IT8761 – Security Laboratory

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Exercise 5

Aim: To implement Advanced Encryption Standard (AES) in java.

Code:

```
import java.util.*;
import java.io.*;
import javax.crypto.Cipher;
importjavax.crypto.spec.SecretKeySpec;
import java.security.*;
class AES {
private static SecretKeySpecsecretKey;
private static byte[] key;
public static void setKey(String myKey)
{
      MessageDigest sha = null;
      try {
            key = myKey.getBytes("UTF-8"); sha =
            MessageDigest.getInstance("SHA-1");
            key = sha.digest(key); key =
            Arrays.copyOf(key, 16); secretKey = new
            SecretKeySpec(key, "AES");
          } catch (Exception e)
            {
                  e.printStackTrace();
```

```
}
}
public static String encrypt(String strToEncrypt, String secret)
{ try {
             setKey(secret);
             Cipher cipher =
      Cipher.getInstance("AES/ECB/PKCS5Padding");
             cipher.init(Cipher.ENCRYPT MODE, secretKey); return
      Base64.getEncoder().encodeToString(
      cipher.doFinal(strToEncrypt.getBytes("UTF-8")) );
          } catch (Exception e) {
      System.out.println("Error while encrypting: " + e.toString());
} return null; } public static String decrypt(String strToDecrypt,
String secret) { try {
                       setKey(secret);
Cipher cipher = Cipher.getInstance("AES/ECB/PKCS5PADDING");
cipher.init(Cipher.DECRYPT MODE, secretKey); return new
String(cipher.doFinal(Base64.getDecoder().decode(strToDecrypt)));
} catch (Exception e) {
System.out.println("Error while decrypting: " + e.toString());
} return null;
}
public String aes(String secretKey, String originalString, int ch) { String
encryptedString, decryptedString; if (ch == 1) { encryptedString =
AES.encrypt(originalString, secretKey); return encryptedString; } else if (ch == 2) {
decryptedString = AES.decrypt(originalString, secretKey); return decryptedString; }
return ""; }
}
```

```
/** *
* @author reshma
*/ public class GUI extends
javax.swing.JFrame {
* Creates new form GUI
public GUI() { initComponents();
}
* This method is called from within the constructor to initialize the form. *
  WARNING: Do NOT modify this code. The content of this method is always *
 regenerated by the Form Editor. */
@SuppressWarnings("unchecked")
// <editor-fold defaultstate="collapsed" desc="Generated Code">//GEN-
BEGIN:initComponents private void initComponents() {
jLabel1 = new javax.swing.JLabel(); jLabel2 = new javax.swing.JLabel(); jLabel3
= new javax.swing.JLabel(); jTextField1 = new javax.swing.JTextField();
¡TextField2 = new javax.swing.JTextField(); jButton1 = new
javax.swing.JButton(); jButton2 = new javax.swing.JButton(); jTextField3 = new
javax.swing.JTextField(); jLabel4 = new javax.swing.JLabel();
2
jButton3 = new javax.swing.JButton();
setDefaultCloseOperation(javax.swing.WindowConstants.EXIT_ON_CLOSE)
; jLabel1.setText("AES"); jLabel2.setText("Key String");
jLabel3.setText("Plain Text or Cipher Text");
jTextField1.addActionListener(new java.awt.event.ActionListener() { public void
actionPerformed(java.awt.event.ActionEvent evt) {
      ¡TextField1ActionPerformed(evt);
    } });
jButton1.setText("Encrypt");
jButton1.addActionListener(new java.awt.event.ActionListener() {
```

```
public void actionPerformed(java.awt.event.ActionEvent
evt) { jButton1ActionPerformed(evt);
} });
jButton2.setText("Decrypt"); jButton2.addActionListener(new
java.awt.event.ActionListener() {
public void actionPerformed(java.awt.event.ActionEvent
evt) { jButton2ActionPerformed(evt);
} });
jTextField3.addActionListener(new java.awt.event.ActionListener() { public void
actionPerformed(java.awt.event.ActionEvent evt) {
      jTextField3ActionPerformed(evt);
    }
}); jLabel4.setText("Result");
jButton3.setText("Copy Result");
jButton3.addActionListener(new
java.awt.event.ActionListener() {
public void actionPerformed(java.awt.event.ActionEvent
evt) { jButton3ActionPerformed(evt);
} });
   Generated Swing Layout Code
private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) {
//GENFIRST:event jButton1ActionPerformed // TODO add your handling
code here:
String k = jTextField1.getText().toString();
String o = jTextField2.getText().toString();
3
AES aes = new AES(); jTextField3.setText(aes.aes(k, o, 1)); }//GEN-
LAST:event jButton1ActionPerformed
```

```
private void jButton2ActionPerformed(java.awt.event.ActionEvent evt) {
//GENFIRST:event jButton2ActionPerformed // TODO add your handling
code here:
String k = jTextField1.getText().toString();
String o = jTextField2.getText().toString(); AES aes = new AES();
jTextField3.setText(aes.aes(k, o, 2));
\//GEN-LAST:event iButton2ActionPerformed
private void jButton3ActionPerformed(java.awt.event.ActionEvent evt) {
//GENFIRST:event jButton3ActionPerformed // TODO add your handling
code here:
String string = jTextField3.getText().toString(); jTextField2.setText(string);
\//GEN-LAST:event iButton3ActionPerformed
/**
 * @param args the command line arguments
public static void main(String args[]) {
/* Set the Nimbus look and feel */
//<editor-fold defaultstate="collapsed" desc=" Look and feel setting code (optional)
"> try {
for (javax.swing.UIManager.LookAndFeelInfo info:
javax.swing.UIManager.getInstalledLookAndFeels()) {
if ("Nimbus".equals(info.getName()))
{ javax.swing.UIManager.setLookAndFeel(info.getClassName()); break;
}}
} catch (ClassNotFoundException ex)
{ java.util.logging.Logger.getLogger(GUI.class.getName()).log(java.util.logging.Level.S
EVERE, null, ex);
} catch (InstantiationException ex)
{ java.util.logging.Logger.getLogger(GUI.class.getName()).log(java.util.logging.Level.S
EVERE, null, ex);
} catch (IllegalAccessException ex)
```

```
{ java.util.logging.Logger.getLogger(GUI.class.getName()).log(java.util.logging.Level.S
EVERE, null, ex);
} catch (javax.swing.UnsupportedLookAndFeelException ex)
{ java.util.logging.Logger.getLogger(GUI.class.getName()).log(java.util.logging.Level.S
EVERE null, ex);
}
//</editor-fold>
  /* Create and display the form */
java.awt.EventQueue.invokeLater(new Runnable() { public void run() {
new GUI().setVisible(true); }
4
}); }
// Variables declaration - do not modify//GEN-BEGIN:variables
private javax.swing.JButton jButton1;
private javax.swing.JButton jButton2;
private javax.swing.JButton jButton3;
private javax.swing.JLabel jLabel1;
private javax.swing.JLabel jLabel2;
private javax.swing.JLabel jLabel3;
private javax.swing.JLabel jLabel4;
private javax.swing.JTextField jTextField1; private javax.swing.JTextField jTextField2;
private javax.swing.JTextField jTextField3; // End
of variables declaration//GEN-END:variables
}
```

Output:



