

# Team FSociety

An End-to-End Encryption Chat Application Overview

Estefany Montoya

Rone Caballero

Prof. Mehrdad Aliasgari

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This is a Reboot

# Application Properties

## Before:

- **Java on Spring - hand picked language**
- **AWS - something about buying websites**
- **JSON - Jay who?**
- **MySQL - database**
- **SSL(1.2) - the red tunnel**
- **PGP - green tunnel**

## After:

- **Ruby on Rails - language and platform**
- **AWS for SSL, but used Heroku - web service**
- **GoDaddy - Domain name**
- **JSON - Authentication tokens, stateless**
- **SQLite3 - Database**
- **SSL(1.2) - RSA**
- **Qualsys SSL labs - To check RSA**
- **PGP - for message integrity, in progress**
- **Postman - To check functions**
- **C# forms - client**

# Assets

- To protect the user's Confidentiality, Integrity, and Availability with the app.
- Message Integrity
- Stakeholders: Users

# Ruby on Rails

## Pros:

- **Gems = Premade libraries**
- **Less code implementation than Java or C++**

## Cons:

- **If you screw up, you have to find your error without any debugging tools**
- **If you have not learned the language before, you're going to have a bad time**

# AWS v Heroku

## AWS:

### Pros:

- Free
- Can customize SSL for perfect A+ on Quallsys

### Cons:

- Could not connect with Rails as easily
- Lots of configurations to do

## Heroku:

### Pros:

- They practically make the configurations for you
- Rails friendly

### Cons:

- Only solid A in Quallsys labs, cannot customize the SSL configurations
- Only free if you are a student

# GoDaddy

## **Pro:**

- **Popular website for domain names**

## **Cons:**

- **Hella expensive**
- **Most domain names are bought**
- **Other websites can provide cheaper deals**

# MySQL v SQLite3

**Not much difference, mostly preference base. However, if one chooses PHP to code the project, then you can just install LAMP to get the package of: Linux, Apache, MySQL, and PHP.**

**SQLite3 will be used for all storage purposes such as usernames and passwords, user ids and conversation ids, message bodies.**

# JavaScript Object Notation Web Token

- **Stateless meaning the server doesn't have to keep checking the user if they are authenticated users.**
- **No logouts**



# Utility helpers

## Qualsys

- **Most helpful Transport Layer Security checker.**
- **Very good at checking cipher suites and versions of TLS**

## Postman

- **Most helpful backend function checker pre-client implementation.**

# Client side

- Implemented by C# forms on a VS.
- Almost like Java but you don't have to implement JFrame

# The Revised Phase I Plan

- TLS is configured in AWS for A+ demonstration but the application will be made with the Heroku automatic grade A configuration
- Back end messaging functions are made with Ruby implemented on Rails via virtual machine.
- Authentication token was implemented in the back end with JWT.
- Storing user data through SQLite3
- Front end functions (client) are made with C# implemented on Microsoft Visual Studios 2015 via Windows OS.
- Planning on PGP encryption/decryption with C# Cryptography library.
- Original plan for key exchange: email or physical exchange (USB, or looking) to avoid the server to prevent Man in Middle. In progress.

