = append(inpToAlph, Tuple{A: nil, B: inp[i]})
40     }
41
42     inpToAlph = QuickSortAlph(inpToAlph)
43     for i := 0; i < len(inpToAlph); i++ {
44         out = append(out, inpToAlph[i].B)
45     }
46     return out
47 }
48
49 func UseQuickSortSearch(posList, nameList []string) []string { // Returns names in order.
50     var inpToSort []SearchTuple
51     var out []string
52     if len(posList) != len(nameList) {
53         panic("Search result lists are different sizes.")
54     }
```

```

55     for i := 0; i < len(posList); i++ {
56         intPos, err := strconv.Atoi(posList[i])
57         if err != nil { panic(err) }
58         inpToSort = append(inpToSort, SearchTuple{pos: intPos, name: nameList[i]})  

59     }
60     inpToSort = quickSortSearch(inpToSort)
61     for i := 0; i < len(inpToSort); i++ {
62         out = append(out, inpToSort[i].name)
63     }
64     return out
65 }
66
67 func quickSort(inp []int64) []int64 {
68     if len(inp) < 2 {
69         return inp
70     }
71     var pivot int64 = inp[int(len(inp)/2)]
72     var left []int64
73     var middle []int64
74     var right []int64
75     for i := 0; i < len(inp); i++ {
76         if inp[i] < pivot {
77             left = append(left, inp[i])
78         } else if inp[i] > pivot {
79             right = append(right, inp[i])
80         } else {
81             middle = append(middle, inp[i])
82         }
83     }
84     left = quickSort(left)
85     right = quickSort(right)
86     return append(append(left, middle...), right...)
87 }
88
89 func getLower(inp []byte) []byte { // .lower() in python
90     var out []byte
91     for i := range inp {
92         out = append(out, inp[i])
93         if out[i] >= 65 && out[i] <= 90 {
94             out[i] += 32 // Using ASCII table
95         }
96     }
97     return out
98 }
99
100 func QuickSortAlph(inp []Tuple) []Tuple { // Only used internally by AES
101     if len(inp) < 2 {
102         return inp
103     }
104     var pivot Tuple = inp[int(len(inp)/2)]
105     var left []Tuple
106     var middle []Tuple
107     var right []Tuple
108     for i := 0; i < len(inp); i++ {
109         result := compareStrings(pivot.B, inp[i].B)
110         if result == 0 {
111             right = append(right, inp[i])
112         } else if result == 1 {
113             left = append(left, inp[i])
114         } else if result == 2 {
115             middle = append(middle, inp[i])
116         }
117     }
118     left = QuickSortAlph(left)
119     right = QuickSortAlph(right)
120     return append(append(left, middle...), right...)
121 }
122
123 func quickSortSearch(inp []SearchTuple) []SearchTuple { // Sorts search results

```

```

124     if len(inp) < 2 {
125         return inp
126     }
127     var pivot int = inp[int(len(inp)/2)].pos
128     var left []SearchTuple
129     var middle []SearchTuple
130     var right []SearchTuple
131     for i := 0; i < len(inp); i++ {
132         if inp[i].pos < pivot {
133             left = append(left, inp[i])
134         } else if inp[i].pos > pivot {
135             right = append(right, inp[i])
136         } else {
137             middle = append(middle, inp[i])
138         }
139     }
140     left = quickSortSearch(left)
141     right = quickSortSearch(right)
142     return append(append(left, middle...), right...)
143 }
144
145 func compareStrings(string1, string2 string) int {
146     if string1 == string2 {
147         return 2
148     }
149     string1b, string2b := []byte(string1), []byte(string2) // Get the ascii values in bytes
150     string1bLower, string2bLower := getLower(string1b), getLower(string2b) // Get each string as lower case
151
152     for i := 0; i < len(string1) && i < len(string2); i++ {
153         if string2bLower[i] < string1bLower[i] {
154             return 1
155         } else if string2bLower[i] > string1bLower[i] {
156             return 0
157         } else { // If the characters are both the same, then compare if they
158             if string2b[i] < string1b[i] {
159                 return 1
160             } else if string2b[i] > string1b[i] {
161                 return 0
162             }
163         }
164     }
165     if len(string1) > len(string2) { // If they are the exact same to a certain point, then compare their
166         return 1
167     } else if len(string1) < len(string2) {
168         return 0
169     } else {
170         panic("Strings are the exact same!")
171     }
172 }
173
174 func main() {
175     fmt.Println("a")
176 }
```

The `UseQuickSort____` functions are used for formatting input from `stdin` that Python has given us.

`QuickSortAlpha` is used by `AESstring`

`quickSortSearch` is used for sorting search results, as search results are collected along with the position that the search item was found in the word. For example, if I searched for "b" in a folder, and there was a file called "brian.png", then the search result would be (0, "brian.png"). `quickSortSearch` then sorts these results by the number. I need to use a tuple so that I know what string belongs to which number.

`compareStrings` Starts at the first character of each string, compares the characters using `ord()` to get their ASCII value, if character1 has a bigger ASCII value than character2, then the function will return `1`, if character1 is less than character2, then the function will return `-1`. If they are both the same, then the function moves onto the next pair of characters. If both strings turn out to be exactly the same, then the function returns `0`. `QuickSortAlph` uses this output to determine which side of the pivot the item should be added to. If the output of the function was `1`, then the item is the search item, so add it to the middle. If the output of the function was `-1` then append it to the left side of the list, and if the returned value was `0` then append it to the right. All of the quick sorts always sort in ascending order, and then if the program wants it in descending order, then all you have to do is reverse the list (`list = list[::-1]`).

## The File class:

Here is the code for the File class ( `code/python-go/fileClass.py` ), often assigned the variable name `fileObj` in the rest of the program:

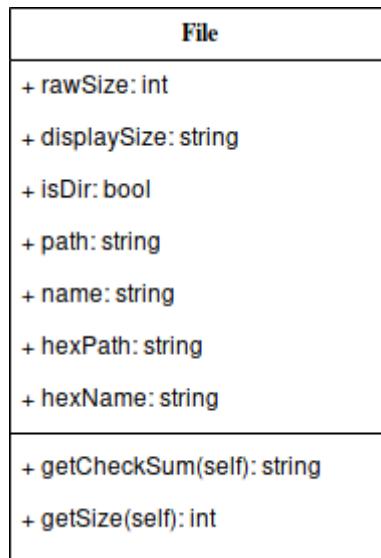
```
1  from os import path as osPath
2  from os import listdir
3  from subprocess import Popen, PIPE
4
5  class File:
6
7      def __init__(self, screen, hexPath, hexName, fileSep, extension=None, isDir=False, name=None, path=None):
8          self.outerScreen = screen
9          self._totalSize = 0
10         self.hexPath, self.hexName, self.isDir, self.fileSep, self.extension = hexPath, hexName, isDir, fileSep,
11         extension
12         self.thumbDir = ""
13         self.checkSum = None
14         self.rawSize = self.__getFileSize()
15         self.size = self.outerScreen.getGoodUnit(self.rawSize)
16         self.isDir = isDir
17         if name == None:
18             self.name = self.outerScreen.decString(self.hexName)
19         else:
20             self.name = name
21         if path == None:
22             self.path = self.__getNormDir(self.hexPath)
23         else:
24             self.path = path
25         if extension == None:
26             extension = self.path.split(".")
27             self.extension = extension[-1].lower()
28         else:
29             extension = extension.lower()
30
31         if self.isDir:
32             self.hexPath += self.fileSep
33             self.path += self.fileSep
34
35         self.relPath = self.hexPath.replace(self.outerScreen.path, "") # Encrypted path relative to root
36         folder of Vault
37
38         def __getNormDir(self, hexDir):           # Private functions as they are usually only needed once and should
39             only be callable from within the class
40             dir = self.fileSep.join(self.outerScreen.decListString(hexDir.replace(self.outerScreen.path,
41             "")).split(self.fileSep)[:-1])+self.name
42             if self.isDir:
43                 dir += self.fileSep
44             return dir
```

```

42     def __getFileSize(self, recurse=True):
43         if self.isDir:
44             if recurse:
45                 self._totalSize = 0
46                 self.__recursiveSize(self.hexPath)
47                 size = self._totalSize
48                 return size
49             else:
50                 return " -"
51         else:
52             try:
53                 size = osPath.getsize(self.hexPath) # Imported from os module
54                 return size
55             except Exception as e:
56                 print(e, "couldn't get size.")
57                 return " -"
58
59     def __recursiveSize(self, f): #Get size of folders.
60         fs =.listdir(f)
61         for item in fs:
62             if osPath.isdir(f+self.fileSep+item):
63                 try:
64                     self.__recursiveSize(f+self.fileSep+item)
65                 except OSError:
66                     pass
67             else:
68                 try:
69                     self._totalSize += osPath.getsize(f+self.fileSep+item)
70                 except PermissionError: #Thrown when the file is owned by another user/administrator.
71                     pass
72
73     def decryptRelPath(self):      # Gets relative path from root of Vault in human form
74         splitPath = self.relPath.split(self.fileSep)
75         return self.fileSep.join(self.outerScreen.decListString(splitPath))

```

This is the File class talked about in the **File Storage** section of the design. As a recap, here is the class diagram I made for this class:



Most of the variables have been kept the same, however `extension` was added for when I get the thumbnail of the file, as if the file is not a png or a jpg, then a thumbnail cannot be shown (since it isn't an image). I also have the variable `outerScreen` that holds a reference to the Kivy Screen object that created it, so it can access functions and variables from the Screen if it needs to.

There are a few new functions too. `__getNormDir` gets the normal file path if path is `None` (it is also a private function (`_`), as it is only needed once by the object, and shouldn't be used again by anything else). `__getFileSize` gets the total size of the File object. If it is a folder (isDir) then `__recursiveSize` is called to handle it. If the size can not be read, then the function returns " - ", which will display nicely in the GUI. `decryptRelPath` decrypts the path of the file relative to the Vault's root directory.

`decryptRelPath` decrypts the relative path from the Vault so it can be read by humans.

## PC app GUI Code

In this section, I will go through the code for the entire GUI (basically anything in the `code/python-go/kivyStuff` folder).

### The root of the GUI

The GUI is started once `code/python-go/kivyStuff/ui.py`'s `runUI()` function is called from `code/python-go/start.py`. Here is the code for `ui.py`:

```
1  from tempfile import gettempdir
2  from shutil import rmtree
3
4  from kivy.config import Config
5  Config.set("graphics", "resizable", True)
6  Config.set("graphics", "width", "1000") # Set default window size
7  Config.set("graphics", "height", "600")
8  Config.set("input", "mouse", "mouse,disable_multitouch") # Disable multitouch features used on mobile apps.
9  Config.write()
10
11 from kivy.app import App
12 from kivy.uix.screenmanager import ScreenManager, Screen, FadeTransition
13 from kivy.lang import Builder
14
15 #####Import personal classes#####
16 from mainScClass import MainScreen
17 from loginClass import LoginScreen, LoginScreenBT
18 from settingsScreen import SettingsScreen
19
20 #####Import config functions#####
21 import configOperations
22
23
24 def runUI():
25     ui = uiApp(title="FileMate")
26     ui.run()
27
28     # When program closes:
29     print("Deleting temp files.")
30     try:
31         fSep = configOperations.getFileSep()
32         rmtree(gettempdir()+fSep+"FileMate"+fSep) # Remove all temporary files.
33     except FileNotFoundError:
34         print("No temp files.")
35     print("App closed.")
36
37 class uiApp(App):
38
39     def build(self):
40         sm = ScreenManager()
41
42         sm.transition = FadeTransition() # Set transition animation when changing screens.
```

```

43     fileSep, osTemp, startDir, assetsPath, path, recurseSearch, useBT, configLoc =
configOperations.runConfigOperations()
44     # Load kv files for each screen.
45     Builder.load_file(startDir+"kivyStuff/kvFiles/mainSc.kv")      # MainScreen styling.
46     Builder.load_file(startDir+"kivyStuff/kvFiles/settingsSc.kv") # SettingsScreen styling.
47
48     if useBT:
49         Builder.load_file(startDir+"kivyStuff/kvFiles/loginScBT.kv")
50         sm.add_widget(LoginScreenBT(fileSep, path, startDir, name="Login"))
51     else:
52         Builder.load_file(startDir+"kivyStuff/kvFiles/loginSc.kv")
53         sm.add_widget(LoginScreen(fileSep, path, startDir, name="Login"))
54
55     sm.add_widget(MainScreen(fileSep, osTemp, startDir, assetsPath, path, recurseSearch, useBT, configLoc,
name="Main")) # fileSep, osTemp, startDir, assetsPath, path, recurseSearch, useBT, **kwargs
56     sm.add_widget(SettingsScreen(sm.get_screen("Main"), configLoc, name="Settings"))
57     sm.current = "Login"
58
59
return sm

```

This is the program that runs the app itself. All it does is create the root App, and add the ScreenManager as the root widget, where then child widgets (in this case screens) can be added.

This program is called from `code/python-go/start.py`, which is used to start the program. This file is also handy because it means that when I call `import <module>` in the `code/python-go/kivyStuff/` folder, the Python programs can import Python programs from `code/python-go/`, which is where everything non-gui related is kept.

## Login classes

Here is the code for both the regular login (LoginScreen), and the Bluetooth login screen (LoginScreenBT) (at `code/python-go/kivyStuff/loginClass.py`):

```

1  from os import listdir
2  from os.path import isdir as osIsDir
3  from subprocess import Popen, PIPE
4
5  from kivy.uix.screenmanager import Screen
6  from kivy.lang.builder import Builder
7  from kivy.uix.popup import Popup
8  from kivy.uix.label import Label
9
10 from kivy.clock import Clock
11 from threading import Thread
12
13 import SHA
14
15 # Try importing the BT module, if it isn't available then they just can't use BT. Imported in case the user
wants to switch from normal login to Bluetooth login.
16 try:
17     from bluetooth import *
18 except:
19     pass
20
21 class LoginScreen(Screen):
22
23     def __init__(self, fileSep, path, startDir, **kwargs):
24         self.fileSep, self.path, self.startDir = fileSep, path, startDir # Start dir is location of running
program, path is path of vault
25         super(Screen, self).__init__(**kwargs) # Run kivy's Screen.__init__ function with the key word
arguments (such as size or position)
26         self.key = ""
27

```

```

28     def cancel(self):
29         self.manager.get_screen("Main").useBT = True # Am now using BT
30         Builder.load_file(self.startDir+"kivyStuff/kvFiles/loginScBT.kv") # Load the styling file for BT login
31         screen
32         self.manager.add_widget(LoginScreenBT(self.fileSep, self.path, self.startDir, name="Login")) # Create
33         the new screen
34         self.name = "Dead" # To prevent clash with new login screen.
35         self.manager.current = "Login" # Change to Login
36         self.manager.remove_widget(self) # Remove self from the app
37         self = None # Kill self
38
39     def findFile(self, dir): # For finding a file to decrypt first block and compare it with key given.
40         fs =.listdir(dir)
41         for item in fs:
42             if osIsDir(dir+item+"/"):
43                 if self.count == 0:
44                     self.findFile(dir+item+"/")
45                 else:
46                     return
47             else:
48                 self.decryptTestFile = dir+item
49                 self.count += 1
50                 return
51
52     def passToTerm(self, key, d): # Makes a pipe to communicate with AES
53         if self.fileSep == "\\":
54             programe = "AESWin"
55         else:
56             programe = "AES/AES"
57         goproc = Popen(self.startDir+programe, stdin=PIPE, stdout=PIPE)
58         out, err = goproc.communicate(("test, "+d+", 0, ").encode()+key.encode())
59         return out
60
61     def getIfValidKey(self, inputKey): # Gets the output of the AES key checker.
62         if len(listdir(self.path)) > 1:
63             self.decryptTestFile = ""
64             self.count = 0
65             self.findFile(self.path)
66             diditwork = self.passToTerm(inputKey, self.decryptTestFile)
67             if diditwork == b"-Valid-": #The go program prints "-Valid-" or "-Invalid-" once it is done
68             checking the key.
69                 return True
70             else:
71                 return False
72         else:
73             return True
74
75     def checkKey(self, inputKey): # Handles the GUI while the key is checked, and passes key to functions to
76     check it.
77         if len(inputKey) < 1:
78             Popup(title="Invalid", content=Label(text="Invalid key, valid key\ncontains at least 1 digit."),
79             pos_hint={"x_center": .5, "y_center": .5}, size_hint=(.4, .4)).open()
80             return "Login"
81         try:
82             int(inputKey)
83         except:
84             Popup(title="Invalid", content=Label(text="Invalid key, valid key\ncontains no letters."),
85             pos_hint={"x_center": .5, "y_center": .5}, size_hint=(.4, .4)).open()
86             return "Login"
87         else:
88             if len(str(inputKey)) > 16:
89                 Popup(title="Invalid", content=Label(text="Invalid key, longer than\n 16 characters."),
90                 pos_hint={"x_center": .5, "y_center": .5}, size_hint=(.4, .4)).open()
91                 return "Login"
92             else:
93                 inputKeyTemp = []
94                 for i in range(len(inputKey)):
95                     inputKeyTemp.append(int(inputKey[i]))
96                 inputKey = inputKeyTemp

```

```

90         inputKey = SHA.getSHA128of16(inputKey)
91         key = " ".join(str(i) for i in inputKey)
92         valid = self.getIfValidKey(key)
93         if valid:
94             self.ids.keyInput.text = "" #reset key input if valid
95             self.key = key
96             return "Main"
97         else:
98             Popup(title="Invalid", content=Label(text="Invalid key."), pos_hint={"x_center": .5,
99 "y_center": .5}, size_hint=(.4, .4)).open()
100            return "Login"
101
102    def needToSetKey(self):      # Gets text to tell the user if they need to set a key.
103        if len(listdir(self.path)) == 0: # If there are no files in the vault, then the key hasn't been set
104            yet.
105            return "Input New Key (Write this down if you have to)"
106        else:
107            return "Input Key"
108
109
110    class LoginScreenBT(LoginScreen, Screen):      #Has the same methods as LoginScreen, but some overwritten with
111        bluetooth.
112
113        def __init__(self, fileSep, path, startDir, **kwargs):
114            self.fileSep, self.path, self.startDir = fileSep, path, startDir
115            super(Screen, self).__init__(**kwargs)
116            self.key = ""
117
118        def on_enter(self):
119            self.serv = None
120            self.startServ = Clock.schedule_once(self.startSrv, 0.5) # Use the clock to allow the screen to be
121            rendered. (Waits 0.5 seconds for screen to be loaded.)
122
123        def checkKey(self, inputKey):
124            inputKey = inputKey.split(",")
125            inputKey = inputKey[:-1]
126            key = " ".join(str(i) for i in inputKey)      #Formatting for AES
127            valid = self.getIfValidKey(key)
128            if valid:
129                self.key = key
130                self.manager.get_screen("Main").key = key
131                return True
132            else:
133                return False
134
135        def cancel(self):
136            if self.serv != None:
137                self.manager.get_screen("Main").serverSock.close() # Close the BT server
138                self.serv.join() # Close the thread that runs the server (in LoginScreenBT)
139                try:
140                    self.manager.get_screen("Main").clientSock.close()
141                except AttributeError: # clientSock will not be initialized if there are no clients.
142                    pass
143                else:
144                    self.startServ.cancel() # Cancels scheduled task to start server, as we are switching screens
145                anyway.
146
147                print("Server closed.")
148                self.manager.get_screen("Main").useBT = False
149                Builder.load_file(self.startDir+"kivyStuff/kvFiles/loginSc.kv")
150                self.manager.add_widget(LoginScreen(self.fileSep, self.path, self.startDir, name="Login"))
151                self.name = "Dead"      # To prevent name clash with other login screen.
152                self.manager.current = "Login"
153                self.manager.remove_widget(self)
154                self = None
155
156        def startSrv(self, dt=None):
157            self.serv = Thread(target=self.manager.get_screen("Main").startBT, daemon=True) # Runs the function in
158            MainScreen, which prevents segmentation, so I don't have to shutdown server when screen is switched

```

`LoginScreenBT.startSrv` starts the Bluetooth server, however the server is run inside of the `MainScreen` class, which displays the files. This is important because when you change screen and have a thread running, the thread gets cut off and a `Segmentation Fault` is thrown. Running the server in `MainScreen` also means that the server does not need to be closed and opened again (which is what I was doing before I did this).

The function `cancel` is called when the user wants to switch between login screens. What it does is rename the kivy Screen to something other than "Login", load the `.kv` file for the new login screen, then create the new Login screen, and change screen to that one.

`.kv` files are for Kivy's styling language, layed out similar to css. `.kv` files work like this:

```

1  RootWidget:           # Example: ScreenManager:
2      ChildWidget:
3          key_word_argument: value
4
5  <CustomClass@KivyClass>:    # Example: <LoginScreen@Screen>
6      ...

```

For custom classes, you do not always have to specify a `KivyClass`.

Here is the style sheet `kv` file for both login screens:

LoginScreen (`code/python-go/kivyStuff/kvFiles/loginSc.kv`):

```

1  <LoginScreen>:
2      RelativeLayout:           #Adds background in case fade transition breaks.
3          canvas.before:
4              Color:
5                  rgba: 0,0,0,1
6              Rectangle:
7                  pos: self.pos
8                  size: self.size
9
10     Label:
11         id: labelLogin
12         size_hint: .46, .08
13         text: root.needToSetKey()
14         font_size: 22
15         pos_hint: {"center_x": 0.5, "y": 0.8}
16
17     TextInput:
18         id: keyInput
19         size_hint: .7, .08
20         font_size: 22
21         hint_text: "Key (16 characters maximum)"
22         pos_hint: {"center_x": 0.5, "center_y": 0.6}
23         password: True
24         multiline: False
25         on_text_validate: root.manager.current = root.checkKey(keyInput.text)
26
27     Button:
28         id: submitKey
29         size_hint: .16, .16
30         font_size: 22
31         text: "Submit"
32         pos_hint: {"center_x": 0.5, "center_y": 0.3}
33         on_release: root.manager.current = root.checkKey(keyInput.text)
34
35     Button:
36         size_hint: .18, .16
37         pos_hint: {"x": 0, "bottom": 1}

```

```
38     text: "Login with BT"
39     font_size: 22
40     on_release: root.cancel()
```

The syntax highlighting on this document may be a bit off, as the closest highlighting language is `cs`. Comments are done using `#`, however in `cs` they are `//`.

LoginScreenBT:

```
1 <LoginScreenBT>:
2     RelativeLayout:
3         canvas.before:
4             Color:
5                 rgba: 0,0,0,1
6             Rectangle:
7                 pos: self.pos
8                 size: self.size
9
10        Button:
11            size_hint: .18, .16
12            pos_hint: {"x": 0, "bottom": 1}
13            text: "Login without BT"
14            font_size: 22
15            on_release: root.cancel()
16
17        Label:
18            id: labelLogin
19            size_hint: .46, .08
20            text: "Connect via bluetooth."
21            font_size: 22
22            pos_hint: {"center_x": 0.5, "y": 0.8}
23
24        Label:
25            id: clientLabel
26            pos_hint: {"center_x": 0.5, "center_y": 0.5}
```

The `id` field of some of the widgets is used to access that widget from within the Python code. For example, to access the Label with the text "Connect via bluetooth." in LoginScreenBT, you would have to do

```
1 class LoginScreenBT:
2     ...
3     self.ids.labelLogin
4     ...
```

and then from there you can change any attribute of that Label, such as the text (`self.ids.labelLogin.text = "blah"`).

The `RelativeLayout` at the top of each class is only for setting the background to black for both screens. None of the other widgets are children of the `RelativeLayout`. Just thought I should clarify that before moving onto the different types of positioning.

Positioning widgets in Kivy can work using relative positioning, or exact positioning, where exact positioning requires that you put the exact pixel coordinates as the position, while relative positioning takes the width and height of the window and translates it onto a 0 to 1 scale. `x` goes from left to right, 0 to 1, and `y` goes from bottom to top 0 to 1. When setting the `pos_hint` of each widget, there are a few other options than `"x"` and `"y"`, such as `"center_(x/y)"`, which sets the position of the widget relative to its centre, `"top/bottom"` which sets the position relative to the top or bottom of the screen, `"left/right"` which sets the position relative to the left or right of the screen.

`size_hint` also uses the relative layout system (not actual `RelativeLayout`, there are others like `FloatLayout`) to set the size of a widget depending on the size of the screen.

Also, when I reference `root.something`, `root` is the root widget of this child widget, so in this case either `LoginScreen` OR `LoginScreenBT`. `self` refers to the widget itself.

## Main Screen

Here is the code for the MainScreen class (`code/python-go/kivyStuff/mainScClass.py`):

```
1 import os
2 from shutil import move, disk_usage, rmtree
3 from threading import Thread
4 from functools import partial # For passing in functions with multiple arguments to widgets/threads
5 from subprocess import Popen, PIPE
6 from time import sleep
7
8 from kivy.uix.scrollview import ScrollView
9 from kivy.uix.gridlayout import GridLayout
10 from kivy.uix.boxlayout import BoxLayout
11 from kivy.uix.label import Label
12 from kivy.clock import Clock
13 from kivy.clock import mainthread
14 from kivy.core.window import Window
15 from kivy.uix.button import Button
16 from kivy.uix.progressbar import ProgressBar
17 from kivy.uix.popup import Popup
18 from kivy.uix.image import Image
19 from kivy.uix.screenmanager import Screen
20
21 from fileClass import File
22 # Own Kivy classes
23 import mainBtNs
24 from settingsScreen import SettingsScreen
25 import mainSmallPops as mainSPops
26
27 try:
28     from bluetooth import *
29 except:
30     pass
31
32 class MainScreen(Screen):
33
34     class infoLabel(Label): # Not a popup or button so only suitable place.
35         pass
36
37     def __init__(self, fileSep, osTemp, startDir, assetsPath, path, recurseSearch, useBT, configLoc, **kwargs):
38         self.fileSep, self.osTemp, self.startDir, self.assetsPath, self.path, self.searchRecursively,
39         self.useBT, self.configLoc = fileSep, osTemp, startDir, assetsPath, path, recurseSearch, useBT, configLoc
40         super(Screen, self).__init__(**kwargs)
41         selfascending = True # Sort order
42         self.key = ""
43         self.encPop = None
44         self.entered = False
45         self.validBTKey = False
46         self.useBTTemp = self.useBT
47         self.previousDir = None
48         self.lastPathSent = ""
49         self.recycleFolder = ""
50         self.recycleName = ""
51         self.thumbsName = ""
52
53         Window.bind(on_dropfile=self.onFileDrop) #Binding the function to execute when a file is dropped
54         self.currentDir = self.path
```

```

54
55
56     def on_enter(self): # When the screen is started.
57         self.key = self.manager.get_screen("Login").key # Fetch the key from the Login Screen.
58         if not self.entered:
59             self.setupSortButtons() #Put sort buttons in place.
60             [self.recycleName, self.thumbsName] = self.encListString([".$recycling", ".$thumbs"]) # Prepare
61             recycling and thumbnail folder names for use in the program.
62             self.recycleFolder = self.path+self.recycleName+self.fileSep
63
64             if not os.path.exists(self.recycleFolder):
65                 print("Recycling folder not found in directory, making one now.")
66                 os.makedirs(self.recycleFolder)
67
68             self.entered = True
69
70             if self.recycleFolder in self.currentDir:
71                 self.createButtons(self.List(self.path), sort=False) # Don't want to log into the recycling
72             bin, as the user might get confused.
73             else:
74                 self.createButtons(self.List(self.currentDir), sort=False) # Loads previous directory.
75
76     def on_leave(self): # Kept separate from lock because i may want to add more screens that need the key,
77     and do not log the user out.
78         if self.useBT: # Popups that are open block the lock button, but if BT is lost, the popups stay
79         open.
80             try: # Try to close any popups that may be open.
81                 self.largePop.dismiss()
82                 self.remove_widget(self.largePop)
83             except Exception as e:
84                 print(e, "Already closed?")
85             try:
86                 self.smallPop.dismiss()
87                 self.remove_widget(self.smallPop)
88             except Exception as e:
89                 print(e, "Already closed?")
90             try:
91                 self.encPop.dismiss()
92                 self.remove_widget(self.encPop)
93             except Exception as e:
94                 print(e, "Already closed?")
95
96             self.removeButtons()
97
98     def lock(self, fromRunServ=False): # Procedure for when the program is locked. If it has been called from
99     runServMain, then we might still be on login screen, so don't change screen to login, and restart the server.
100    self.clearUpTempFiles() # Delete all temporary files (decrypted files ready for use).
101    if self.useBT:
102        self.manager.get_screen("Login").ids.clientLabel.text = ""
103
104    if fromRunServ and self.validBTKey == False:
105        self.runServMain()
106    else:
107        self.validBTKey = False
108        return mainthread(self.changeToLogin()) #Change screen to the login screen. Ran on mainthread
109
110
111
112
113
114
115
116

```

```

117     except BluetoothError as e:
118         Popup(title="Error", content=Label(text="Bluetooth not available.\nPlease make sure your bluetooth is on,\nor change to normal login.\n\nReason: "+str(e)), size_hint=(.4, .4), auto_dismiss=True).open()
119         return
120
121     print("[BT]: Waiting for connection on RFCOMM channel", self.serverSock.getsockname()[1])
122
123     self.clientSock, self.clientInfo = self.serverSock.accept() # Wait for a connection
124     print("[BT]: Accepted connection from ", self.clientInfo)
125     self.manager.get_screen("Login").ids.clientLabel.text = "Connected to: "+str(self.clientInfo[0])
126
127     numbers = []
128     data = ""
129     buff = []
130     backCommand = [33, 66, 65, 67, 75, 33] # !BACK!
131     fileSelectCommand = [33, 70, 73, 76, 69, 83, 69, 76, 69, 67, 84, 33] # !FILESELECT!
132     endHeader = [126, 33, 69, 78, 68, 83, 69, 76, 69, 67, 84, 33] # ~!ENDSELECT!
133
134     try:
135         while len(data) > -1:
136             data = self.clientSock.recv(1024) # Recieve 1kb of data
137             print("[BT]: Received data.")
138             if not self.validBTKey: # If the key is not valid yet, BT server has to wait
139                 for key
140                     numbers.append(str(data, "utf-8"))
141                     if b"~" in data: # End of key message
142                         append = False
143                         tempNums = "".join(numbers)
144                         tempNums = tempNums.replace("#", "")
145                         tempNums = tempNums.replace("~", "")
146                         if self.manager.get_screen("Login").checkKey(tempNums): # Check the key in login.
147                             numbers = []
148                             self.clientSock.send("1")
149                             print("[BT]: Send true.")
150                             self.validBTKey = True
151                             [self.recycleName, self.thumbsName] = self.encListString([".$recycling",
152                             ".$thumbs"]) # Set so that file list can be sent
153                             self.sendFileList(self.getListForSend(self.path))
154                             mainthread(self.changeToMain()) # Exit thread and change screen to main.
155                         else:
156                             numbers = []
157                             self.clientSock.send("0")
158                             print("[BT]: Send false.")
159                             self.validBTKey = False
160
161             else:
162                 for i in data:
163                     buff.append(i)
164
165             if buff[:6] == backCommand: # Buffer is reset every time a header is found
166                 pathBack = self.getPathBack(self.lastPathSent)
167                 if (not pathBack) or (pathBack.replace(self.path, "") == pathBack): # If you can't
168                     go further back (if pathBack has less than path, then remove returns the original string).
169                     print("[BT]: Can't go further back.")
170                     self.clientSock.send("!ENDOFFTREE!")
171                 else:
172                     self.sendFileList(self.getListForSend(pathBack))
173                     buff = []
174
175             elif buff[:12] == fileSelectCommand: # If the command is fileSelect
176                 commandParams = buff[12:] # Get parameters (buffer will not be reset)
177                 if commandParams[-12:] == endHeader: # If end of the buffer is the endHeader, then
178                     proceed.
179                     fileWantedList = commandParams[:-12]
180                     fileWanted = ""
181                     for letter in fileWantedList:
182                         fileWanted += chr(letter)
183
184                     print("[BT]:", fileWanted, "fileWanted")

```

```

181             buff = []
182             filesInPath = self.List(self.lastPathSent) # Get list of files at directory
183             requested.
184
185             f = 0
186             fileObj = None
187             while (f < len(filesInPath)) and (fileObj == None): # Searches for the file in the
188                 path
189                     if filesInPath[f].name == fileWanted:
190                         fileObj = filesInPath[f]
191                         f += 1
192
193                     if fileObj != None: # If the file was found, then send it
194                         if fileObj.isDir: # If it was a directory then send the list of files in that
195                             directory.
196
197                             self.sendFileList(self.getListForSend(fileObj.hexPath))
198                         else:
199                             self.makeSendFile(fileObj) # Otherwise send the file.
200
201
202             else:
203                 print("[BT]: Couldn't find that file :/")
204                 self.clientSock.send("!NOTFOUND!")
205
206
207         except IOError as e:
208             print(e) # Will be caused when app on mobile closes.
209
210         print("[BT]: Closed.")
211
212         self.clientSock.close()
213         self.serverSock.close()
214         self.lock(fromRunServ=True)
215
216     def sendFileList(self, fileList):
217         # File list sent like: !FILELIST!--filename1--filename2~!!ENDLIST!
218         self.clientSock.send("!FILELIST!")
219         print("[BT]: Sent !FILELIST!")
220
221         for i in fileList:
222             self.clientSock.send("--{}".format(i))
223
224         print("[BT]: Sent full list, now sent end.")
225         self.clientSock.send("~!!ENDLIST!")
226
227     def getListForSend(self, path):
228         if not path:
229             return False
230         else:
231             _, fsDec = self.listDir(path)
232             self.lastPathSent = path
233             return [i for i in fsDec if i != ".$thumbs" and i != ".$recycling"]
234             # Cheeky bit of list comprehension so that these two folders are not sent.
235
236
237     ##Functions for changing screen within threads (used to prevent segmentation faults)
238     @mainthread
239     def changeToMain(self): # Has to be defined in a function because threads need a target function.
240         self.manager.current = "Main"
241
242     @mainthread
243     def changeToLogin(self): # Only used for checkServerStatus because you can only return a function or
244     variable, and if i execute this within the thread then it causes a segmentation fault.
245         self.manager.current = "Login"
246 #####

```

```

246
247     def startBT(self):
248         self.serverThread = Thread(target=self.runServMain, daemon=True)      #Start BT server as thread so the
249         screen still renders.
250         self.serverThread.start()
251
252     def setupSortButtons(self):
253         self.sortsGrid = GridLayout(cols=2, size_hint=(.99, .04), pos_hint={"x": .005, "y": .79})      #Make a
grid of 1 row (columns=2 and i am only adding 2 widgets) to hold sort buttons.
254         self.nameSort = mainBtns.nameSortButton(self, text="^")  # Default starts with Alphabetical sort
255         ascending.
256         self.sizeSort = mainBtns.sizeSortButton(self)
257         self.sortsGrid.add_widget(self.nameSort)
258         self.sortsGrid.add_widget(self.sizeSort)
259         self.add_widget(self.sortsGrid) #Add the sort buttons grid to the float layout of MainScreen.
260
261     def getGoodUnit(self, bytes):      #Get a good unit for displaying the sizes of files.
262         if bytes == " -":
263             return " -"
264         else:
265             divCount = 0
266             divisions = {0: "B", 1: "KB", 2: "MB", 3: "GB", 4: "TB", 5: "PB"}
267             while bytes > 1000:
268                 bytes = bytes/1000
269                 divCount += 1
270
271             return ("%.2f" % bytes) + divisions[divCount]
272
273     def getSortedFoldersAndFiles(self, fileObjects, inverse=False): # Sorts list of fileObjects by folder/file
and name
274         folders = []
275         files = []
276         for i in range(len(fileObjects)):    #Separate into folders and files
277             if fileObjects[i].isDir:
278                 folders.append(fileObjects[i])
279             else:
280                 files.append(fileObjects[i])
281
282         foldersSort = self.sortAlph(folders)    #Quick sort the list of folders and the list of files.
283         filesSort = self.sortAlph(files)
284
285         if inverse: #If inverse
286             foldersSort = foldersSort[::-1] #Invert the array
287             filesSort = filesSort[::-1]
288
289         return foldersSort+filesSort
290
291     def openRecycling(self): # Open the recycling folder.
292         if not os.path.exists(self.recycleFolder):
293             print("Recycling folder doesn't exist, making one now.")
294             makedirs(self.recycleFolder)
295
296             Popup(title="Changed Mode",
297                   content=Label(text="You are now in the\nrecycling folder.\nClick files to restore, and \nenter
the INFO menu\nor see more information,\nor delete the file permanently."),
298                   pos_hint={"x_center": .5, "y_center": .5}, size_hint=(.4, .4)).open()
299             self.currentDir = self.recycleFolder
300             self.removeButtons()
301             print(self.currentDir, "current dir")
302             self.createButtons(self.List(self.currentDir))
303
304 #####Button Creation and button functions#####
305     def createButtonsCore(self, array): # Makes each file button with it's information and adds it to the
306         scroll view.
307         self.currentList = array
308         for item in array:
309             if item.name != ".$recycling" and item.name != ".$thumbs": # If the folder is the recycling folder
310             or thumbnail temporary folder, don't draw it.

```

```

308         back = (1, 1, 1, 1)
309         if item.isDir: # Colour folders darker than files
310             back = (0.3, 0.3, 0.3, 1) # Works as a tint rather than a colour.
311
312         btn = mainBtns.listButton(self, item, text=( " "+item.name), background_color=back)
313         info = mainBtns.infoButton(self, item, background_color=back)
314
315         btn.bind(size=btn.setter("text_size")) # Set the text to wrap within the button
316         info.bind(size=info.setter("text_size"))
317         fileS = Label(text=" "+str(item.size), size_hint=(.1, 1), halign="left", valign="middle")
318         fileS.bind(size=fileS.setter("text_size")) # Wrap text in label
319         self.grid.add_widget(btn)
320         self.grid.add_widget(info)
321         self.grid.add_widget(fileS)
322
323     def createButtons(self, fileObjects, sort=True):
324         self.currentList = []
325         if sort:
326             print("sorting")
327             fileObjects = self.getSortedFoldersAndFiles(fileObjects) #Sort the list of files.
328
329         self.grid = GridLayout(cols=3, size_hint_y=None)
330         self.grid.bind(minimum_height=self.grid.setter("height"))
331         self.scroll = ScrollView(size_hint=(.99, .79), pos_hint={"x": .005, "y": 0}) #Grid is added to the
332         scroll view.
333         self.scroll.add_widget(self.grid)
334
335         self.add_widget(self.scroll) #ScrollView is added to the float layout of MainScreen.
336         self.createButtonsCore(fileObjects)
337
338     def traverseButton(self, fileObj): # Function when file is clicked.
339         if self.recycleFolder not in self.currentDir:
340             if fileObj.isDirectory: #If is a folder, then display files within that folder.
341                 self.previousDir = self.currentDir
342                 self.currentDir = fileObj.hexPath
343                 self.ascending = True
344                 self.resetButtons()
345             else: # If is a file, decrypt the file and open it.
346                 self.decrypt(fileObj)
347             else:
348                 print("Recovering this file to path:", fileObj.name)
349                 move(fileObj.hexPath, self.path) # Imported from shutil
350                 self.refreshFiles()
351
352     def openAddFilePop(self): # Needs to be assigned to self.smallPop because if the screen is closed with
353         the popup open (only possible when using Bluetooth), all crucial popups need to be closed.
354         self.smallPop = mainSPops.addFilePop(self)
355         self.smallPop.open()
356
357     def openAddFolderPop(self):
358         self.smallPop = mainSPops.addNewFolderPop(self)
359         self.smallPop.open()
360
361     def onFileInfoClose(self, fileObj, _): # _ is me discarding the popup object.
362         if os.path.exists(fileObj.thumbDir): # Remove temporary thumbnail directory once done with thumbnail
363             os.remove(fileObj.thumbDir)
364
365     def getFileInfo(self, fileObj): #Get information about a file/folder.
366         size = (.7, .4) # Size of popup
367         if fileObj.extension == "png" or fileObj.extension == "jpg":
368             thumb = self.getThumbnail(fileObj)
369             size = (.8, .5) # Increase size of popup to display image preview.
370
371             # Works as: internalLayout -> scrollView + (Image?)
372             # scrollView contains infoGrid with all of the file's information.
373             internalLayout = BoxLayout(orientation="horizontal", size_hint=(1, 1))
374             scrollView = ScrollView()
375             self.infoPopup = Popup(title="File Information", content=internalLayout, pos_hint={"center_x": .5,
376 "center_y": .5}, size_hint=size)

```

```

374     self.infoPopup.bind(on_dismiss=partial(self.onFileInfoClose, fileObj, ))
375
376     infoGrid = GridLayout(cols=2, size_hint_y=None, row_default_height=40)
377     scrollView.add_widget(infoGrid)
378     internalLayout.add_widget(scrollView)
379
380     if fileObj.extension == "png" or fileObj.extension == "jpg":
381         internalLayout.add_widget(thumb)
382
383     infoGrid.add_widget(self.infoLabel(text="File Name:", halign="left", valign="middle"))
384     infoGrid.add_widget(self.infoLabel(text=fileObj.name, halign="left", valign="middle"))
385
386     infoGrid.add_widget(self.infoLabel(text="Current Location:", halign="left", valign="middle"))
387     infoGrid.add_widget(self.infoLabel(text="/Vault/" + fileObj.decryptRelPath(), halign="left",
388                                     valign="middle"))
389
390     infoGrid.add_widget(self.infoLabel(text="Size:", halign="left", valign="middle"))
391     infoGrid.add_widget(self.infoLabel(text=str(fileObj.size), halign="left", valign="middle"))
392
393     delText = "Delete"
394     if self.recycleFolder in self.currentDir:    # If in the recycling folder, then delete the item
395     permanently.
396     delText = "Delete Permanently"
397
398     infoGrid.add_widget(mainBtns.deleteButton(self, fileObj, text=delText))
399
400     decBtnText = "Decrypt File"
401     if fileObj.isdir:
402         decBtnText = "Decrypt Folder"
403
404     if fileObj.rawSize > 0:
405         decBtn = Button(text=decBtnText, halign="left", valign="middle")
406         decBtn.bind(on_release=partial(self.decryptFileToLoc, fileObj))
407         infoGrid.add_widget(decBtn)
408
409     self.infoPopup.open()
410
411     def makeSendFile(self, fileObj, buttonInstance=None):
412         self.sendFile = mainSPops.btTransferPop(self, fileObj)
413         self.sendFile.open()
414
415     def moveFileToRecycling(self, fileObj):
416         print("Moving", fileObj.hexPath)
417         if os.path.exists(fileObj.hexPath):
418             move(fileObj.hexPath, self.recycleFolder) # Imported from shutil
419         else:
420             raise FileNotFoundError(fileObj.hexPath, "Not a file, can't move to recycling.") # Doesn't exist,
421             so issue with code somewhere.
422
423     def deleteFile(self, fileObj):
424         if os.path.exists(fileObj.hexPath): #Checks file actually exists before trying to delete it.
425             if self.recycleFolder not in self.currentDir:    # If outside of recycling bin.
426                 print("Moving", fileObj.hexPath)
427                 if os.path.exists(self.recycleFolder+fileObj.hexName):
428                     if os.path.isdir(self.recycleFolder+fileObj.hexName):
429                         rmtree(self.recycleFolder+fileObj.hexName)
430                     else:
431                         os.remove(self.recycleFolder+fileObj.hexName)
432                     move(fileObj.hexPath, self.recycleFolder) # Imported from shutil
433                 else:
434                     print("Deleting:", fileObj.hexPath, "and checking temp.")
435                     if os.path.exists(self.osTemp+"FileMate"+self.fileSep+fileObj.name): # If removing
436                     permanently, check that the file is not decrypted in <system_temp>.
437                         os.remove(self.osTemp+"FileMate"+self.fileSep+fileObj.name)
438                     if fileObj.isdir:    # Delete the file/folder
439                         rmtree(fileObj.hexPath) # Imported from shutil
440                     else:
441                         os.remove(fileObj.hexPath)
442                     self.refreshFiles()

```

```

439         self.infoPopup.dismiss()
440
441     else:
442         raise FileNotFoundError(fileObj.hexPath, "Not a file, can't delete.")
443
444 def goBackFolder(self):    #Go up a folder.
445     if self.currentDir != self.path:    #Can't go further past the vault dir.
446         self.previousDir = self.currentDir
447         if self.recycleFolder in self.currentDir:
448             self.goHome()
449         else:
450             self.currentDir = self.getPathBack(self.currentDir)
451             self.resetButtons()
452     else:
453         print("Can't go further up.")
454         return False
455
456 def getPathForButton(self, item):  # Get the path to the asset for each button.
457     return self.assetsPath+item
458
459 def removeButtons(self):    # Remove the list of files.
460     self.grid.clear_widgets()
461     self.scroll.clear_widgets()
462     self.remove_widget(self.scroll)
463
464 def resetButtons(self): # Goes back to self.currentDir, different to refresh.
465     self.removeButtons()
466     self.nameSort.text = "^^"
467     self.sizeSort.text = ""
468     self.createButtons(self.List(self.currentDir), sort=False)
469
470 def refreshFiles(self):   # Refreshes the files in the current directory
471     self.removeButtons()
472     self.createButtons(self.List(self.currentDir), sort=False)
473
474 def refreshButtons(self): # Refreshes file list buttons currently displayed.
475     self.removeButtons()
476     self.createButtons(self.currentList, sort=False)
477
478 def goHome(self):    #Takes the user back to the vault dir.
479     self.currentDir = self.path
480     self.refreshFiles()
481
482 def List(self, dir):    # Lists a directory, returning File objects.
483     fs, fsDec = self.listdir(dir)  # Lists encrypted names and decrypted names.
484     listOfFolders = []
485     listOfFiles = []
486     for i in range(len(fs)):
487         if os.path.isdir(dir+fs[i]):
488             listOfFolders.append(File(self, dir+fs[i], fs[i], self.fileSep, name=fsDec[i], isDir=True))
489         else:
490             listOfFiles.append(File(self, dir+fs[i], fs[i], self.fileSep, name=fsDec[i]))
491
492     return listOfFolders+listOfFiles
493
494 def getPathBack(self, origPath):  # Gets the path above the current folder.
495     tempDir = origPath.split(self.fileSep)
496     del tempDir[-2]
497     tempDir = self.fileSep.join(tempDir)
498     return tempDir
499
500 #####Searches#####
501 def findAndSortCore(self, dirName, item):
502     files = self.List(dirName)
503     if len(files) == 0:
504         return
505     for fileObj in files:
506         loc = fileObj.name.find(item) # Find where in the word the item is found, if it is a substring of
the word

```

```

507         if fileObj.name == item:
508             self.searchResults = [fileObj] + self.searchResults
509         elif loc != -1: # If the search term is a substring of the current word
510             self.unsorted.append((loc, fileObj)) #Adds loc found in word, so that it can be sorted by
511             where it is found
512
513             if (fileObj.isDirectory and self.searchRecursively) and (fileObj.hexPath != self.recycleFolder) and
514             (fileObj.hexName != self.thumbsName):
515                 self.findAndSortCore(fileObj.hexPath, item) # Search folder if recursive and not recycle
516                 folder or thumbnail folder.
517
518     def findAndSort(self, item):      #Main search function.
519         self.unsorted = []
520         self.findAndSortCore(self.currentDir, item)
521
522         if len(self.unsorted)+len(self.searchResults) > 0:
523             sorted = self.sortSearch(self.unsorted)
524             for i in sorted:
525                 self.searchResults.append(i)
526             mainthread(self.removeButtons())
527             return mainthread(self.createButtons(self.searchResults, False))
528
529         elif len(self.searchResults) == 0:
530             pop = Popup(title="No Results", content=Label(text="No results found for:\n"+item,
531             halign="center"), pos_hint={"x_center": .5, "y_center": .5}, size_hint=(.4, .4))
532             pop.open()
533
534     def searchForItem(self, item):
535         self.searchResults = []
536         Thread(target=self.findAndSort, args=(item,), daemon=True).start()
537
538 #####Progress Bar Information#####
539     def values(self, st):  #Information for space left on device.
540         values = disk_usage(self.path) # Imported from shutil
541         if st:
542             return self.getGoodUnit(int(values[1]))+ " " + self.getGoodUnit(int(values[0])) + " used."
543         else:
544             return [values[0], values[1]]
545
546
547 #####Encryption Stuff + opening decrypted files + interface with go#####
548     def encDec(self, encType, d, targetLoc, newName=None, op=True): # Encrypt and decrypt. A wrapper for the
549     thread that will do it.
550         if self.encPop != None:
551             self.encPop.dismiss()
552             self.encPop = None
553
554         def encThread(encType, d, targetLoc, op=True):
555             if os.path.isdir(d):
556                 if not os.path.exists(targetLoc):
557                     os.makedirs(targetLoc)
558                 fileList, locList = self.getDirLists(encType, d, targetLoc)
559                 self.encPop = mainSPops.encDecPop(self, encType, fileList, locList, op=op)
560                 mainthread(self.encPop.open())
561                 self.passToPipe(encType+"Dir", "\n".join(fileList), "\n".join(locList))
562             else:
563                 size = os.path.getsize(d)
564                 if size > 10000: # If larger than 10 kb, otherwise don't bother
565                     self.encPop = mainSPops.encDecPop(self, encType, [d], [targetLoc] , op=op)
566                     mainthread(self.encPop.open())
567                     self.passToPipe(encType, d, targetLoc)
568
569         if self.encPop != None:
570             mainthread(self.encPop.dismiss())
571             self.encPop = None

```

```

571         if encType == "y":
572             self.resetButtons()
573
574         if op and encType == "n":
575             self.openFileTh(targetLoc, d)
576
577
578     return Thread(target=encThread, args=(encType, d, targetLoc, op,)).start()
579
580
581
582     def passToPipe(self, type, d, targetLoc):      #Passes parameters to AES written in go.
583         if self.fileSep == "\\\":
584             programe = "AESWin.exe"
585         else:
586             programe = "AES/AES"
587
588         goproc = Popen(self.startDir+programe, stdin=PIPE, stdout=PIPE)
589         out, _ = goproc.communicate((type+, "+d+", "+targetLoc+", "+self.key).encode()) # Send parameters to
590         AES
591
592         return out
593
594     ## Utilising passToPipe function
595     def getDirLists(self, encType, root, targ): # Communicates with AES to get list of files in a folder, and
596     their target.
597         out = self.passToPipe("getLists"+encType, root, targ).decode()
598         out = out.split("--!--") # Separator
599         return out[0].split(",,"), out[1].split(",,")
600
601
602     def listDir(self, location):
603         out = self.passToPipe("listDir", location, "").decode()
604         out = out.split("--!--") # Separator
605         out = [out[0].split(",,"), out[1].split(",,")]
606         if out[0] == []:
607             out[0] = []
608         if out[1] == []:
609             out[1] = []
610
611         return out[0], out[1]
612
613     def encString(self, string):
614         out = self.passToPipe("encString", string, "").decode()
615
616         return out
617
618     def decString(self, string):
619         out = self.passToPipe("decString", string, "").decode()
620
621         return out
622
623     def encListString(self, list):
624         out = self.passToPipe("encList", "\n".join(list), "").decode()
625
626         return out.split(",,")
627
628     def sortSize(self, fileObjects):
629         out = self.passToPipe("sortSize", "\n".join([str(i.rawSize) for i in fileObjects]), "").decode()
630         out = [int(i) for i in out.split(",")]
631         if len(out) != len(fileObjects):
632             raise ValueError("Length of sizes not the same as original:", len(out), len(fileObjects))
633         outList = []
634         for i in range(len(fileObjects)):
635             outList.append(-1) # Initialize
636
637         for i in fileObjects:
638             outList[out.index(i.rawSize)] = i # Insert the file object on the place in outList that corresponds
639             to where it's size is in the 'out' list.
640
641         return [i for i in outList if i != -1] # In case of any left-overs
642
643
644     def sortAlph(self, fileObjects):
645         out = self.passToPipe("sortAlph", "\n".join([str(i.name) for i in fileObjects]), "").decode()
646         out = [str(i) for i in out.split(",")]

```

```

637         return self.matchFileObjToName(fileObjects, out)
638
639     def sortSearch(self, searchResults):
640         out = self.passToPipe("sortSearch", "\n".join([str(i[0]) for i in searchResults]), "\n".join([i[1].name
for i in searchResults])).decode()
641         out = [str(i) for i in out.split(",")]
642
643     return self.matchFileObjToName([i[1] for i in searchResults], out)
644
645
646     def decListString(self, list):
647         out = self.passToPipe("decList", "\n".join(list), "").decode()
648         return out.split(",")
649
650     def matchFileObjToName(self, fileObjects, listOfNames):      # Used when sorting file objects by name
651         if listOfNames == []:
652             return []
653         if len(listOfNames) != len(fileObjects):
654             print(listOfNames)
655             print(fileObjects)
656             raise ValueError("Length of names not the same as original:", len(listOfNames), len(fileObjects))
657         outList = []
658         for i in range(len(fileObjects)):
659             outList.append(-1)    # Initialize
660
661         for i in fileObjects:
662             outList[listOfNames.index(i.name)] = i # Insert the file object on the place in outList that
corresponds to where it's size is in the 'out' list.
663
664     return [i for i in outList if i != -1] # In case of any left-overs
665
666
667     def getCheckSum(self, location): # Communicates to BLAKE to get checksum.
668         if self.fileSep == "\\":      # If on windows
669             goproc = Popen(self.startDir+"BLAKEWin.exe", stdin=PIPE, stdout=PIPE)
670         elif self.fileSep == "/":
671             goproc = Popen(self.startDir+"BLAKE/BLAKE", stdin=PIPE, stdout=PIPE)
672
673         out, err = goproc.communicate((location).encode())
674         if err != None:
675             raise ValueError(err)
676
677         return out.decode()
678
679     def getThumbnail(self, fileObj):
680         if self.thumbsName not in self.currentDir:    # Only check this when not in the thumbnail folder
681             if self.thumbsName not in os.listdir(self.currentDir): # Checks that there is a thumbnail folder in
this directory.
682                 os.makedirs(self.currentDir+self.thumbsName)
683                 print("Made thumbnail directory since it wasn't there")
684
685         fileObj.thumbDir = self.currentDir+self.thumbsName+self.fileSep+fileObj.hexName
686         self.passToPipe("n", fileObj.filePath, fileObj.thumbDir) # Decrypts thumbnail temporarily. Is deleted
once program is finished displaying it.
687         thumb = Image(source=fileObj.thumbDir)
688         return thumb
689
690     def openFileTh(self, fileLoc, startLoc):    # Creates a thread to open a file (stops program locking up)
691         Thread(target=self.openFile, args=(fileLoc, startLoc,), daemon=True).start()
692
693     def openFile(self, location, startLoc):
694         locationFolder = location.split(self.fileSep)
695         nameOfOriginal = locationFolder[-1]
696         locationFolder = self.fileSep.join(locationFolder[:-1])
697         if self.fileSep == "\\":
698             location = location.split("\\")
699             location = "/".join(location) # Windows actually accepts forward slashes in terminal
700             command = "cmd /k start """ +'''+'''+location+'''+'''+D"
701         else:

```

```

702     command = "xdg-open "+location+"'"      # Quotation marks for if the dir has spaces in it
703
704     startCheckSum = self.getCheckSum(location) # Gets checksum of file before opening.
705     os.system(command)# Using the same for both instead of os.startfile because os.startfile doesn't wait
706     for file to close
707         # After this line, the file has been closed.
708         if os.path.exists(locationFolder) and nameOfOriginal in os.listdir(locationFolder):
709             print("Original still here")
710             if self.getCheckSum(location) != startCheckSum:
711                 print("Original file has changed.")
712                 self.encDec("y", location, startLoc)
713
714     def onFileDrop(self, window, filePath): # For draging + dropping files into the window.
715         self.checkCanEncrypt(filePath.decode())
716         return "Done"
717
717     def decrypt(self, fileObj, op=True):          # Default decrypt for file. Manages opening files etc.
718         if not os.path.isdir(self.osTemp+"FileMate"+self.fileSep):
719             os.makedirs(self.osTemp+"FileMate"+self.fileSep)
720             fileLoc = self.osTemp+"FileMate"+self.fileSep+fileObj.name #Place in temporary files where it is going
721             to be stored.
722             if os.path.exists(fileLoc) and op:           #Checks file exists already in temp files, so it doesn't have
723                 to decrypt again.
724                 self.openFileTh(fileLoc, fileObj.hexPath)
725             else:
726                 self.encDec("n", fileObj.hexPath, fileLoc, newName=fileObj.name, op=op)
727
727     def decryptFileToLoc(self, fileObj, button): # Decrypt a file/folder to a location (just handles the
728     input)
729         mainSPops.decryptFileToLocPop(self, fileObj).open()
730
730     def checkCanEncryptCore(self, inp): # Used for adding new files to the vault by the user.
731         if self.checkDirExists(inp):
732             inpSplit = inp.split(self.fileSep)
733
733         if os.path.isdir(inp):
734             while inpSplit[-1] == "":          # Removes excess "/" from input
735                 inpSplit = inpSplit[:-1]
736             targ = self.currentDir+self.encString(inpSplit[-1])+self.fileSep
737             inp = self.fileSep.join(inpSplit)+self.fileSep
738         else:
739             targ = self.currentDir+self.encString(inpSplit[-1])
740             inp = self.fileSep.join(inpSplit)
741             self.encDec("y", inp, targ)
742
743     def checkCanEncrypt(self, inp): # Used for adding new files to the vault by the user.
744         if "--" in inp: # Multiple files/folders input.
745             inp = inp.split("--")
746             for d in inp:
747                 self.checkCanEncryptCore(d) # Actally encrypt/decrypt it.
748             else:
749                 self.checkCanEncryptCore(inp)
750
751
752     def checkDirExists(self, dir): #Handles UI for checking directory exits when file added.
753         if os.path.exists(dir):
754             return True
755         else:
756             self.popup = Popup(title="Invalid", content=Label(text=dir+" - Not a valid directory."), pos_hint=
757             {"center_x": .5, "center_y": .5}, size_hint=(.4, .4))
758             self.popup.open()
759             return False
760
760     def clearUpTempFiles(self):    # Deletes temp files when the program is locked.
761         print("Deleting temp files.")
762         try:
763             rmtree(self.osTemp+"FileMate"+self.fileSep) # Imported from shutil
764         except:
765             print("No temp files.")

```

`passToPipe` is used to pass commands through `stdin` to AES, and receive results through `stdout`. There are many functions just below it dedicated to formatting data to be sent through the pipe, for sorting files and many other functions. `encDec` is the function used in the program for encryption and decryption, while `decrypt` is a function used as a default operation to perform when a file is decrypted (open it, make a temporary folder etc).

The temporary files are removed when the program is locked using `clearUpTempFiles`, called by `lock` when the BT server is closed, or when the lock button is pressed.

`findAndSort` doesn't return anything, but instead edits `self.searchResults`. This is because it was easier to do it this way than pass it in every time, when it is needed by the rest of the program anyway. I just need to make sure I set it to `self.searchResults = []` before getting new results.

The `File` class (defined in `code/python-go/fileClass.py`) is an integral part of the program, as they are used throughout to handle the file's encrypted path, decrypted name and a host of other important information needed throughout the program. The `File` class has made programming other functions much easier and cleaner, due to the data already being there.

The `values` function returns the values required by the progress bar showing the amount of storage space left on the current device, and can optionally return this in string form for the text above the status bar.

Most custom child widgets that the MainScreen needs are defined in `code/python-go/kivyStuff/mainBttns.py` and `code/python-go/kivyStuff/mainSmallPops.py`, and their styling which is in `code/python-go/kivyStuff/kvFiles/mainScClasses.kv`, but I will talk more about those after I go through the styling for the MainScreen class.

Here is the `.kv` file for MainScreen (`code/python-go/kivyStuff/kvFiles/mainSc.kv`):

```
1  #:include kivyStuff/kvFiles/mainScButtons.kv
2  #:include kivyStuff/kvFiles/mainScPops.kv
3  #:include kivyStuff/kvFiles/mainScLabels.kv
4
5 <MainScreen>:
6     addFile: addFile
7     RelativeLayout:           #Adds background in case fade transition breaks.
8         canvas.before:
9             Color:
10                rgba: 0,0,0,2
11                Rectangle:
12                    pos: self.pos
13                    size: self.size
14
15    FloatLayout:
16        id: MainLayout
17
18        TextInput:
19            id: Search
20            size_hint: .52, .08
21            font_size: 22
22            hint_text: "Search:"
23            pos_hint: {"x": 0.16, "top": 1}
24            multiline: False
25            on_text_validate: root.searchForItem(self.text)
26
27        Button:
28            id: home
29            size_hint: .06, .08
30            pos_hint: {"x": 0.62, "y": 0.84}
31            on_release: root.goHome()
```

```

32     Image:
33         source: root.getPathForButton("home.png")
34         center_x: self.parent.center_x
35         center_y: self.parent.center_y
36         size: 40, 40
37         allow_stretch: True
38
39     Button:
40         id: settings
41         size_hint: .06, .08
42         pos_hint: {"x": 0.56, "y": 0.84}
43         on_release: root.manager.current = "Settings"
44         Image:
45             source: root.getPathForButton("settings.png")
46             center_x: self.parent.center_x
47             center_y: self.parent.center_y
48             size: 40, 40
49             allow_stretch: True
50
51     Button:
52         id: addFolder
53         size_hint: .06, .08
54         pos_hint: {"x": 0.5, "y": 0.84}
55         text_size: self.size
56         halign: "center"
57         valign: "center"
58         on_release: root.openAddFolderPop()
59         Image:
60             source: root.getPathForButton("newFolder.png")
61             center_x: self.parent.center_x+3 # Drop shadow
62             center_y: self.parent.center_y
63             size: 50, 50
64
65     Button:
66         id: recyclingBin
67         size_hint: .06, .08
68         pos_hint: {"x": 0.44, "y": 0.84}
69         on_release: root.openRecycling()
70         Image:
71             source: root.getPathForButton("recycling.png")
72             center_x: self.parent.center_x
73             center_y: self.parent.center_y+3
74             size: 50, 50
75
76     ProgressBar:
77         id: pbl
78         min: 0
79         max: root.values(False)[0]
80         value: root.values(False)[1]
81         size_hint: .28, .08
82         pos_hint: {"x": 0.16, "y": 0.84}
83
84     Label:
85         pos_hint: {"x": 0.2, "y": 0.82}
86         size_hint: .16, .16
87         text: root.values(True)
88
89     Button:      #Padlock
90         id: LogOut
91         size_hint: .16, .16
92         pos_hint: {"x": 0, "top": 1}
93         on_release: root.lock()
94         Image:
95             source: root.getPathForButton("padlock.png")
96             center_x: self.parent.center_x
97             center_y: self.parent.center_y
98             size: 60, self.size[1]
99
100    Button:

```

```

101     id: addFile
102     size_hint: .16, .16
103     pos_hint: {"right": 1, "top": 1}
104     on_release: root.openAddFilePop()
105     Image:
106         source: root.getPathForButton("addFile.png")
107         center_x: self.parent.center_x+2 # Drop shadow
108         center_y: self.parent.center_y-5
109         size: 100, 133.54
110         allow_stretch: False
111
112     Button:
113         id: goBackFolder
114         size_hint: .16, .16
115         pos_hint: {"x": 0.68, "top": 1}
116         on_release: root.goBackFolder()
117         Image:
118             source: root.getPathForButton("backUpFolder.png")
119             center_x: self.parent.center_x+2 # Drop shadow
120             center_y: self.parent.center_y
121             size: 100, 133.54
122             allow_stretch: False
123

```

The first three lines import the styling for the custom child widgets, which I will go through next.

## Main Screen Buttons

All of the custom buttons for MainScreen are defined in [code/python-go/kivyStuff/mainBtns.py](#). Here is the code:

```

1  from kivy.uix.button import Button
2  from kivy.uix.image import Image
3
4  from sortsCy import quickSortSize
5
6  class listButton(Button):          #File button when using main screen.
7
8      def __init__(self, fileObj, **kwargs):
9          super(Button, self).__init__(**kwargs)
10         self.fileObj = fileObj           #The file the button corresponds to.
11
12 class nameSortButton(Button):      #Sorts the listButtons alphabetically and by folders/files.
13
14     def __init__(self, mainScreen, **kwargs):
15         super(Button, self).__init__(**kwargs)  # Run kivy Button.__init__ class with it's key word arguments.
16         self.outerScreen = mainScreen
17
18     def changeSortOrder(self):
19         self.outerScreen ascending = not self.outerScreen.ascending
20         if self.outerScreen.ascending:
21             self.text = "^"
22             self.outerScreen.removeButtons()
23             self.outerScreen.createButtons(self.outerScreen.currentList, True)
24         else:
25             self.text = "v"
26             self.outerScreen.removeButtons()
27             self.outerScreen.createButtons(self.outerScreen.currentList[::-1], False)
28
29 class sizeSortButton(Button):      #Sorts the files/folders by size
30
31     def __init__(self, mainScreen, **kwargs):
32         super(Button, self).__init__(**kwargs)
33         self.outerScreen = mainScreen
34         self.ascending = True
35         self.sortList = []
36

```

```

37     def sortBySize(self):
38         self.sortList = quickSortSize(self.outerScreen.currentList)
39         if not selfascending:
40             self.sortList = self.sortList[::-1]      # Reverse sorted list.
41
42
43         self.outerScreen.removeButtons()
44         self.outerScreen.createButtons(self.sortList, False)
45
46     def changeSizeOrder(self):
47         self.ascending = not self.ascending
48         if self.ascending:
49             self.text = "v"
50         else:
51             self.text = "^"
52
53         if (self.sortList) and (self.outerScreen.previousDir == self.outerScreen.currentDir): # Checking that
the sortList is for the current directory and we haven't moved.
54             self.sortList = self.sortList[::-1]
55             self.outerScreen.currentList = self.sortList
56             self.outerScreen.removeButtons()
57             self.outerScreen.createButtons(self.sortList, False)
58         else:
59             self.outerScreen.previousDir = self.outerScreen.currentDir
60             self.sortBySize()
61
62 class infoButton(Button):      #The button that displays information about the file.
63
64     def __init__(self, mainScreen, fileObj, **kwargs):
65         self.outerScreen = mainScreen
66         super(Button, self).__init__(**kwargs)
67         self.fileObj = fileObj
68
69
70 class deleteButton(Button):
71
72     def __init__(self, mainScreen, fileObj, **kwargs):
73         super(Button, self).__init__(**kwargs)
74         self.outerScreen = mainScreen
75         self.fileObj = fileObj

```

The `listButton` class is just a regular `Button`, but can take a `File` class (as `fileObj`), and has a reference to the current `MainScreen` object. `listButton` has no custom methods.

The `nameSortButton` class is a regular `Button`, however closely interacts with the `MainScreen` class, to change the order of items in the `ScrollView` that contains the `listButton`s on `MainScreen`. It basically handles `MainScreen`.

The `sizeSortButton` class works similarly to `nameSortButton`, however it has to handle sorting the list by size.

The `infoButton` and `deleteButton` classes are both similar to `listButton` in that they just have a few extra attributes.

Here is the `kv` file for the custom buttons ( `code/python-go/kivyStuff/kvFiles/mainScButtons.kv` ):

```

1 #: import Window kivy.core.window.Window
2
3 <listButton@Button>:
4     font_size: 14
5     halign: "left"
6     valign: "middle"
7     height: 30
8     size_hint: 1, None
9     on_release: root.outerScreen.traverseButton(self.fileObj)
10
11 <nameSortButton@Button>:

```

```

12     font_size: 14
13     size_hint: 10.4, 1
14     on_release: root.changeSortOrder()
15
16 <sizeSortButton@Button>:
17     font_size: 14
18     on_release: root.changeSizeOrder()
19
20 <infoButton@Button>:
21     font_size: 14
22     size_hint: .05, 1
23     halign: "left"
24     valign: "middle"
25     on_release: root.outerScreen.getFileInfo(self.fileObj)
26     Image:
27         source: self.parent.outerScreen.assetsPath+"info.png"
28         center_x: self.parent.center_x
29         center_y: self.parent.center_y
30         size: 20, 20
31
32 <deleteButton@Button>:
33     on_release: root.outerScreen.deleteFile(self.fileObj)

```

The first line imports `Window` from `kivy.core.window`. The equivalent in python would be:

```
1 | from kivy.core.window import Window
```

## Main Screen Popups

Here is the code for the MainScreen popups ( `code/python-go/kivyStuff/mainSmallPops.py` ):

```

1 | import os
2 | from threading import Thread
3 | from time import time, sleep
4 | from random import uniform as randUniform
5 |
6 | from kivy.uix.scrollview import ScrollView
7 | from kivy.uix.gridlayout import GridLayout
8 | from kivy.uix.label import Label
9 | from kivy.clock import Clock
10 | from kivy.clock import mainthread
11 | from kivy.core.window import Window
12 | from kivy.uix.button import Button
13 | from kivy.uix.progressbar import ProgressBar
14 | from kivy.uix.popup import Popup
15 |
16 | from configOperations import dirInputValid
17 |
18 | class encDecPop(Popup): #For single files
19 |
20 |     def __init__(self, outerScreen, encType, fileList, locList, op=True, **kwargs):
21 |         super(Popup, self).__init__(**kwargs)
22 |         self.outerScreen = outerScreen
23 |         self.fileList = fileList
24 |         self.locList = locList
25 |
26 |         # Kivy stuff
27 |         self.title = "Please wait..."
28 |         self.pos_hint = {"center_x": .5, "center_y": .5}
29 |         self.size_hint = (.7, .4)
30 |         self.auto_dismiss = False
31 |
32 |         self.grid = GridLayout(cols=1)
33 |         self.subGrid = GridLayout(cols=4)
34 |         self.currFile = Label(text="", halign="center", valign="center")

```

```

35     self.currFile.bind(size=self.currFile.setter("text_size")) # Wrap text inside label
36     self.per = Label(text="")
37     self.spd = Label(text="")
38     self.tim = Label(text="")
39     self.outOf = Label(text="")
40     self.pb = ProgressBar(value=0, max=os.path.getsize(self.fileList[0]), size_hint=(.9, .2))
41     self.wholePb = ProgressBar(value=0, max=self.__getTotalSize(), size_hint=(.9, .2))
42     labText = "Encrypting..."
43     if encType == "n":
44         labText = "Decrypting..."
45     self.grid.add_widget(Label(text=labText, size_hint=(1, .4)))
46     self.grid.add_widget(self.currFile)
47     self.subGrid.add_widget(self.per)
48     self.subGrid.add_widget(self.spd)
49     self.subGrid.add_widget(self.tim)
50     self.grid.add_widget(self.subGrid)
51     if len(self.fileList) > 1: # Don't bother showing 2 progress bars if the user is only doing 1 file.
52         self.grid.add_widget(self.pb)
53         self.subGrid.add_widget(self.outOf)
54     self.grid.add_widget(self.wholePb)
55     self.content = self.grid
56
57     self.checkThread = Thread(target=self.encDec, args=(encType, op,), daemon=True)
58     self.checkThread.start()
59
60 def __getTotalSize(self):
61     total = 0
62     for file in self.fileList:
63         total += os.path.getsize(file)
64     return total
65
66 def getGoodUnit(self, bps):
67     divCount = 0
68     divisions = {0: "B/s", 1: "KB/s", 2: "MB/s", 3: "GB/s", 4: "TB/s"}
69     while bps > 1000:
70         bps = bps/1000
71         divCount += 1
72
73     return ("%.2f" % bps) + " " + divisions[divCount]
74
75 def __getGoodUnitTime(self, time):
76     divCount = 0
77     times = [(0.001, "Miliseconds"), (1, "Seconds"), (60, "Minutes"), (3600, "Hours"), (86400, "Days"),
78     (604800, "Weeks"), (2419200, "Months"), (31557600, "Years")] # 1 second, 1 minute, 1 hour, 1 day, 1 week, 1
month, 1 year in seconds
79     i = 0
80     while i < len(times): # Is broken when return is found
81         if time > times[i][0]:
82             i += 1
83         else:
84             return ("%.2f" % float(time/times[i-1][0])) + " " + times[i-1][1] + " left"
85
86     return "A lot of time left."
87
88 def __getRelPathDec(self, path): # Similar to decryptRelPath in fileClass
89     splitPath = (path.replace(self.outerScreen.path, "")).split(self.outerScreen.fileSep)
90     return "/Vault/" + self.outerScreen.fileSep.join(self.outerScreen.decListString(splitPath))
91
92 def __getMeanOfList(self, l):
93     out = 0
94     for i in l:
95         out += i
96     return out/len(l)
97
98 def encDec(self, encType, op):
99     total = 0
100    totalPer = 0
101    factor = 0.5
102    timeLast = 0

```

```

102     lastSize = 0
103     timeDelta = 0
104     perDelta = 0
105     per = 0
106     prevPer = 0
107     lastPerDeltas = [] # Stores 8 of the last percentage deltas so that a mean can be obtained.
108     for i in range(len(self.fileList)):
109         done = False
110         self.pb.value = 0
111         self.pb.max = os.path.getsize(self.fileList[i])
112
113         self.outOf.text = str(i)+"."+str(len(self.fileList))
114         if encType == "n":
115             self.currFile.text = self.__getRelPathDec(self.fileList[i])
116         else:
117             self.currFile.text = self.fileList[i]
118
119         while not done: # Padding can cause issues as original size is not known.
120             if os.path.exists(self.locList[i]):
121                 self.pb.value = os.path.getsize(self.locList[i])
122                 self.wholePb.value = total + self.pb.value
123                 per = self.wholePb.value_normalized*100
124
125                 a = time() # Temporary variable to hold the time
126                 timeDelta = a - timeLast # Get time difference
127                 if timeDelta >= 0.5: # Update every 0.5 seconds
128                     perDelta = per - prevPer # Change in percentage in that time.
129                     if len(lastPerDeltas) == 8:
130                         lastPerDeltas = lastPerDeltas[1:]
131                         lastPerDeltas.append(perDelta)
132                         perDelta = self.__getMeanOfList(lastPerDeltas)
133
134                         timeLast = a
135                         sizeDelta = self.wholePb.value - lastSize # Get change in size of the file being
136                         encrypted
137                         speed = sizeDelta/timeDelta # Get speed of encryption in bytes/second
138
139                         if speed != 0:
140                             self.tim.text = self.__getGoodUnitTime((100 -
141                                         (self.wholePb.value_normalized*100))/(perDelta/timeDelta))
142                             self.spd.text = self.getGoodUnit(speed)
143
144                         lastSize = self.wholePb.value
145                         prevPer = per
146
147                         self.per.text = "{0:.2f}%".format(per)
148
149                         if self.pb.value >= self.pb.max-64: # -64 is due to padding and key.
150                             done = True
151                         else:
152                             sleep(0.01) # Reduces the rate the file is checked, so python doesn't use too much CPU. AES
153                             will still run the same regardless, the file just doesn't need to be checked as soon as possible.
154
155
156
157     class btTransferPop(encDecPop):
158
159         def __init__(self, mainScreen, fileObjTmp, **kwargs):
160             super(Popup, self).__init__(**kwargs)
161             self.outerScreen = mainScreen
162             self.title = "Please wait..."
163             self.size_hint = (.7, .4)
164             self.pos_hint = {"center_x": .5, "center_y": .5}
165             self.auto_dismiss = False
166             self.grid = GridLayout(cols=1)
167             self.subGrid = GridLayout(cols=3)

```

```

168     self.currFile = Label(text=fileObjTmp.path)
169     self.per = Label(text="")
170     self.spd = Label(text="")
171     self.tim = Label(text="")
172     self.pb = ProgressBar(value=0, max=1, size_hint=(.9, .2))
173     self.grid.add_widget(Label(text="Sending..."))
174     self.grid.add_widget(self.currFile)
175     self.subGrid.add_widget(self.per)
176     self.subGrid.add_widget(self.spd)
177     self.subGrid.add_widget(self.tim)
178     self.grid.add_widget(self.subGrid)
179     self.grid.add_widget(self.pb)
180     self.content = self.grid
181
182     self.sendThread = Thread(target=self.sendFile, args=(fileObjTmp,), daemon=True) # can be cancelled mid
way through
183     self.sendThread.start()
184
185 def sendFile(self, fileObj):
186     # File name is sent with !NAME!#!<name here>!~
187     # File data is sent right afterwards, ending with ~!!ENDF!
188     # Overall, it is sent as: !NAME!#!<name here>!~<datahere>~!!ENDF!
189     self.outerScreen.clientSock.send("!NAME!{}~~!~".format(fileObj.name))
190     #print("!NAME!{}~~!~".format(fileObj.name), "Sent")
191
192     newLoc = self.outerScreen.osTemp+"FileMate"+self.outerScreen.fileSep+fileObj.name
193     if not os.path.isdir(self.outerScreen.osTemp+"FileMate"+self.outerScreen.fileSep):
194         os.makedirs(self.outerScreen.osTemp+"FileMate"+self.outerScreen.fileSep)
195
196     self.outerScreen.passToPipe("\n", fileObj.hexPath, newLoc)
197
198     bufferSize = 1024
199     buff = []
200     fr = open(newLoc, "rb")
201     buff = fr.read(bufferSize)      #Read 1Kb of data
202     buffCount = 0
203     self.per.text = "{0:.2f}%".format(0)
204
205     start = time()
206     #Send data
207     while buff:
208         self.outerScreen.clientSock.send(buff)
209         buffCount += bufferSize
210         buff = fr.read(bufferSize)
211
212         self.pb.value = buffCount/fileObj.rawSize
213         self.per.text = "{0:.2f}%".format(self.pb.value*100)
214         self.spd.text = self.getGoodUnit(buffCount/(time() - start))
215
216     self.outerScreen.clientSock.send("~!!ENDFILE!")
217     self.dismiss()
218
219
220 class decryptFileDialog(Popup): # Input box for location of where directory is to be saved.
221
222     def __init__(self, mainScreen, fileObj, **kwargs):
223         self.outerScreen = mainScreen
224         self.fileObj = fileObj
225         super(Popup, self).__init__(**kwargs)
226
227     def makeDirs(self, dir):
228         try:
229             os.makedirs(dir)
230         except OSError as e:
231             if "[Errno 13]" in str(e): # OSError doesn't store the error code.
232                 Popup(title="Invalid", content=Label(text="Can't decrypt here.", halign="center"), size_hint= (.3, .3), pos_hint={"x_center": .5, "y_center": .5}).open()
233                     return False
234             elif "[Errno 36]" in str(e):

```

```

235         Popup(title="Invalid", content=Label(text="File name too long.", halign="center"), size_hint=(.3, .3), pos_hint={"x_center": .5, "y_center": .5}).open()
236     return False
237 else:
238     return True
239
240 def checkCanDec(self, inp):
241     valid = True
242     if dirInputValid(inp, self.outerScreen.fileSep): # Re-use from settings pop, setting self as None
because it isn't even used in the function, but is needed to run from within SettingsPop.
243     if self.fileObj.isDir:
244         if not os.path.exists(inp):
245             valid = self.makeDirs(inp)
246         if inp[-1] != self.outerScreen.fileSep: inp += self.outerScreen.fileSep
247
248         if valid:
249             self.outerScreen.encDec("n", self.fileObj.hexPath, inp, op=False)
250     else:
251         if inp[-1] == self.outerScreen.fileSep: # If ends with "/", then decrypt with it's file name.
252             if not os.path.exists(inp):
253                 valid = self.makeDirs(inp)
254                 inp += self.fileObj.name
255
256         if valid:
257             self.outerScreen.encDec("n", self.fileObj.hexPath, inp, op=False)
258     else:
259         Popup(title="Invalid", content=Label(text="Can't decrypt here, path is invalid.", halign="center"),
size_hint=(.3, .3), pos_hint={"x_center": .5, "y_center": .5}).open()
260
261 def getTitle(self):
262     if self.fileObj.isDir:
263         return "Decrypt Folder"
264     else:
265         return "Decrypt File"
266
267
268 class addNewFolderPop(Popup):
269
270     def __init__(self, mainScreen, **kwargs):
271         super(Popup, self).__init__(**kwargs)
272         self.outerScreen = mainScreen
273
274     def makeFolder(self, text):
275         if dirInputValid(self.outerScreen.currentDir+text, self.outerScreen.fileSep):
276             try:
277                 os.makedirs(self.outerScreen.currentDir+self.outerScreen.encString(text))
278             except OSError as e:
279                 if "[Errno 36]" in str(e): #OSError doesn't store the error code for some reason.
280                     Popup(title="Invalid Folder Name", content=Label(text="Folder name too long.",
halign="center"), size_hint=(.3, .3), pos_hint={"x_center": .5, "y_center": .5}).open()
281
282                     self.outerScreen.refreshFiles()
283                     self.dismiss()
284             else:
285                 Popup(title="Invalid", content=Label(text="Invalid folder name.", halign="center"), size_hint=(.3,
.3), pos_hint={"x_center": .5, "y_center": .5}).open()
286
287 class addFilePop(Popup):      #The screen (it's actually a Popup) for adding folders/files to the vault.
288
289     def __init__(self, mainScreen, **kwargs):
290         super(Popup, self).__init__(**kwargs)
291         self.outerScreen = mainScreen
292
293     class ConfirmationPopup(Popup):      #Popup for confirming encryption.
294
295         def __init__(self, fileScreen, input, **kwargs):
296             super(Popup, self).__init__(**kwargs)
297             self.fileScreen = fileScreen
298             self.inputText = input

```

```

299
300
301     def checkIfSure(self, input):
302         self.ConfirmationPopup(self, input).open()

```

I have not got any styling for `encDecPop` or `btTransferPop` because I have to access the GUI elements a lot. `btTransferPop` inherits from `encDecPop` to get useful methods that need to be used in both classes.

I will break down the way `encDecPop` gets the statistics it needs:

1. The `encDecPop` is created, and in `__init__` it starts a new thread which executes `self.encDec`.
2. `encDec` goes through the list of files given (`self.fileList` and `self.locList`) (which contains the locations to enc/decrypt to), while Go encrypts each file separately. As Go is encrypting the files, `encDec` monitors the size of the current file using `os.path.getsize(<file>)`, and monitors it while its size is less than the size of the original file.
3. The maximum value of the first status bar is set based on the size of the original file, while if enc/decrypting a folder, the second bar is based on the total size of all of the files in `fileList`.
4. Every loop the values of the status bars are updated, while every 0.5 seconds, the statistics are updated using the time difference from the last update.
5. The speed of the operation is obtained by getting the difference in size of the file in the time difference, divided by the time difference (or `sizeDelta/timeDelta`).
6. The time remaining of the operation is obtained by dividing the percentage left of all the files by the time it takes to do 1 percent (`(100 - (self.wholePb.value_normalized*100))/(perDelta/timeDelta)`). The percentage delta (`perDelta`) is calculated by taking a mean of 8 of the last percentage deltas, as this smooths the time prediction so it is not as erratic. This makes for a more accurate time prediction reading.
7. Both of these values have a function to get a nice human-readable output (`__getGoodUnit` for the speed, and `__getGoodUnitTime` for the time remaining).
8. The whole loop sleeps for 0.01 seconds to not max out the CPU, as it doesn't need to be updated that often (reduces usage to about 3 to 7%).

`btTransferPop` does work very similar to this, however since it is sending the data itself, it can get 100% accurate measurements of the statistics. Every time another batch of data is sent, the popup is updated.

`decryptFileToLocPop` is just a text input popup that is opened when the user wants to decrypt a file or folder to a certain location. It validates the input is a correct file path, and then creates a new `encDecPop` to handle the rest of the operation.

`addFilePop` is very similar to `decryptFileToLocPop`, however it has a bit more information, and is for encrypting a new file into the Vault (at `MainScreen.currentDir`). It has its own child popup that asks for confirmation.

I named the file `mainSmallPops` incase I added large popups that filled the entire screen, in which case they would have their own file called `mainLargePops`, just to help me distinguish between the two.

Here is the styling for `mainSmallPops` (`code/python-go/kivyStuff/kvFiles/mainScPops.kv`):

```

1 #: import Clock kivy.clock.Clock
2
3 <addNewFolderPop@Popup>:
4     title: "Add New Folder"
5     size_hint: .7, .4
6     pos_hint: {"center_x": .5, "center_y": .5}
7     auto_dismiss: True
8     GridLayout:
9         cols: 1

```

```

10     Label:
11         text: "New Folder Name:"
12     TextInput:
13         id: folderNameInput
14         size_hint: .7, .4
15         multiline: False
16         hint_text: "Name"
17         on_text_validate: root.makeFolder(self.text)
18
19 <decryptFileToLocPop@Popup>:
20     title: root.getTitle()
21     size_hint: .7, .4
22     pos_hint: {"center_x": .5, "center_y": .5}
23     auto_dismiss: True
24     GridLayout:
25         cols: 1
26         Label:
27             text: "Input the destination:"
28         TextInput:
29             id: decDirInput
30             size_hint: .7, .4
31             multiline: False
32             hint_text: "Directory:"
33             on_text_validate: root.checkCanDec(self.text)
34
35
36 <addFilePop@Popup>:
37     id: addFile
38     submitDirs: submitDirs
39     size_hint: .7, .7
40     title: "Add File"
41     FloatLayout:
42         Label:
43             size_hint: .46, .08
44             font_size: 18
45             text: "Enter the directories what files you would like to encrypt (can be a folder).\nYou can
seperate each directory with '--' if you want to do multiple locations."
46             pos_hint: {"center_x": 0.5, "y": 0.8}
47
48         Button:
49             size_hint: .16, .16
50             pos_hint: {"center_x": .5, "center_y": .2}
51             text: "Close"
52             on_release: root.dismiss()
53
54         TextInput:
55             size_hint: .9, .12
56             font_size: 22
57             hint_text: "Directories"
58             id: dirInp
59             pos_hint: {"center_x": 0.5, "center_y": 0.7}
60             multiline: False
61
62         Button:
63             id: submitDirs
64             size_hint: .16, .16
65             pos_hint: {"center_x": .5, "center_y": .4}
66             text: "Submit"
67             on_release: root.checkIfSure(root.ids.dirInp.text)
68
69
70 <ConfirmationPop@Popup>:
71     title: "Confirmation"
72     size_hint: .4, .4
73     pos_hint: {"center_x": .5, "center_y": .5}
74     auto_dismiss: False
75     FloatLayout:
76         Label:
77             text: "Are you sure?"

```

```

78         pos_hint: {"center_x": .5, "center_y": .7}
79     Button:
80         text: "No!!!"
81         pos_hint: {"center_x": .25, "center_y": .25}
82         size_hint: .4, .3
83         on_release: Clock.schedule_once(root.dismiss, -1)
84
85     Button:
86         text: "Yes"
87         pos_hint: {"center_x": .75, "center_y": .25}
88         size_hint: .4, .3
89         on_release: Clock.schedule_once(root.dismiss,
-1);root.fileScreen.outerScreen.checkCanEncrypt(root.inputText)

```

## Main Screen Labels

There is only one custom Label in my program, so this should be short.

It is defined in the `MainScreen` class:

```

1 class MainScreen(Screen):
2
3     class infoLabel(Label):
4         pass

```

Here is the styling for the class (`code/python-go/kivyStuff/kvFiles/mainScLabels.kv`):

```

1 <infoLabel@Label>:
2     text_size: self.width, None
3     height: self.texture_size[1]

```

What this does is wrap the text and constrain it within its area. `infoLabel` is used for the information in the information popup, so it has to be constrained into its area. The `text_size` is set to `self.width, None` because it is in a grid layout, so the grid should change its size.

And that is everything in MainScreen.

## Settings Screen

Here is the code for `SettingsScreen` (`code/python-go/kivyStuff/settingsScreen.py`):

```

1 from os import path, makedirs
2 from kivy.uix.popup import Popup
3 from kivy.uix.screenmanager import Screen
4
5 from configOperations import changeVaultLoc, editConfTerm
6
7 class SettingsScreen(Screen):
8
9     def __init__(self, mainScreen, configLoc, **kwargs):
10         self.outerScreen = mainScreen
11         self.config = configLoc
12         super(Screen, self).__init__(**kwargs) # Done after so that when Screen.__init__ runs, it already has
those attributes.
13
14         self.ids.searchSwitch.bind(active=self.searchSwitchCallback)
15         self.ids.btSwitch.bind(active=self.btSwitchCallback)
16
17     def searchSwitchCallback(self, switch, value):
18         self.outerScreen.searchRecursively = not self.outerScreen.searchRecursively

```

```

19         return editConfTerm("searchRecursively", str(value), self.config)
20
21     def btSwitchCallback(self, switch, value):
22         self.outerScreen.useBTTemp = not self.outerScreen.useBTTemp
23         return editConfTerm("bluetooth", str(value), self.config)
24
25     def changeVault(self, inp):
26         if inp[0] != self.outerScreen.fileSep: # Relative path
27             temp = self.outerScreen.startDir.split(self.outerScreen.fileSep)
28             inp = self.outerScreen.fileSep.join(temp[:-4])+self.outerScreen.fileSep+inp
29         if inp[-1] != self.outerScreen.fileSep:
30             inp += self.outerScreen.fileSep # End with file separator
31
32
33         if inp[len(inp)-1] != self.outerScreen.fileSep:
34             inp += self.outerScreen.fileSep
35         try:
36             worked = changeVaultLoc(inp, self.outerScreen.fileSep, self.config)
37         except FileNotFoundError:
38             Popup(title="Invalid", content=self.outerScreen.infoLabel(text="Directory not valid:\n"+inp),
39                   size_hint=(.4, .4), pos_hint={"x_center": .5, "y_center": .5}).open()
40         except PermissionError as e:
41             Popup(title="Invalid", content=self.outerScreen.infoLabel(text="Can't make a folder here:\n"+inp),
42                   size_hint=(.4, .4), pos_hint={"x_center": .5, "y_center": .5}).open()
43         except Exception as e:
44             print(e)
45             Popup(title="Invalid", content=self.outerScreen.infoLabel(text="Can't make a folder here:\n"+inp),
46                   size_hint=(.4, .4), pos_hint={"x_center": .5, "y_center": .5}).open()
47         else:
48             if worked:
49                 done = Popup(title="Done", content=self.outerScreen.infoLabel(text="Changed Vault Location
50 to:\n"+inp), size_hint=(.4, .4), pos_hint={"x_center": .5, "y_center": .5})
51                 self.outerScreen.path = inp
52                 self.outerScreen.currentDir = inp
53                 self.outerScreen.recycleFolder =
54                     self.outerScreen.path+self.outerScreen.recycleName+self.outerScreen.fileSep
55                 done.open()
56             else:
57                 Popup(title="Invalid", content=self.outerScreen.infoLabel(text="Directory not valid:\n"+inp),
58                   size_hint=(.4, .4), pos_hint={"x_center": .5, "y_center": .5}).open()

```

Here is the styling for this screen:

```

1 <SettingsScreen>:
2     auto_dismiss: False
3     newLoc: newLoc
4     title: "Settings"
5     GridLayout:
6         cols: 2
7         Label:
8             canvas.before:
9                 Color:
10                    rgba: 0.33, 0.33, 0.33, 1      # Approximately the same as kivy's default button colour.
11                    Rectangle:
12                        pos: self.pos
13                        size: self.size
14
15             text: "Settings Menu"
16             font_size: 40
17         Label:
18             canvas.before:
19                 Color:
20                    rgba: 0.33, 0.33, 0.33, 1
21                    Rectangle:
22                        pos: self.pos
23                        size: self.size
24

```

```

25
26     Label:
27         text: "Vault Location:"
28         font_size: 20
29     Label:
30         text: root.outerScreen.path
31         font_size: 14
32
33     Label:
34         text: "Change Vault Location:"
35         font_size: 16
36     GridLayout:
37         cols: 2
38         TextInput:
39             id: newLoc
40             size_hint_x: .85
41             font_size: 22
42             multiline: False
43             hint_text: "Location"
44         Button:
45             size_hint_x: .15
46             text: "Submit"
47             on_release: root.changeVault(newLoc.text)
48
49
50     Label:
51         text: "Search folders recursively\n(takes longer but searches through folders)"
52     Switch:
53         id: searchSwitch
54         active: root.outerScreen.searchRecursively
55
56     Label:
57         text: "Bluetooth login (as default)"
58     Switch:
59         id: btSwitch
60         active: root.outerScreen.useBTTemp
61
62     Label:
63     Label:
64
65     Label:
66     Label:
67
68     Label:
69         text: "Note: Changes that you make that affect the login method only take effect once the program is
restarted."
70         text_size: self.size
71     Label:
72
73     Button:
74         text: "Exit"
75         font_size: 20
76
77     on_release: root.manager.current = "Main"
78
79

```

There are a few blank labels to fill the space in-between the exit button, and the rest of the settings.

This screen is quite simple, and most of the code is managing the GUI (boring).

## Mobile App GUI Code

All of the mobile code is in Python 2, other than SHA, which is Python 3.

## The root of the GUI

The main file of the program is `main.py` in `code/mobile/main.py`. Here is the code of `main.py`:

```
1  from kivy.app import App
2  from Kivy.uix.screenmanager import ScreenManager, Screen, FadeTransition
3  from Kivy.lang import Builder
4
5  from padScreen import PadScreen
6  from mainScreen import MainScreen
7  from fileSelectionScreen import FileSelectionScreen
8
9
10 class ScreenManagement(ScreenManager):
11     pass
12
13 presentation = Builder.load_file(u"pad.kv")
14
15 class uiApp(App):
16
17     def build(self):
18         return presentation
19
20 def runUI():
21     ui = uiApp()
22     ui.run()
23
24
25 if __name__ == u"__main__":
26     runUI()
27
```

All this does it load the `pad.kv` file, which contains the styling for the entire program, and also import all of the screens.

Here is `pad.kv` (`code/mobile/pad.kv`):

```
1  #: import FadeTransition kivy.uix.screenmanager.FadeTransition
2  #: import Window kivy.core.window.Window
3  #: import Clock kivy.clock.Clock
4
5  ScreenManagement:
6      id: screenmanager
7      transition: FadeTransition()
8      PadScreen:
9          name: "Pad"
10         id: Pad
11         manager: screenmanager
12     MainScreen:
13         name: "Main"
14         id: Main
15         manager: screenmanager
16     FileSelectionScreen:
17         name: "Select"
18         id: Select
19         manager: screenmanager
20
21 <PadNum@Button>:
22     font_size: 30
23     on_release: root.root.addNum(self.text)    # = PadScreen.addnNum(self.text)
24
25 <DeviceButton@Button>:
26     font_size: 80
27     on_release: self.devicePop.setupBT(self.text)
28
```

```

29 <PadScreen>:
30     display: display
31     FloatLayout:
32         GridLayout:
33             size_hint_y: .7
34             cols: 3
35             Button:
36                 text: "7"
37                 on_release: root.addNum(self.text)
38             Button:
39                 text: "8"
40                 on_release: root.addNum(self.text)
41             Button:
42                 text: "9"
43                 on_release: root.addNum(self.text)
44
45             Button:
46                 text: "4"
47                 on_release: root.addNum(self.text)
48             Button:
49                 text: "5"
50                 on_release: root.addNum(self.text)
51             Button:
52                 text: "6"
53                 on_release: root.addNum(self.text)
54
55             Button:
56                 text: "1"
57                 on_release: root.addNum(self.text)
58             Button:
59                 text: "2"
60                 on_release: root.addNum(self.text)
61             Button:
62                 text: "3"
63                 on_release: root.addNum(self.text)
64
65
66             Button:
67                 text: "Delete"
68                 on_release: root.backSpace()
69             Button:
70                 text: "0"
71                 on_release: root.addNum(self.text)
72             Button:
73                 text: "Submit"
74                 on_release: root.confirm()
75
76     Label:
77         id: display
78         text: root.numsString
79         font_size: Window.height/20
80         pos_hint: {"center_x": .5, "y": .35}
81
82 <MainScreen>:
83     FloatLayout:
84         Label:
85             text: "To lock the Vault, close the program.\nAll downloaded files are stored in\nyour 'Download' folder."
86
87         Button:
88             pos_hint: {"x": .25, "y": .2}
89             size_hint: .5, .2
90             text: "Select files from PC"
91             on_release: root.manager.current = "Select"
92
93 <listButton@Button>:
94     size_hint: 1, None
95     on_release: root.outerScreen.selectFile(self.fileName)
96

```

```

97 <FileSelectionScreen>:
98     FloatLayout:
99         Button:
100             text: "Exit"
101             size_hint: .4, .14
102             background_color: (0.8, 0.8, 0.8, 1)
103             pos_hint: {"top": 1, "left": 1}
104             on_release: root.exit()
105
106         Button:
107             text: "Go back"
108             size_hint: .4, .14
109             background_color: (0.8, 0.8, 0.8, 1)
110             pos_hint: {"top": 1, "right": 1}
111             on_release: root.goBackDir()

```

The way the app is built is slightly different than my PC app, as the mobile app is more built around the main `kv` file. The ScreenManager (`ScreenManagement`) is set as the root widget of the `kv` file, and then the app is built from the `kv` file.

## Pad Screen

Here is the code for the `PadScreen`, which also contains the 'screen' (actually a popup) that lets you select a device:

```

1  from kivy.uix.gridlayout import GridLayout
2  from kivy.uix.label import Label
3  from kivy.uix.floatlayout import FloatLayout
4  from kivy.uix.button import Button
5  from kivy.uix.popup import Popup
6  from kivy.core.window import Window
7  from kivy.uix.scrollview import ScrollView
8  from kivy.clock import Clock
9  from kivy.uix.screenmanager import Screen
10 from jnius import autoclass
11
12 from btShared import recieveFileList
13 import SHA
14
15 # Import java Bluetooth classes.
16 BluetoothAdapter = autoclass("android.bluetooth.BluetoothAdapter")
17 BluetoothDevice = autoclass("android.bluetooth.BluetoothDevice")
18 BluetoothSocket = autoclass("android.bluetooth.BluetoothSocket")
19 UUID = autoclass("java.util.UUID")
20
21 def createSocketStream(self, devName):
22     pairedDevs = BluetoothAdapter.getDefaultAdapter().getBondedDevices().toArray()
23     socket = None
24     found = False
25     for dev in pairedDevs:
26         if dev.getName() == devName:
27             socket = dev.createRfcommSocketToServiceRecord(UUID.fromString("80677070-a2f5-11e8-b568-
28 0800200c9a66")) #Random UUID from https://www.famkruithof.net/uuid/uuidgen
29             rStream = socket.getInputStream() # Stream for recieving data
30             sStream = socket.getOutputStream() #Stream for sending data
31             self.devName = devName
32             found = True
33             break #Stop when device found
34     if found:
35         socket.connect()
36         return rStream, sStream
37     else:
38         raise ConnectionAbortedError("Couldn't find + connect to device.")
39 class PadScreen(Screen, FloatLayout):

```

```

40
41     class DeviceSelectionPopup(Popup):
42
43         class DeviceButton(Button):
44
45             def __init__(self, devPopup, **kwargs):
46                 self.devicePop = devPopup
47                 super(Button, self).__init__(**kwargs)
48                 self.outerScreen = self.devicePop.outerScreen
49
50             def __init__(self, padScreen, **kwargs):
51                 self.outerScreen = padScreen
52                 super(Popup, self).__init__(**kwargs)
53                 self.devName = ""
54                 self.connected = False
55                 self.setupAll()
56
57             def setupAll(self, instance=None):
58                 paired = self.getDeviceList()
59                 if paired: # If there are paired devices.
60                     self.setupDevButtons(paired)
61                 else:
62                     grid = GridLayout(cols=1)
63                     info = Label(text="No paired devices found.\nPlease make sure your Bluetooth\\nis on, you are in\nrange of\\nyour device, and you are paired\\nto your device.")
64                     btn = Button(text="Retry", size_hint_y=.2)
65                     btn.bind(on_release=self.setupAll)
66                     self.content = grid # Change content of popup to the grid
67
68             def setupDevButtons(self, listOfDevs): # Similar to `createButtons` in `MainScreen` on PC app
69                 self.layout = GridLayout(cols=1, spacing=20, size_hint_y=None)
70                 self.layout.bind(minimum_height=self.layout.setter("height")) # Set due to ScrollView
71
72                 for devName in listOfDevs:
73                     btn = self.DeviceButton(self, text=devName, size_hint_y=None, height=Window.height/10,
74 halign="left", valign="middle")
75                     self.layout.add_widget(btn)
76
77                 self.view = ScrollView(size_hint=(1, 1))
78                 self.view.add_widget(self.layout)
79                 self.content = self.view
80
81             def getDeviceList(self):
82                 result = []
83                 pairedDevs = BluetoothAdapter.getDefaultAdapter().getBondedDevices().toArray()
84                 for dev in pairedDevs:
85                     result.append(dev.getName()) # Get the names of each device.
86
87
88             def changeToDeviceList(self, instance=None): # has to be a function as it is bound to a button
89                 self.content = self.view
90
91             def setupBT(self, devName):
92                 try:
93                     self.outerScreen.rStream, self.outerScreen.sStream = createSocketStream(self, devName) # Create the two streams for communicating with the PC app
94                 except Exception, e:
95                     print u"Can't connect to device."
96                     self.connected = False
97                     grid = GridLayout(cols=1)
98                     info = Label(text="Can't connect to device\\nplease make sure the\\ndevice has Bluetooth on,\\nis\nin range, and is\\nrunning the FileMate app.")
99                     btn = Button(text="Retry", size_hint_y=.2)
100                    btn.bind(on_press=self.changeToDeviceList)
101                    grid.add_widget(info)
102                    grid.add_widget(btn)
103                    self.content = grid
104

```

```

105     else:
106         print u"Connected to:", devName
107         self.connected = True
108         self.dismiss()
109
110
111     def __init__(self, **kwargs):
112         super(PadScreen, self).__init__(**kwargs)
113         self.nums = []
114         self.numsString = u""
115         self.rStream = None
116         self.sStream = None
117         self.deviceSelection = self.DeviceSelectionPopup(self, title="Select your device:",
118             title_align="center", size_hint=(1, 1), pos_hint={"x_center": .5, "y_center": .5}, auto_dismiss=False)
119         Clock.schedule_once(self.deviceSelection.open, 0.5)
120
121     def addNum(self, num):
122         if len(self.nums) < 16:      # Maximum length of key is 16
123             self.nums.append(int(num))
124             self.numsString += "*"
125             self.updateDisplay()
126
127     def updateDisplay(self):      # Updates the Label at the top of PadScreen
128         self.ids.display.text = self.numsString    # self.numsString just contains asterisks "*"
129
130     def backSpace(self):        # For deleting the input
131         if len(self.nums) != 0:
132             del self.nums[-1]
133             self.numsString = self.numsString[:len(self.nums)]
134             self.updateDisplay()
135
136     def confirm(self):
137         pop = Popup(title="Please Wait...", content=Label(text="Waiting for confirmation."), size_hint=(1, 1),
138             pos_hint={"x_center": .5, "y_center": .5}, auto_dismiss=False)
139         if self.rStream != None and self.sStream != None:  # if the connection is still up
140             self.sStream.write("{}".format("#"))    # Key sent as #<key>-
141             self.nums = SHA.getSHA128of16(self.nums)
142             for num in self.nums:
143                 self.sStream.write("{},".format(num))
144             self.sStream.write("{}.".format("-"))
145             self.sStream.flush()
146             print u"Numbers sent."
147             pop.open()
148
149             data = self.rStream.read()
150             while len(str(data)) == 0:
151                 try:
152                     data = self.rStream.read()
153                 except Exception as e:
154                     print e, u"Couldn't receive data."
155
156             print u"Out of while loop"
157             print data, u"Response"
158             if data == 49:  # Response sent by the PC if the key is valid.
159                 pop.dismiss()
160                 print u"Valid"
161
162             corPop = Popup(title="Valid.", content=Label(text="Valid passcode!\nPlease leave the app open
163             in the background\notherwise the vault will lock."), size_hint=(.9, .5), pos_hint={"x_center": .5, "y_center": .5})
164             Clock.schedule_once(corPop.open, -1)
165
166             # Time to receive file names of current directory
167             listOffFiles = recieveFileList(self.rStream)
168
169             self.manager.get_screen("Main").sStream, self.manager.get_screen("Main").rStream =
170             self.sStream, self.rStream # Hand over the streams to the other screens

```

```

169         self.manager.get_screen("Select").sStream, self.manager.get_screen("Select").rStream =
170     self.sStream, self.rStream
171     self.manager.get_screen("Select").fileList = listOfFile
172     self.manager.current = "Main"
173
174     elif data == 48: # Response sent by the PC if code is invalid.
175         print u"Invalid."
176         pop.dismiss()
177         invPop = Popup(title="Invalid.", content=Label(text="Invalid passcode, please try again."),
178             size_hint=(.9, .5), pos_hint={"x_center": .5, "y_center": .5})
179         self.nums = []
180         self.numsString = u""
181         self.updateDisplay()
182         invPop.open()
183     else:
184         print type(data), "data was not either 49 or 48..."
185     else:
186         print u"Can't connect to device."
187         Popup(self, title="Can't connect.",
188             content=Label(text="Can't connect to device\nplease make sure the\ndevice has Bluetooth
189             on,\nis in range, and is\nrunning the FileMate program."),
190             title_align="center",
191             size_hint=(.6, .6),
192             pos_hint={"x_center": .5, "y_center": .5},
193             auto_dismiss=True).open()
194
195     self.deviceSelection.open()

```

The class `DeviceSelectionPopup` is inside of `PadScreen`, because it is only ever needed by `PadScreen`, and shouldn't exist unless `PadScreen` exists. The same thing applies with `DeviceButton`.

As soon as the screen opens, the `DeviceSelectionPopup` is opened, as it is needed at start up.

Most of this is just GUI.

## Main Screen

This is the home screen of the app, although it is extremely basic (literally a Label and a Button).

Here is the code (`code/mobile/mainScreen.py`):

```

1 from kivy.uix.label import Label
2 from kivy.uix.floatlayout import FloatLayout
3 from kivy.uix.popup import Popup
4 from kivy.uix.screenmanager import Screen
5 from time import sleep
6
7 from btShared import recieveFile
8
9 class MainScreen(Screen, FloatLayout):
10
11     def __init__(self, **kwargs):
12         super(MainScreen, self).__init__(**kwargs)
13         self.sStream = None
14         self.rStream = None

```

Modules used in the `.kv` file, that are not from Kivy, have to be imported here.

## File Selection Screen & Shared Bluetooth functions

This screen is where the can browse the folders in the Vault, or download files from it instead.

I have used the protocol in the **Design** section to receive both the list of files and to download files.

Here is the code for receiving a list of files, and for receiving a file ( `code/mobile/btShared.py` ):

```
1  from plyer import storagepath
2  from os import remove
3  from kivy.uix.label import Label
4  from kivy.uix.popup import Popup
5
6  #Shared methods
7  def recieveFileList(rStream, buffAlreadyKnown=[]):
8      buff = buffAlreadyKnown    # If called from other places, some of them may already
9      data = ""
10
11     endList = [126, 33, 33, 69, 78, 68, 76, 73, 83, 84, 33]           #~!!ENDLIST!
12
13     while buff[-11:] != endList:          # If last 11 elements of the buffer is ~!!ENDLIST!
14         try:
15             data = rStream.read()
16         except Exception as e:
17             print e, "Failed while getting file list."
18             break
19         else:
20             buff.append(data)
21
22     buff = buff[10:-11] # Get the actual list of files from the buffer
23
24     listOfFileNames = "".join([chr(i) for i in buff]) # Join input into a string
25     listOfFileNames = listOfFileNames.split("--")[1:] # First element will be "" due to first part of string being "--"
26
27     print "List of files given:", listOfFileNames
28     return listOfFileNames
29
30 def recieveFile(rStream, buffAlreadyKnown=[]):
31     print("Recieve file has been called.")
32     # File is sent with !NAME!<name here>~~!~<data>~!!ENDF! like a data sandwich.
33     # To do: make dictionary with each nameInstruction, startHeader etc, so they can be
34     # easily identified.
35     downloadsDir = storagepath.get_downloads_dir()
36
37     buff = buffAlreadyKnown
38     data = ""
39     nameInstruction = [33, 78, 65, 77, 69, 33]           # !NAME!
40     endFile       = [126, 33, 69, 78, 68, 70, 73, 76, 69, 33] # ~!ENDFILE!
41     separator     = [126, 126, 33, 126, 126]            # ~~!~~
42     nameFound = False
43     name = []
44     fo, fw = None, None
45     fileName = ""
46     bufferSize = 1024
47     buffCount = 0
48
49     while len(str(data)) > -1: # While connection is open
50         try:
51             data = rStream.read() # Read from the receiving stream
52         except Exception as e:
53             print e, u"Failed receiving file."
54             if buffCount > 0: # Clean up the file if it has been edited
55                 fo.close()
56                 remove(downloadsDir+"/"+fileName) # Remove incomplete file. (from os module)
57             return False
58         else:
59             buff.append(data)
60
61         if not nameFound:
62             name = []
63             for i in range(len(buff)-6): # -6 because that is the length of nameInstruction (scan is 6 wide)
```

```

64         if buff[i:i+6] == nameInstruction:    # Are these 6 items the same as nameInstruction
65             z = i+6  # Move past nameInstruction
66             while (buff[z:z+5] != separator) and (z+5 < len(buff)):  # Scans current buffer for the
67                 name.append(buff[z])
68                 z += 1
69
70             if buff[z:z+5] == separator:  # Once you get to the separator, then you know the name has
71                 been received.
72                 nameFound = True          # Name has been found
73                 buff[i:z+5] = [] # Clear name + separator
74
75                 for letter in name:
76                     fileName += chr(letter)
77
78                 fo = open(downloadsDir+"/"+fileName, "wb") # Open for writing
79
80             elif ((len(buff) > bufferSize+10) or (buff[-10:] == endFile)):  # If end of file header found
81                 if buff[-10:] == endFile:
82                     buff[-10:] = []
83                     print u"End found"
84                     fo.write(bytarray(buff))
85                     fo.close()
86
87                 pop = Popup(title="Success!", content=Label(text="File received successfully.\nYou can find your
88 file in\nyour 'Download' folder."), pos_hint={"x_center": .5, "y_center": .5}, size_hint=(.7, .4))
89                 pop.open()
90                 return True
91
92             else:
93                 fo.write(bytarray(buff[:bufferSize]))
94                 buff[:bufferSize] = []
95                 buffCount += bufferSize

```

`recieveFileList` is called when `!FILELIST!` is recieved while changing directory, or when first entering the screen. It waits for `~!ENDLIST!`, and then joins the contents of the data recieved (that is not the start header) into a string, then splits the string by "--" to get the list of files. The first element of this list will be `[""]`, because the file list looks like this: `--item1--item2`.

`recieveFile` is called when `!NAME!` is recieved while waiting for a response from `!FILESELECT!` command (sent when a file/folder is selected while browsing the files), and the response will be `!FILELIST!` if the item was a folder (containing list of items in that folder), or `!NAME!` followed by the file's data (if the item was a file).

Moving on to the file selection screen (`FileSelectionScreen` at `code/mobile/fileSelectionScreen.py`).

Here is the code:

```

1  from kivy.uix.gridlayout import GridLayout
2  from kivy.uix.floatlayout import FloatLayout
3  from kivy.uix.button import Button
4  from kivy.core.window import Window
5  from kivy.uix.scrollview import ScrollView
6  from kivy.uix.screenmanager import Screen
7
8  from btShared import recieveFileList, recieveFile
9
10 class FileSelectionScreen(Screen, FloatLayout):
11
12     class listButton(Button):
13
14         def __init__(self, mainScreen, fileName, **kwargs):
15             super(Button, self).__init__(**kwargs)
16             self.outerScreen = mainScreen

```

```

17         self.fileName = fileName
18
19
20     def __init__(self, **kwargs):
21         super(FileSelectionScreen, self).__init__(**kwargs)
22         self.sStream = None
23         self.rStream = None
24         self.fileList = []
25
26         # List of possible responses
27         self.endOfTreeResponse = [33, 69, 78, 68, 79, 70, 84, 82, 69, 69, 33] # !ENDOFTREE!
28         self.startList = [33, 70, 73, 76, 69, 76, 73, 83, 84, 33] # !FILELIST!
29         self.nameInstruction = [33, 78, 65, 77, 69, 33] # !NAME! --Start of a file
30         self.fileNotFound = [33, 78, 79, 84, 70, 79, 85, 78, 68, 33] # !NOTFOUND! --Response to file
31
32         selection
33
34     def on_enter(self):
35         self.createButtons(self.fileList)
36
37     def on_leave(self):
38         self.removeButtons()
39
40     def removeButtons(self):      # Clears all the widgets off the screen
41         self.grid.clear_widgets()
42         self.scroll.clear_widgets()
43         self.grid = 0
44         try:
45             self.remove_widget(self.scroll)
46         except Exception as e:
47             print e, u"Already removed?"
48         self.scroll = 0
49
50     def createButtons(self, array): # Similar to createButtons on the PC app
51         self.grid = GridLayout(cols=1, size_hint_y=None) # Added in case I need to add more columns in the
52         future (file size etc)
53         self.grid.bind(minimum_height=self.grid.setter("height"))
54         for item in array:
55             btn = self.listButton(self, item, text="    "+str(item)), height=Window.height/10, halign="left",
56             valign="middle")
57             btn.bind(size=btn.setter("text_size"))
58             self.grid.add_widget(btn)
59
60         self.scroll = ScrollView(size_hint=(1, .86))
61         self.scroll.add_widget(self.grid)
62         self.add_widget(self.scroll)
63
64     def recreateButtons(self, array):
65         self.removeButtons()
66         self.createButtons(array)
67
68     def selectFile(self, fileName):
69         # File request looks like: !FILESELECT!<name here>~!ENDSELECT!
70         msg = [33, 70, 73, 76, 69, 83, 69, 76, 69, 67, 84, 33] # !FILESELECT!
71
72         for letter in fileName:
73             msg.append(ord(letter))
74
75         msg += [126, 33, 69, 78, 68, 83, 69, 76, 69, 67, 84, 33] # End header: ~!ENDSELECT!
76
77         self.sStream.flush() # Clear write buffer on data stream.
78
79         for i in msg:
80             self.sStream.write(i)
81
82         # Get response
83         buff = []
84         data = ""
85         responseFound = False

```

```

83     print u"Waiting for response"
84
85     while not responseFound:
86         try:
87             data = self.rStream.read()
88         except Exception as e:
89             print e, "Failed receiving response to select file."
90             return False
91         else:
92             buff.append(data)
93
94         if (buff[:6] == self.nameInstruction) and (len(buff) >= 6): # If the response is !NAME!, then it
95             was a file and will be sent to this program
96             print u"Is name instruction"
97             receiveFile(self.rStream, buff)
98             responseFound = True
99             buff = []
100
101 elif (buff[:10] == self.fileNotFound) and (len(buff) >= 10): # If the response was !NOTFOUND! then
102     the host couldn't find the item we wanted
103     print u"Response is fileNotFound."
104     raise ValueError("File was not found by host.")
105     responseFound = True
106     buff = []
107
108 elif (buff[:10] == self.startList) and (len(buff) >= 10): # If the response was !FILELIST! then
109     it was a folder, so prepare to receive the list of files in that folder.
110     print u"Response is a file list."
111     self fileList = receiveFileList(self.rStream, buff)
112     responseFound = True
113     self.recreateButtons(self.fileList)
114
115
116
117 def getBackDir(self):
118     # Back dir request looks like: !BACK!
119     backCommand = [33, 66, 65, 67, 75, 33]
120     self.sStream.flush() # Clear the buffer for sending
121     for i in backCommand:
122         self.sStream.write(i)
123
124     data = ""
125     buff = []
126     responseFound = False
127     while not responseFound:
128         try:
129             data = self.rStream.read()
130         except Exception as e:
131             print e, "Failed receiving server response to BACK request."
132             return False
133         else:
134             buff.append(data)
135
136         if (buff[:11] == self.endOfTreeResponse) and (len(buff) >= 11): # If you cannot go further back
137             in the directory, !ENDOFTREE! is sent from the PC
138             print "END OF TREE"
139             buff = []
140             responseFound = True
141
142         elif (buff[:10] == self.startList) and (len(buff) >= 10): # Otherwise, it should be a list of new
143             file names
144             responseFound = True
145             self fileList = receiveFileList(self.rStream, buff)
146             self.recreateButtons(self.fileList)
147
148         elif len(buff) >= 11:

```

```
147     print "start header not found yet :(", buff
148     buff = []
```

Again like `PadScreen`, this screen has and embedded class. `listButton`'s are displayed showing the contents of the current directory.

`selectFile` is called when a `listButton` is pressed, and requests to navigate that button.

`getBackDir` is called when the back button is pressed, and requests the list of items that are in the directory above the one we are currently in.

## SHA

SHA is the exact same on the mobile app, as it is on the PC program.

## What is buildozer.spec?

`buildozer.spec` is used for building the app and putting it onto the mobile device, and is unrelated to the rest of the code.

For transparency, here is the contents:

```
1 [app]
2
3 # (str) Title of your application
4 title = FM Pad
5 # (str) Package name
6 package.name = PadApp
7
8 # (str) Package domain (needed for android/ios packaging)
9 package.domain = org.test
10
11 # (str) Source code where the main.py live
12 source.dir = .
13
14 # (list) Source files to include (let empty to include all the files)
15 source.include_exts = py,png,jpg,kv,atlas
16
17 # (str) Application versioning (method 1)
18 version = 0.1
19
20 # (str) Application versioning (method 2)
21 # version.regex = __version__ = ['"](.*)['"]
22 # version.filename = %(source.dir)s/main.py
23
24 # (list) Application requirements
25 # comma seperated e.g. requirements = sqlite3,kivy
26 requirements = python2,android,plyer,pyjnius,kivy
27
28 # (str) Custom source folders for requirements
29 # Sets custom source for any requirements with recipes
30 # requirements.source.kivy = ../../kivy
31
32 # (list) Garden requirements
33 #garden_requirements =
34
35 # (str) Presplash of the application
36 #presplash.filename = %(source.dir)s/data/presplash.png
37
38 # (str) Icon of the application
39 #icon.filename = %(source.dir)s/data/icon.png
40
41 # (str) Supported orientation (one of landscape, portrait or all)
```

```

42 orientation = portrait
43
44 # (list) List of service to declare
45 #services = NAME:ENTRYPOINT_TO_PY,NAME2:ENTRYPOINT2_TO_PY
46
47 #
48 # OSX Specific
49 #
50
51 #
52 # author = © Copyright Info
53
54 # change the major version of python used by the app
55 osx.python_version = 3
56
57 # Kivy version to use
58 osx.kivy_version = 1.10.1
59
60 #
61 # Android specific
62 #
63
64 # (bool) Indicate if the application should be fullscreen or not
65 fullscreen = 0
66
67 # (string) Presplash background color (for new android toolchain)
68 # Supported formats are: #RRGGBB #AARRGGBB or one of the following names:
69 # red, blue, green, black, white, gray, cyan, magenta, yellow, lightgray,
70 # darkgray, grey, lightgrey, darkgrey, aqua, fuchsia, lime, maroon, navy,
71 # olive, purple, silver, teal.
72 #android.presplash_color = #FFFFFF
73
74 # (list) Permissions
75 android.permissions = BLUETOOTH,BLUETOOTH_ADMIN,BLUETOOTH_PRIVILEGED
76
77 [buildozer]
78
79 # (int) Log level (0 = error only, 1 = info, 2 = debug (with command output))
80 log_level = 2
81
82 # (int) Display warning if buildozer is run as root (0 = False, 1 = True)
83 warn_on_root = 1
84
85 # (str) Path to build artifact storage, absolute or relative to spec file
86 build_dir = /home/kivy/VMOUT/

```

And that is all of the code.

---

# Testing

For testing my program, I will mostly be doing black-box testing, with some unit testing of important functions.

## Unit Tests

The unit tests are only for the Go programs, as the `"testing"` package for Go makes testing very easy. Testing files in Go are made with the file name `<name-here>.test.go`. You may have noticed this in the **File Structure** section.

## AES

To test AES, there are multiple `*_test.go` files, which I will go through individually. I will go through the results of the tests once I have gone through how I am doing them.

## Testing the core algorithm

To test the core algorithm, I made tests for each of the functions in `code/python-go/AES/src/AES/aes.go` using test vectors that I worked out by hand (easy ones like shift rows), and some from official documentation or Wikipedia (The American government is shut down at the moment so the NIST, the National Institute of Standards and Technology (they do all the SHA contests and AES contests), website is down, so official test vectors for AES were not available, apart from the MixColumns step which has some on Wikipedia ([https://en.wikipedia.org/wiki/Rijndael\\_MixColumns#TestVectors](https://en.wikipedia.org/wiki/Rijndael_MixColumns#TestVectors))).

Anyway, here is `aes_test.go` in `code/python-go/AES/src/AES/aes_test.go`:

```

51                                     168, 201, 13, 104})

52 shiftRows(testVector) // Done by reference
53 actualOutcome := fmt.Sprintf("%x", testVector)
54 if actualOutcome != expectedOutcome {
55     t.Fatalf("Expected %s but got %s", expectedOutcome, actualOutcome)
56 }
57 }

58 func TestInvShiftRows(t *testing.T) {
59     testVector := []byte{ 76, 41, 215, 89, // Taken from TestSubBytes
60                         255, 14, 19, 213,
61                         44, 101, 25, 94,
62                         168, 201, 13, 104}
63
64     expectedOutcome := fmt.Sprintf("%x", []byte{ 76, 201, 25, 213,
65                                         255, 41, 13, 94,
66                                         44, 14, 215, 104,
67                                         168, 101, 19, 89})
68
69     invShiftRows(testVector)
70     actualOutcome := fmt.Sprintf("%x", testVector)
71     if actualOutcome != expectedOutcome {
72         t.Fatalf("Expected %s but got %s", expectedOutcome, actualOutcome)
73     }
74 }
75 }

76 func TestMixColumns(t *testing.T) {
77     testVector := []byte{0xdb, 0x13, 0x53, 0x45, // Different test vectors from
78                         https://en.wikipedia.org/wiki/Rijndael_MixColumns
79                         0xf2, 0xa, 0x22, 0x5c,
80                         0x01, 0x01, 0x01, 0x01,
81                         0x2d, 0x26, 0x31, 0x4c}
82
83     expectedOutcome := fmt.Sprintf("%x", []byte{0x8e, 0x4d, 0xa1, 0xbc,
84                                         0x9f, 0xdc, 0x58, 0x9d,
85                                         0x01, 0x01, 0x01, 0x01,
86                                         0x4d, 0x7e, 0xbd, 0xf8})
87
88     mixColumns(testVector)
89     actualOutcome := fmt.Sprintf("%x", testVector)
90     if actualOutcome != expectedOutcome {
91         t.Fatalf("Expected %s but got %s", expectedOutcome, actualOutcome)
92     }
93 }

94 func testInvMixColumns(t *testing.T) {
95     testVector := []byte{0x8e, 0x4d, 0xa1, 0xbc,
96                         0x9f, 0xdc, 0x58, 0x9d,
97                         0x01, 0x01, 0x01, 0x01,
98                         0x4d, 0x7e, 0xbd, 0xf8}
99
100    expectedOutcome := fmt.Sprintf("%x", []byte{0xdb, 0x13, 0x53, 0x45,
101                                         0xf2, 0xa, 0x22, 0x5c,
102                                         0x01, 0x01, 0x01, 0x01,
103                                         0x2d, 0x26, 0x31, 0x4c})
104
105    invMixColumns(testVector)
106    actualOutcome := fmt.Sprintf("%x", testVector)
107    if actualOutcome != expectedOutcome {
108        t.Fatalf("Expected %s but got %s", expectedOutcome, actualOutcome)
109    }
110 }

111 func TestKeyExpansionCore(t *testing.T) {
112     testVector := [4]byte{1, 2, 3, 4}
113
114     // 2, 3, 4, 1
115     // sBox[2], sBox[3], sBox[4], sBox[1]
116     // = 119, 123, 242, 124
117     // 119 ^ rcon[0] = 119 ^ 0x8d = 250
118     // 250, 123, 242, 124

```



```

160     0xa9, 0x80, 0x19, 0xc0, 0xf0, 0x3a, 0x3c,
161     0x1b, 0xbe, 0xf5, 0x61, 0xeb, 0x84, 0xc9,
162     0x1e, 0xd4, 0x7c, 0xb2, 0xf5, 0x50, 0xb5,
163     0xff, 0x3f, 0xa7, 0x04, 0x0a, 0x6f, 0x12,
164     0x52, 0x9c, 0xdc, 0x27, 0x58, 0xf3, 0xce,
165     0xbe, 0xfc, 0xcb, 0x10, 0xe6, 0x0f, 0x05,
166     0x65, 0x34, 0x7a, 0x0a, 0x83, 0x3b, 0x7f})
167
168 outcome00 := fmt.Sprintf("%x", ExpandKey(testVector00))
169 if outcome00 != expectedOutcome00 {
170     t.Fatalf("00 Expected %s but got %s", expectedOutcome00, outcome00)
171 }
172
173 outcome1234 := fmt.Sprintf("%x", ExpandKey(testVector1234))
174 if outcome1234 != expectedOutcome1234 {
175     t.Fatalf("1234 Expected %s but got %s", expectedOutcome1234, outcome1234)
176 }
177
178 outcomeff := fmt.Sprintf("%x", ExpandKey(testVectorff))
179 if outcomeff != expectedOutcomeff {
180     t.Fatalf("ff Expected %s but got %s", expectedOutcomeff, outcomeff)
181 }
182 }
```

Benchmarks are run multiple times, and get the time taken for each run, and the amount of bytes processed and the number of variable allocations made.

The test vectors for `ExpandKey` were calculated using an old version of AES I made in Python while I was making my project, and I have verified it using this website <http://aes.online-domain-tools.com/>, just to check it encrypts data correctly (it was fine).

## Testing AESfiles

Here is the test file for the `AESfiles` package (`code/python-go/AES/src/AES/AESfiles/aesFiles_test.go`):

```

1 package AESfiles
2
3 import (
4     "fmt"
5     "log"
6     "testing"
7     "os/exec"
8     "strings"
9     "AES"
10 )
11
12 const (
13     largeFile = "/home/josh/GentooMin.iso"
14     largeFileTemp = "/home/josh/temp"
15     largeFileDec = "/home/josh/decTemp.iso"
16
17     mediumFile = "/home/josh/8k.png"
18     mediumFileTemp = "/home/josh/8kTemp"
19     mediumFileDec = "/home/josh/8kDec.png"
20
21     smallFile = "/home/josh/a.txt"
22     smallFileTemp = "/home/josh/temp2"
```

```

23     smallFileDec = "/home/josh/smallDec.txt"
24   )
25
26 var (
27   expandedKey = AES.ExpandKey([]byte{0x00, 0x0b, 0x16, 0x1d, 0x2c, 0x27, 0x3a, 0x31, 0x58, 0x53, 0x4e, 0x45,
28   0x74, 0x7f, 0x62, 0x69})
29 )
30
31 func BenchmarkEncryptFileLarge(b *testing.B) {
32   for n := 0; n < b.N; n++ {
33     EncryptFile(&expandedKey, largeFile, largeFileTemp)
34   }
35 }
36
37 func BenchmarkDecryptFileLarge(b *testing.B) {
38   for n := 0; n < b.N; n++ {
39     DecryptFile(&expandedKey, largeFileTemp, largeFileDec)
40   }
41 }
42
43 func BenchmarkEncryptFileMedium(b *testing.B) {
44   for n := 0; n < b.N; n++ {
45     EncryptFile(&expandedKey, mediumFile, mediumFileTemp)
46   }
47 }
48
49 func BenchmarkDecryptFileMedium(b *testing.B) {
50   for n := 0; n < b.N; n++ {
51     DecryptFile(&expandedKey, mediumFileTemp, mediumFileDec)
52   }
53 }
54
55 func TestEncDecMediumFile(t *testing.T) {
56   out, err := exec.Command("/bin/bash", "-c", "b2sum '"+mediumFile+"'").Output() // Gets hash of original file
57   // using the b2sum utility in the GNU core utils
58   if err != nil { panic(err) }
59
60   initialHash := strings.Replace(fmt.Sprintf("%s", out), mediumFile, "", -1) // b2sum outputs the dir after the
61   // checksum is output, so remove the dir.
62   log.Output(0, fmt.Sprintf("initialHash: %s", initialHash))
63
64   EncryptFile(&expandedKey, mediumFile, mediumFileTemp)
65   DecryptFile(&expandedKey, mediumFileTemp, mediumFileDec)
66
67   out, err = exec.Command("/bin/bash", "-c", "b2sum '"+mediumFileDec+"'").Output()
68   finalHash := strings.Replace(fmt.Sprintf("%s", out), mediumFileDec, "", -1)
69   log.Output(0, fmt.Sprintf("finalHash: %s", finalHash))
70
71   if finalHash != initialHash {
72     t.Fatalf("Expected %s but got %s", initialHash, finalHash)
73   }
74 }
75
76 func TestEncDecSmallFile(t *testing.T) {
77   out, err := exec.Command("/bin/bash", "-c", "b2sum '"+smallFile+"'").Output() // Gets hash of original file
78   // using the b2sum utility in the GNU core utils
79   if err != nil { panic(err) }
80
81   initialHash := strings.Replace(fmt.Sprintf("%s", out), smallFile, "", -1) // b2sum outputs the dir after the
82   // checksum is output, so remove the dir.
83   log.Output(0, fmt.Sprintf("initialHash: %s", initialHash))
84
85   EncryptFile(&expandedKey, smallFile, smallFileTemp)
86   DecryptFile(&expandedKey, smallFileTemp, smallFileDec)
87
88   out, err = exec.Command("/bin/bash", "-c", "b2sum '"+smallFileDec+"'").Output()
89
90   finalHash := strings.Replace(fmt.Sprintf("%s", out), smallFileDec, "", -1)
91   log.Output(0, fmt.Sprintf("finalHash: %s", finalHash))

```

```

87     if finalHash != initialHash {
88         t.Fatalf("Expected %s but got %s", initialHash, finalHash)
89     }
90 }
91 }
```

When testing enc/decryption of files, I will get the blake checksum of the file before and after encryption and decryption (one after the other, not separate) using the `b2sum` utility included in the GNU core utilities on Linux. That is what line 55, 64, 74 and 83 are for. The output of `b2sum` looks like `<checksum here> <file name done>`, so the last part has to be removed (as the file will be decrypted to a different file), which is what `strings` and `fmt` are needed for.

The checksums are also printed to the terminal using `log.Output`, so I can compare them myself too, in case of a bug with the test.

After decryption of the encrypted file, the checksums are compared, and if they are different then the test has failed.

That's it for the code of the AES unit tests.

## Running the tests

To run the tests I have made a few bash scripts that just run a set of commands so that I don't have to remember them. These are `testAES.sh` and `testBenchAES.sh`, both in `code/python-go/AES/`.

Here is `testAES.sh`:

```

1 #!/bin/bash
2 export GOPATH="/home/josh/nea-12ColcloughJ/code/python-go/AES/"
3 cd src/AES && go test -v
4 cd AESfiles && go test -v
```

`-v` means verbose output, so Go shows each of the tests individually and what it is doing. The last two lines just change directories to where the tests are relative to `code/python-go/AES/`, as otherwise Go can't find the test files.

`testBenchAES.sh` is the same, but it runs benchmarks after doing the tests. Here it is:

```

1 #!/bin/bash
2 export GOPATH="/home/josh/nea-12ColcloughJ/code/python-go/AES/"
3 cd src/AES && go test -v -bench=. -benchmem
4 cd AESfiles && go test -v -bench=. -benchmem
```

`-bench=.` tells Go to run all benchmarks that match a regular expression. A `.` just says that it can be anything. `-benchmem` outputs how many bytes were processed during the operation, and how many variable allocations were made.

Here are the results of the tests (running `testBenchAES.sh`):

```

1 === RUN   TestSubBytes
2 --- PASS: TestSubBytes (0.00s)
3 === RUN   TestInvSubBytes
4 --- PASS: TestInvSubBytes (0.00s)
5 === RUN   TestShiftRows
6 --- PASS: TestShiftRows (0.00s)
7 === RUN   TestInvShiftRows
8 --- PASS: TestInvShiftRows (0.00s)
```

```

9  === RUN   TestMixColumns
10 --- PASS: TestMixColumns (0.00s)
11 === RUN   TestKeyExpansionCore
12 --- PASS: TestKeyExpansionCore (0.00s)
13 === RUN   TestKeyExpansion
14 --- PASS: TestKeyExpansion (0.00s)
15 PASS
16 ok    AES 0.001s
17 === RUN   TestEncDecMediumFile
18 2019/01/04 12:06:00 initialHash:
9336f1fc79ff254c8644f1df83fccfd576388c5075754ae9142c2640dd9530c5e08403937296afc7ca8138cedaf0794117e78d247ce6949e
e40304284c39b7ed
19 2019/01/04 12:06:01 finalHash:
9336f1fc79ff254c8644f1df83fccfd576388c5075754ae9142c2640dd9530c5e08403937296afc7ca8138cedaf0794117e78d247ce6949e
e40304284c39b7ed
20 --- PASS: TestEncDecMediumFile (0.91s)
21 === RUN   TestEncDecSmallFile
22 2019/01/04 12:06:01 initialHash:
0c8b815719e57ele3529a20df69c31d8cabab90212bce1b7a3296c8f70f307d1a7e8e64ed5bb17fc7b7f3b9cc3150e4f59c4a70922a0d3b4
6bfd1652e735588
23 2019/01/04 12:06:01 finalHash:
0c8b815719e57ele3529a20df69c31d8cabab90212bce1b7a3296c8f70f307d1a7e8e64ed5bb17fc7b7f3b9cc3150e4f59c4a70922a0d3b4
6bfd1652e735588
24 --- PASS: TestEncDecSmallFile (0.01s)
25 goos: linux
26 goarch: amd64
27 pkg: AES/AESfiles
28 BenchmarkEncryptFileLarge-4           1 1871293107 ns/op  244325952 B/op      3790 allocs/op
29 BenchmarkDecryptFileLarge-4          1 2042360853 ns/op  244320832 B/op      3757 allocs/op
30 BenchmarkEncryptFileMedium-4         3 378539062 ns/op  48565877 B/op     769 allocs/op
31 BenchmarkDecryptFileMedium-4        3 417413577 ns/op  48491832 B/op     768 allocs/op
32 PASS
33 ok    AES/AESfiles  9.640s

```

Every test passed, and I can now calculate the speed of encryption and decryption using the time taken on average for each operation (ns/op). I made a small Python script to do this (it isn't part of my project):

```

1 def getGoodUnit(bytes):      #Get a good unit for displaying the sizes of files.
2     if bytes == " -":
3         return " -"
4     else:
5         divCount = 0
6         divisions = {0: "B", 1: "KB", 2: "MB", 3: "GB", 4: "TB", 5: "PB"}
7         while bytes > 1000:
8             bytes = bytes/1000
9             divCount += 1
10
11     return ("%.2f" % bytes) + " " + divisions[divCount]
12
13 def calc(time, data):
14     time = time * (10**-9)  # 10^-9 because the time is in nano seconds.
15     datTime = data/time
16     return getGoodUnit(datTime)
17
18 print(calc(float(input("Time taken: ")), int(input("Num of bytes: "))) + "/s")

```

It steals the `getGoodUnit` function from my project. There is no error checking because I am the only person who will be using it, and also I am lazy.

The result (on an i5-6600k - 4 cores) is that when encrypting, the speed was `129.97 MB/s`, and when decrypting the speed was `119.63 MB/s` which is slightly slower (`10.34 MB/s`), probably because it has to check for padding. Before I changed my code to pass by reference, and also before I made AES parallel using goroutines, it had a performance of `18.92 MB/s` when encrypting. If I compare the single core performance

(by dividing 129.97 by 4 (4 cores)), the single core performance of the new AES is 32.49 MB/s , which is 1.72 times as fast, just by passing by reference.

## BLAKE

All of the bash files for BLAKE are the same as AES with minor changes.

Like AES, BLAKE also has some unit tests. There is only one test file ( code/python-go/BLAKE/src/BLAKE/blake\_test.go ):

```
1 package BLAKE
2
3 import (
4     "fmt"
5     "testing"
6 )
7
8 const largeFile = "/home/josh/GentooMin.iso"
9 const smallFile = "/home/josh/a.txt"
10
11 func BenchmarkBLAKELarge(b *testing.B) {
12     for n := 0; n < b.N; n++ {
13         GetChecksum(largeFile, 64)
14     }
15 }
16
17 func BenchmarkBLAKESmall(b *testing.B) {
18     for n := 0; n < b.N; n++ {
19         GetChecksum(smallFile, 64)
20     }
21 }
22
23 func TestBLAKELarge(t *testing.T) {
24     actualResult := fmt.Sprintf("%x", GetChecksum(largeFile, 64))
25     expectedResult :=
26     "640ac216c91f85d69b450b070828b0f2f54db51af3ecf1daaffefdd657ae1a8d4e5732b4594f936c9d2d853ee12a1df58e6fa63535c1ed3
27     e170e9578da740e5d" // Obtained using b2sum tool in GNU core utilities
28
29     if actualResult != expectedResult {
30         t.Fatalf("Expected %s but got %s", expectedResult, actualResult)
31     }
32 }
33
34 func TestBLAKESmall(t *testing.T) {
35     actualResult := fmt.Sprintf("%x", GetChecksum(smallFile, 64))
36     expectedResult :=
37     "f545377b0ab74d283ff65ec5518bc00633d46125ec28bbd11f417da16949e8937759d8f1aa97556845e24edc676d8f288d49aae1bb195a1
38     2e5595525713427c4"
39
40     if actualResult != expectedResult {
41         t.Fatalf("Expected %s but got %s", expectedResult, actualResult)
42     }
43 }
44
45 func TestBlakeMix(t *testing.T) {
46     arr := []uint64{0x70f3abeaaf82f2d2, 0x48221449c090c5cb, 0x1631bc17f31ed4ef, 0xdf4a6c4edfb6012e,
47     0x4011c31f6e4fbe98, 0xec6fe4ecfb235d, 0xc732f6aacdfed23, 0x6c59d3af929a71a7,
48     0x726e4d94d076d220, 0xd55261f05e988e99, 0x47c5fed6073fff6f, 0xafdc6ec84b5122fd,
49     0x828789a16ddf8fcc, 0x9219a1cce5eaceb3, 0x81c389d523f73c81, 0xc518f0411804f255} // Randomly
50     generated in python.
51
52     // Tested using working version
53     expectedResult := []uint64{0x24f71c9177a10424, 0x48221449c090c5cb, 0x1631bc17f31ed4ef, 0xdf4a6c4edfb6012e,
54     0x216426a085db4092, 0xec6fe4ecfb235d, 0xc732f6aacdfed23, 0x6c59d3af929a71a7,
55     0xa69fe02ab573a54, 0xd55261f05e988e99, 0x47c5fed6073fff6f, 0xafdc6ec84b5122fd,
```

```

51 |                                     0x9771847d3761d4df, 0x9219a1cce5eaceb3, 0x81c389d523f73c81, 0xc518f0411804f255}
52 |
53 blakeMix(arr, 0, 4, 8, 12, &arr[0], &arr[1]) // Simulates first mix of the compression function.
54 |
55 if fmt.Sprintf("%x", arr) != fmt.Sprintf("%x", expectedResult) {
56     t.Fatalf("Expected %x but got %x", expectedResult, arr)
57 }
58 }
```

For most of the tests, the result of the command `b2sum` is hard coded rather than retrieved from the terminal, as I was having issues comparing the output of BLAKE and the `b2sum` command.

Here are the test results:

```

1  === RUN   TestBLAKELarge
2  --- PASS: TestBLAKELarge (1.68s)
3  === RUN   TestBLAKESmall
4  --- PASS: TestBLAKESmall (0.00s)
5  === RUN   TestBlakeMix
6  --- PASS: TestBlakeMix (0.00s)
7  goos: linux
8  goarch: amd64
9  pkg: BLAKE
10 BenchmarkBLAKELarge-4          1 1676409286 ns/op  2198866712 B/op    7476 allocs/op
11 BenchmarkBLAKESmall-4         300000      5282 ns/op     3264 B/op    10 allocs/op
12 PASS
13 ok    BLAKE 5.004s
```

All tests passed, and using the same Python script as in AES, the speed was `145.74 MB/s`. The speed is ok, however if you open and edit a very large file (> 145 MB), it will take more than 1 second to open and close, after decryption and before encryption. This is not much of an issue however, since not many people will be editing files that are that large it shouldn't be an issue for most people, since the checksum is not calculated when merely adding and removing files from the Vault.

## Black-box tests

The key for the different types of data (where applicable) will be:

- T = Typical Data
- E = Erroneous Data
- B = Boundary Data

# Evaluation

## Objectives

In this section I will go through each of my objectives and comment on their completeness.

1. GUI should:

- a. Be easy to use:
  - i. Logically laid out.
  - ii. Have simple options.

*I feel that my program is quite easy to use due to the layout, the important buttons are the largest, and the file browser fills most of the screen, which is the most important part of the main screen. The settings screen is also quite easy to use, as the switches for the True/False configuration values are very straight forward to change, and it is clear what each setting changes.*

b. Display the files currently stored in the vault, along with the file extension and the size of the file.

*Works fine. The file extension is at the end of the file name anyway. The size is read from the file in the vault.*

c. Display the storage space remaining on the storage device the program is running on.

*Works fine.*

- d. The user should be able to easily encrypt and decrypt files:
  - i. Using easy to access buttons in the UI.
  - ii. Using drag and drop from outside of the program.
  - iii. Decrypt to a directory specified.

*All of the above work, as long as you have drag+drop on your machine.*

e. Have an options menu, including the options to:

- i. Change security level (from 128 bit AES to 256 bit AES).

*Didn't end up adding this, as it would require a lot more code and time for a feature that very few people would probably use.*

- ii. Change the location of the vault.

*Can be changed relative to the program, or as an absolute path.*

- iii. Set the default login method (Bluetooth or no Bluetooth).

*Also done using a switch in the settings screen.*

- iiii. Change if the search in the file browser is recursive or not.

*Done using a switch in the settings screen.*

f. Make it easy to manage the files in the vault (move to other folders in the vault, rename, delete, etc).

*I ran out of time to implement this, as Kivy buttons by default do not have a right click, and it is quite hard to implement. If I were to implement this, I would show a bubble above where the user right clicked, with multiple options to carry out on that file/folder. Alternatively, I could use the information popup to hold each of these options.*

- g. Have a secure login screen.
  - i. Ask the user to either input the key via their keyboard (no Bluetooth for that session), or connect via the app.
  - ii. Tell the user if the key is invalid or not, and smoothly transition into the main program.
  - iii. Validate all input.

**All tested to be working.**

- h. Look relatively good without being bloated.
- i. Allow the user to easily read file names, and easily tell folders and files apart.

**Files are coloured in a darker shade than regular files, and the file names are in medium-sized font (relative to the window).**

- j. Let the user preview images without opening them (using thumbnails or an information screen).

**Works well, as AES decrypts the image quickly, then it is displayed in the information screen. I did not add thumbnails as I thought that it would probably drastically increase the loading time when opening folders containing images.**

- k. Be resizeable, and all items on the screen should look ok.

**Also looked at in testing. Each widget uses a relative layout, so that when the window is resized, the widgets also resize themselves based on the proportions they were given.**

- l. Allow the user to switch between using Bluetooth and using regular login.

**Works good.**

- m. Make it easy for the user to return to the root folder of the Vault in case they get lost (a "panic" button).

**A home button is included on the main screen, and takes the user back to the root folder.**

- n. Give the user statistics during files being enc/decrypted, including:

**Works well. I cover how this works in the Technical Solution, and it is tested to give accurate readings in Testing. Gives the user a nice readable output, displaying all useful information.**

- o. Allow the user to sort the files by name or by size.

**The user can do this using the two buttons above the list of files on the main screen.**

- p. Allow the user to configure default settings using a configuration file that is easy to use.

**The configuration is relatively simple, and easy to edit manually in case of an issue.**

- q. Allow the user to search for file names in the vault.

**Works well, however is quite slow because it is done in Python. I would have liked to do this in Go, however passing the file objects into Go would have been a pain, as they are not all in the same directory like the sorting buttons are (which is why I could do those in Go).**

r. Not break when doing arbitrary tasks such as browsing the files.

**See Testing.**

2. App should:

a. Be easy to use.

*The GUI could be improved on the mobile side, as the flow of the program is quite weird, going from the device screen, into the pad screen (this part is fine), and then into a blank screen with only one option. This last screen is a good idea if you have multiple options, however I only supply one, so it is a bit redundant. If I were to continue working on this project I would leave it in for future functionality. However, other than this each screen works well individually. The pad screen has large buttons with quite large font. The main screen is basic, but functional.*

b. Connect via Bluetooth to the PC.

*Connects seamlessly to the PC using pyjnius java classes.*

c. Allow the user to input their pin code easily.

*The Pad Screen is easy to use.*

d. Tell the user if the pin code is invalid or not.

*(b, c, d) Works fine.*

e. Make it easy to recover from mistakes (e.g invalid pin code, or if they make a typo).

*In the pad screen, the key input is reset to be empty if it is incorrect, and the user can easily delete the last digit while entering the key. If the user does get the key incorrect, a small popup shows up telling them, and then they can easily dismiss it.*

f. Allow the user to see a list of files currently in the vault, and let the user download those files onto their mobile device.

*The file browser is quite good, with a large scrollable list of files, however there is no way of distinguishing between files and folders at the moment. This is due to the protocol, as I decided against sending pickled objects between the PC and phone. I decided not to do this because I was using Python 2 for the mobile app, and Python 3 for the PC app. The way Python 2 handles bytes is quite different to Python 3, and so pickle had quite a few differences. If I was to continue working on this I would build the mobile app in Python 3, however at the time I was having issues building the app for Python 3. Other than this, the download feature is pretty good, as it is quite reliable (as far as I have tested).*

3. File handling:

a. Store the encrypted contents in the location specified by the user.

*Works fine.*

b. Encrypt and decrypt relatively quickly, while still being secure.

*In Testing, I benchmark AES, and the speed is adequate. I have also tested my implementation against test vectors to ensure it has been implemented correctly.*

c. When the Bluetooth device goes out of range or disconnects (if using Bluetooth), delete all decrypted files and lock the program until the pin code is input correctly again.

*Works fine.*

e. Have a recycling bin so that the user can recover their files.

***There is a recycling bin and it works fine, however it cannot restore files back to their original place in the vault. If I were to continue working on this project, I would save a pickled Python object in the recycling bin, that contains a class with attributes listing each file in the recycling bin with where they came from originally.***

f. When a file is opened, check for changes once it is closed.

***Works well, and BLAKE is of adequate speed, as tested in Testing. I also tested my implementation of BLAKE against official test vectors, so that my implementation is accurate to avoid hash collisions.***

g. Files stored in the vault should not be accessible from outside of the app.

***Could not open a file in the vault from my normal file manager (it worked).***

h. Names of the files stored in the vault should also not be viewable from outside of the app (encrypt the name).

***Each file and folder name is encrypted, and encoded to base64. When the files are listed within the app, they are decoded, decrypted and then encoded into string again, and displayed.***

i. Allow the files/folders to be decrypted to an external location.

***Works fine. Files can be decrypted to a new folder, with their original name, or they can be renamed when decrypting.***

## Things I would do to improve the project

---

- Parallelise BLAKE (use multiple CPU cores)
  - Would improve overall speed, which is essential for editing very large files.
  - Would make editing smaller files more seamless too, as the waiting time would be reduced by a small amount, but it will be slightly noticeable.
- Make it so you can right click on files to view more options, those being:
  - Move the file to another location in the vault.
  - Copy the file to another location in the vault.
  - Delete the file (move to recycling).
- Improve the recycling bin so that it recovers files to their original location using a pickled class (serialised object), that contains information about each of the files in the recycling bin.
- Change the Bluetooth protocol I made to use serialised objects, to reduce the likelihood that a pattern used in the protocol will appear in the file, and to also send more data more reliably, such as file metadata.
- Make it so that when you change vault location, you can enter a key you would like to set, or if there are files that already exist, logout and ask the user to log in again.
- Display the current status of file transfer in the mobile app while downloading.
- Be able to send files from your phone to the PC app to encrypt to the vault.