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classmate

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DHARMSINH DESAI UNIVERSITY, NADIAD.  
FACULTY OF TECHNOLOGY  
ONLINE SESSIONAL EXAMINATION

B.Tech (CE) Sem: 6<sup>th</sup>  
Subject: NIS

Roll No: CE-107

Date: 24/03/21

Signature: zshel

Time: 9:00 am to 10:15 am

Total Pages: 11

Q-1

a) Number of padding bits required.

$$\begin{aligned} L &= 3000 + (107)^2 \\ &= 3000 + 11449 \\ L &= 14,449 \end{aligned}$$

Roll No = 107

$$|P| = (-14449 - 128) \bmod 1024$$

$$|P| = (-24153) \bmod 1024$$

$$\boxed{|P| = 423}$$

$$\cancel{|P| = 891}$$

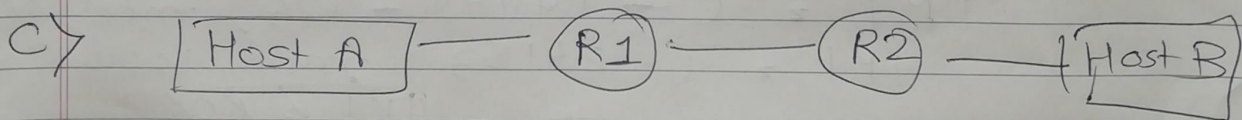
length of padding required

$$\boxed{|P| = 423}$$

(2)

b) limitations of message Authentication Codes  
Compared to Digital Signature

- ⇒ In Authentication, if Data is received with modification then Integrity of Data will be violated, & in Digital signature it does not happen.
- ⇒ Where digital signature it self ~~can~~ provide Authentication of message, Integrity & ~~Non-repudiation~~ Non-repudiation. So, ~~digit~~ It provide Integrity ~~but not~~ fully.
- ⇒ Digital Signature works faster than Authentication.
- ⇒ Digital Signature provides Confidentiality while Authentication do not.

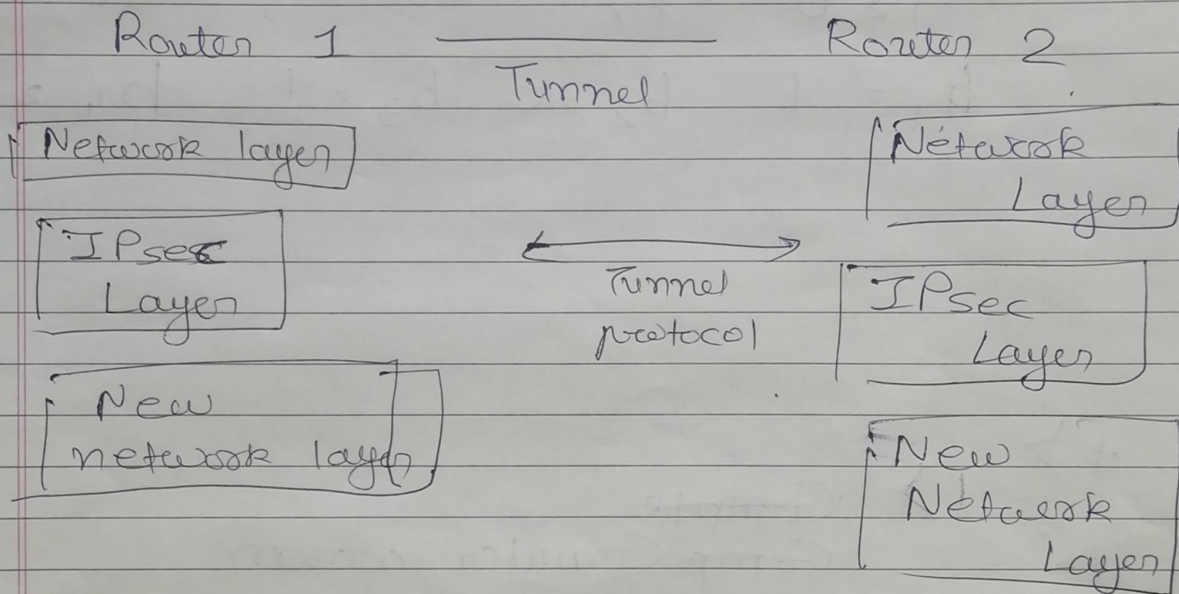


here IPsec Protocol will be in use.

It has two operation mode,

- 1> Transport mode
- 2> ~~in~~ Tunnel mode

⇒ we will use Tunnel mode here, now, In this, Entire packet is protected from Intrusion between the sender & receiver, as whole packet go through ~~ima~~ imaginary tunnel.



d) to detect virus, "Hashing" will be use

at sending time & receiving time hash values are being compared.

So, if there exist any virus then, Hash value will be different.

So, value Hash value at Sending & receiving time will differ & virus will be detected.



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e) Roll NO = 107  
Hexa = 6B.

G  $\rightarrow$  0110  
B  $\rightarrow$  1011

$a_1 = 0$     $a_2 = 1$     $a_3 = 1$     $a_4 = 0$

$b_1 = 1$     $b_2 = 0$     $b_3 = 1$     $b_4 = 1$

f)

1)

~~Complete~~

~~Comp~~ Computer worm

2)

Advance

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Q-2

a)  $p = 283$

$q = 47$

$$e_0 = (\text{RollNO} + 2) \quad , \quad e_0 = 107 + 2$$

$$e_0 = 109$$

$d = 24$

$M = 21 \Rightarrow h(M) = 21$

$x = 15$

now  $e_1 = e_0^{(p-1)/q}$

$$= (109)^{(282)/47}$$

$$= (109)^6$$

$$11236 \times 11236 \times 11236$$

$$e_1 = 1677099910841$$

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$$e_2 = e_1^d \text{ mod } p$$
$$= (16770999110841)^{24} \text{ mod } (283)$$

$$\boxed{e_2 = 207}$$

private key  $d = 24$

$$\text{public key} = (16770999110841, 207, 283, 47)$$

$$S_1 = (e_1^r \text{ mod } p) \text{ mod } q$$
$$= ((16770999110841)^{15} \text{ mod } 283) \text{ mod } (47)$$

$$= (181) \text{ mod } (47)$$

$$\boxed{S_1 = 40}$$

$$S_2 = ((hCM) + dS_1) r^{-1} \text{ mod } q$$

$$= ((21 + 24 \cdot 40) (15)^{-1}) \text{ mod } 47$$

$$= ((981) (15)^{-1}) \text{ mod } 47$$

$$S_2 = (981) (22) \text{ mod } 47$$

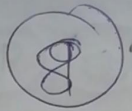
$$\boxed{S_2 = 9}$$



$$V_z = [ p^{\cancel{m} \times 47} + 283^{\cancel{m} \times 47} ] \bmod 283$$

$V_z$

$$V_z = 40$$



Q-3

a) Services provided by SSL to upper layer - payload

→ Fragmentation of Data: SSL of fragment received data into  $2^{14}$  bytes

→ Compression of Data: SSL compresses each block of data using lossless compression method between client & server

→ Confidentiality: data & ~~MAC~~ MAC are encrypted by symmetric key cryptography.

→ Message Integrity: SSL creates MAC by using keyed-hash function for data integrity

→ ~~for s~~



for session establishment between client & server in SSL,

- 1) Client send message, it has clients SSL ~~number~~ version number & cipher settings.
- 2) ~~Client first verifies the server's SSL~~ now, server's ~~response data~~ response data include, SSL certificate with public key
- 3) now, client verify server's SSL Certificate from Certificate Authority & Authenticate.
- 4) now, if ~~the~~ ~~success~~ ~~then~~ ~~success~~ above step succeeds, then, client creates session key, encrypt it with server's public key & send to server, now if server has requested client Authentication then client sends own ~~own~~ certificate to server
- 5) now, server decrypt the session key with private key & sends acknowledgment to client

b)

C = client

AS = Authentication server

TGS = Ticket Granting Server

V = server to which client wants to request

TGT = Ticket Granting Ticket

Ticket for V = The combination of user's ID, network ID & Server's ID, which is encrypted by secret key shared by AS & Server. AS send to client as Ticket to use Server

### Authentication Protocols:

→ client requests a Ticket-granting ticket on behalf of user by sending its ~~user~~ ID & password to AS, with ~~IG~~ TGS ID.

→ AS responds with ticket that is encrypted with key that is derived from User's password. When this response arrives at the client, the client prompts the user for ~~his~~ password, generates key and



attempts to decrypt the ~~the~~ incoming message. if the ~~correct~~ password is correct then ticket is recovered.

- client requests a service-granting ticket on behalf of user.  
client transmits message to the TGIS containing user's ID & ticket.
- TGIS decrypts the incoming ticket & verifies the success of the decryption by ID.
- The client requests access to the service on behalf of the user. & client transmits message to server containing ID & service granting ticket. Server authenticates by using the contents of the ticket.

↖ ————— End ————— ↗