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cryptography lab report 2

by

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Part I

REPORT

1 INTRODUCTION

1.1 SIMPLE AES PROGRAMMING

The supplied simple AES implementation shown Listing 4 was supplied as a reference. However it is missing the inverse S-Box required for decryption. Our first task is to implement the inverse S-Box and then use it to implement the decryption function.

We wanted to have a known working encryption and decryption implementation to compare our implementation against. For this we build simple implementation using the openssl library, as shown in Listing 5. We then verified that the openssl implementation produces the same output as the simple implementation.

Listing 1 shows our function for calculation the inverted SBOX table. It swaps the indices and values of the SBOX table, to create the inverted table. We added the inverted SBOX into the simple AES implementation. We confirmed that the decryption function now works correctly by fuzzing the implementation against 1000000 random blocks and keys. As shown in Listing 2, we validated the result for each block by comparing it with the openssl implementation.

Listing 1. `openssl` *based AES tool*

```cpp
int main() {
  unsigned char invertedSbox[256];
  for (unsigned int i = 0; i != 256; ++i) {
    invertedSbox[SBOX[i]] = i;
  }

  std::printf("static const unsigned char INVERTED_SBOX[256] = {");
  for (auto element : invertedSbox) {
    std::printf("0x%x,", element);
  }
  std::printf("};\n");
}
```

Listing 2. Setup for comparing our implementation against openssl

```cpp
int main() {
  int devRandom = open("/dev/random", O_RDONLY);

  for (int round = 0; round < 1000000; ++round) {
    std::array<unsigned char, 16> plaintext, key;
    read(devRandom, plaintext.data(), 16);
    read(devRandom, key.data(), 16);

    // Cipher with our implementation
    auto ciphertext = simple_encrypt(plaintext, key);
    auto decryptedPlaintext = simple_decrypt(ciphertext, key);
    // Cipher with openssl
    auto ciphertextOpenssl = simple_openssl_encrypt(plaintext, key);
    auto decryptedPlaintextOpenssl =
        simple_openssl_decrypt(ciphertextOpenssl, key);

    if (!std::ranges::equal(ciphertext, ciphertextOpenssl)) {
      printf("OpenSSL and simple encryption produced different ciphertexts");
      exit(1);
    }
    if (!std::ranges::equal(plaintext, decryptedPlaintext)) {
      printf("Decryption did not produce the original plaintext");
      exit(1);
    }
    if (!std::ranges::equal(decryptedPlaintext, decryptedPlaintextOpenssl)) {
      printf("OpenSSL and simple decryption produced different results");
      exit(1);
    }
  }
  std::printf("Encryption and decryption seems to work\n");
}
```

2 SIMPLE AES CRACKING

For the second exercise we were tasked with recovering a partially lost 128-bit (16-byte) AES key (shown in [partially-known-key]). We were supplied with the first 13 bytes of the key and a ciphertext that is known to decrypt to only ASCII characters matching the regex `[a-z.]`. The partial key and the ciphertext are shown in Listing 3.

Listing 3. Supplied data for the second exercise

```cpp
// First 13 bytes of the key
constexpr unsigned char partial_key[13] = {
    0x81, 0x59, 0x6b, 0xfb, 0x39, 0xc6, 0x2b,
    0x71, 0x6e, 0x52, 0xdb, 0x91, 0x81,
};
// Ciphertext known to decrypt to only [a-z.] with the correct key
constexpr unsigned char ciphertext[16] = {
    0xbf, 0x3f, 0xb7, 0x7d, 0x93, 0xdd, 0x6c, 0xfd,
    0xef, 0xb8, 0x82, 0x2b, 0x82, 0xd0, 0x35, 0x8a,
};
```

3 APPENDIX

Listing 4. Simple reference AES implementation

```cpp
#include <algorithm>
#include <cassert>
#include <exception>
#include <fcntl.h>
#include <iostream>
#include <iterator>
#include <map>
#include <openssl/aes.h>
#include <openssl/evp.h>
#include <random>
#include <ranges>
#include <unistd.h>

const unsigned int NUM_ROUNDS = 4 + 6;

static const unsigned char SBOX[256] = {
    0x63, 0x7c, 0x77, 0x7b, 0xf2, 0x6b, 0x6f, 0xc5, 0x30, 0x01, 0x67, 0x2b,
    0xfe, 0xd7, 0xab, 0x76, 0xca, 0x82, 0xc9, 0x7d, 0xfa, 0x59, 0x47, 0xf0,
    0xad, 0xd4, 0xa2, 0xaf, 0x9c, 0xa4, 0x72, 0xc0, 0xb7, 0xfd, 0x93, 0x26,
    0x36, 0x3f, 0xf7, 0xcc, 0x34, 0xa5, 0xe5, 0xf1, 0x71, 0xd8, 0x31, 0x15,
    0x04, 0xc7, 0x23, 0xc3, 0x18, 0x96, 0x05, 0x9a, 0x07, 0x12, 0x80, 0xe2,
    0xeb, 0x27, 0xb2, 0x75, 0x09, 0x83, 0x2c, 0x1a, 0x1b, 0x6e, 0x5a, 0xa0,
    0x52, 0x3b, 0xd6, 0xb3, 0x29, 0xe3, 0x2f, 0x84, 0x53, 0xd1, 0x00, 0xed,
    0x20, 0xfc, 0xb1, 0x5b, 0x6a, 0xcb, 0xbe, 0x39, 0x4a, 0x4c, 0x58, 0xcf,
    0xd0, 0xef, 0xaa, 0xfb, 0x43, 0x4d, 0x33, 0x85, 0x45, 0xf9, 0x02, 0x7f,
    0x50, 0x3c, 0x9f, 0xa8, 0x51, 0xa3, 0x40, 0x8f, 0x92, 0x9d, 0x38, 0xf5,
    0xbc, 0xb6, 0xda, 0x21, 0x10, 0xff, 0xf3, 0xd2, 0xcd, 0x0c, 0x13, 0xec,
    0x5f, 0x97, 0x44, 0x17, 0xc4, 0xa7, 0x7e, 0x3d, 0x64, 0x5d, 0x19, 0x73,
    0x60, 0x81, 0x4f, 0xdc, 0x22, 0x2a, 0x90, 0x88, 0x46, 0xee, 0xb8, 0x14,
    0xde, 0x5e, 0x0b, 0xdb, 0xe0, 0x32, 0x3a, 0x0a, 0x49, 0x06, 0x24, 0x5c,
    0xc2, 0xd3, 0xac, 0x62, 0x91, 0x95, 0xe4, 0x79, 0xe7, 0xc8, 0x37, 0x6d,
    0x8d, 0xd5, 0x4e, 0xa9, 0x6c, 0x56, 0xf4, 0xea, 0x65, 0x7a, 0xae, 0x08,
    0xba, 0x78, 0x25, 0x2e, 0x1c, 0xa6, 0xb4, 0xc6, 0xe8, 0xdd, 0x74, 0x1f,
    0x4b, 0xbd, 0x8b, 0x8a, 0x70, 0x3e, 0xb5, 0x66, 0x48, 0x03, 0xf6, 0x0e,
    0x61, 0x35, 0x57, 0xb9, 0x86, 0xc1, 0x1d, 0x9e, 0xe1, 0xf8, 0x98, 0x11,
    0x69, 0xd9, 0x8e, 0x94, 0x9b, 0x1e, 0x87, 0xe9, 0xce, 0x55, 0x28, 0xdf,
    0x8c, 0xa1, 0x89, 0x0d, 0xbf, 0xe6, 0x42, 0x68, 0x41, 0x99, 0x2d, 0x0f,
    0xb0, 0x54, 0xbb, 0x16};

static const unsigned char INV_SBOX[256] = {
    0x52, 0x9,  0x6a, 0xd5, 0x30, 0x36, 0xa5, 0x38, 0xbf, 0x40, 0xa3, 0x9e,
    0x81, 0xf3, 0xd7, 0xfb, 0x7c, 0xe3, 0x39, 0x82, 0x9b, 0x2f, 0xff, 0x87,
    0x34, 0x8e, 0x43, 0x44, 0xc4, 0xde, 0xe9, 0xcb, 0x54, 0x7b, 0x94, 0x32,
    0xa6, 0xc2, 0x23, 0x3d, 0xee, 0x4c, 0x95, 0xb,  0x42, 0xfa, 0xc3, 0x4e,
    0x8,  0x2e, 0xa1, 0x66, 0x28, 0xd9, 0x24, 0xb2, 0x76, 0x5b, 0xa2, 0x49,
    0x6d, 0x8b, 0xd1, 0x25, 0x72, 0xf8, 0xf6, 0x64, 0x86, 0x68, 0x98, 0x16,
    0xd4, 0xa4, 0x5c, 0xcc, 0x5d, 0x65, 0xb6, 0x92, 0x6c, 0x70, 0x48, 0x50,
    0xfd, 0xed, 0xb9, 0xda, 0x5e, 0x15, 0x46, 0x57, 0xa7, 0x8d, 0x9d, 0x84,
    0x90, 0xd8, 0xab, 0x0,  0x8c, 0xbc, 0xd3, 0xa,  0xf7, 0xe4, 0x58, 0x5,
    0xb8, 0xb3, 0x45, 0x6,  0xd0, 0x2c, 0x1e, 0x8f, 0xca, 0x3f, 0xf,  0x2,
    0xc1, 0xaf, 0xbd, 0x3,  0x1,  0x13, 0x8a, 0x6b, 0x3a, 0x91, 0x11, 0x41,
    0x4f, 0x67, 0xdc, 0xea, 0x97, 0xf2, 0xcf, 0xce, 0xf0, 0xb4, 0xe6, 0x73,
    0x96, 0xac, 0x74, 0x22, 0xe7, 0xad, 0x35, 0x85, 0xe2, 0xf9, 0x37, 0xe8,
    0x1c, 0x75, 0xdf, 0x6e, 0x47, 0xf1, 0x1a, 0x71, 0x1d, 0x29, 0xc5, 0x89,
    0x6f, 0xb7, 0x62, 0xe,  0xaa, 0x18, 0xbe, 0x1b, 0xfc, 0x56, 0x3e, 0x4b,
    0xc6, 0xd2, 0x79, 0x20, 0x9a, 0xdb, 0xc0, 0xfe, 0x78, 0xcd, 0x5a, 0xf4,
    0x1f, 0xdd, 0xa8, 0x33, 0x88, 0x7,  0xc7, 0x31, 0xb1, 0x12, 0x10, 0x59,
    0x27, 0x80, 0xec, 0x5f, 0x60, 0x51, 0x7f, 0xa9, 0x19, 0xb5, 0x4a, 0xd,
    0x2d, 0xe5, 0x7a, 0x9f, 0x93, 0xc9, 0x9c, 0xef, 0xa0, 0xe0, 0x3b, 0x4d,
    0xae, 0x2a, 0xf5, 0xb0, 0xc8, 0xeb, 0xbb, 0x3c, 0x83, 0x53, 0x99, 0x61,
    0x17, 0x2b, 0x4,  0x7e, 0xba, 0x77, 0xd6, 0x26, 0xe1, 0x69, 0x14, 0x63,
    0x55, 0x21, 0xc,  0x7d};

static const unsigned char RCON[255] = {
    0x8d, 0x01, 0x02, 0x04, 0x08, 0x10, 0x20, 0x40, 0x80, 0x1b, 0x36, 0x6c,
    0xd8, 0xab, 0x4d, 0x9a, 0x2f, 0x5e, 0xbc, 0x63, 0xc6, 0x97, 0x35, 0x6a,
    0xd4, 0xb3, 0x7d, 0xfa, 0xef, 0xc5, 0x91, 0x39, 0x72, 0xe4, 0xd3, 0xbd,
    0x61, 0xc2, 0x9f, 0x25, 0x4a, 0x94, 0x33, 0x66, 0xcc, 0x83, 0x1d, 0x3a,
    0x74, 0xe8, 0xcb, 0x8d, 0x01, 0x02, 0x04, 0x08, 0x10, 0x20, 0x40, 0x80,
    0x1b, 0x36, 0x6c, 0xd8, 0xab, 0x4d, 0x9a, 0x2f, 0x5e, 0xbc, 0x63, 0xc6,
    0x97, 0x35, 0x6a, 0xd4, 0xb3, 0x7d, 0xfa, 0xef, 0xc5, 0x91, 0x39, 0x72,
    0xe4, 0xd3, 0xbd, 0x61, 0xc2, 0x9f, 0x25, 0x4a, 0x94, 0x33, 0x66, 0xcc,
    0x83, 0x1d, 0x3a, 0x74, 0xe8, 0xcb, 0x8d, 0x01, 0x02, 0x04, 0x08, 0x10,
    0x20, 0x40, 0x80, 0x1b, 0x36, 0x6c, 0xd8, 0xab, 0x4d, 0x9a, 0x2f, 0x5e,
    0xbc, 0x63, 0xc6, 0x97, 0x35, 0x6a, 0xd4, 0xb3, 0x7d, 0xfa, 0xef, 0xc5,
    0x91, 0x39, 0x72, 0xe4, 0xd3, 0xbd, 0x61, 0xc2, 0x9f, 0x25, 0x4a, 0x94,
    0x33, 0x66, 0xcc, 0x83, 0x1d, 0x3a, 0x74, 0xe8, 0xcb, 0x8d, 0x01, 0x02,
    0x04, 0x08, 0x10, 0x20, 0x40, 0x80, 0x1b, 0x36, 0x6c, 0xd8, 0xab, 0x4d,
    0x9a, 0x2f, 0x5e, 0xbc, 0x63, 0xc6, 0x97, 0x35, 0x6a, 0xd4, 0xb3, 0x7d,
    0xfa, 0xef, 0xc5, 0x91, 0x39, 0x72, 0xe4, 0xd3, 0xbd, 0x61, 0xc2, 0x9f,
    0x25, 0x4a, 0x94, 0x33, 0x66, 0xcc, 0x83, 0x1d, 0x3a, 0x74, 0xe8, 0xcb,
    0x8d, 0x01, 0x02, 0x04, 0x08, 0x10, 0x20, 0x40, 0x80, 0x1b, 0x36, 0x6c,
    0xd8, 0xab, 0x4d, 0x9a, 0x2f, 0x5e, 0xbc, 0x63, 0xc6, 0x97, 0x35, 0x6a,
    0xd4, 0xb3, 0x7d, 0xfa, 0xef, 0xc5, 0x91, 0x39, 0x72, 0xe4, 0xd3, 0xbd,
    0x61, 0xc2, 0x9f, 0x25, 0x4a, 0x94, 0x33, 0x66, 0xcc, 0x83, 0x1d, 0x3a,
    0x74, 0xe8, 0xcb};

void keyExpansion(const unsigned char *key, unsigned char *roundKey) {
  unsigned char temp[4], k;

  for (unsigned int i = 0; i < 4; ++i) {
    roundKey[i * 4 + 0] = key[i * 4 + 0];
    roundKey[i * 4 + 1] = key[i * 4 + 1];
    roundKey[i * 4 + 2] = key[i * 4 + 2];
    roundKey[i * 4 + 3] = key[i * 4 + 3];
```

```c
  }

  for (unsigned int i = 4; i < 4 * (NUM_ROUNDS + 1); ++i) {
    for (unsigned int j = 0; j != 4; ++j)
      temp[j] = roundKey[(i - 1) * 4 + j];
    if (i % 4 == 0) {
      k = SBOX[temp[0]];
      temp[0] = SBOX[temp[1]];
      temp[1] = SBOX[temp[2]];
      temp[2] = SBOX[temp[3]];
      temp[3] = k;

      temp[0] = temp[0] ^ RCON[i / 4];
    }
    roundKey[i * 4 + 0] = roundKey[(i - 4) * 4 + 0] ^ temp[0];
    roundKey[i * 4 + 1] = roundKey[(i - 4) * 4 + 1] ^ temp[1];
    roundKey[i * 4 + 2] = roundKey[(i - 4) * 4 + 2] ^ temp[2];
    roundKey[i * 4 + 3] = roundKey[(i - 4) * 4 + 3] ^ temp[3];
  }
}

void addRoundKey(unsigned char *state, const unsigned char *roundKey,
                 int round) {
  for (unsigned int i = 0; i != 4; ++i) {
    for (unsigned int j = 0; j != 4; ++j)
      state[j * 4 + i] ^= roundKey[round * 4 * 4 + i * 4 + j];
  }
}

void subBytes(unsigned char *state) {
  for (unsigned int i = 0; i != 4; ++i) {
    for (unsigned int j = 0; j != 4; ++j)
      state[i * 4 + j] = SBOX[state[i * 4 + j]];
  }
}

void invSubBytes(unsigned char *state) {
  for (unsigned int i = 0; i != 4; ++i) {
    for (unsigned int j = 0; j != 4; ++j)
      state[i * 4 + j] = INV_SBOX[state[i * 4 + j]];
  }
}

void shiftRows(unsigned char *state) {
  unsigned char temp;

  // Rotate first row 1 columns to left
  temp = state[1 * 4 + 0];
  state[1 * 4 + 0] = state[1 * 4 + 1];
  state[1 * 4 + 1] = state[1 * 4 + 2];
  state[1 * 4 + 2] = state[1 * 4 + 3];
  state[1 * 4 + 3] = temp;

  // Rotate second row 2 columns to left
  temp = state[2 * 4 + 0];
  state[2 * 4 + 0] = state[2 * 4 + 2];
  state[2 * 4 + 2] = temp;

  temp = state[2 * 4 + 1];
  state[2 * 4 + 1] = state[2 * 4 + 3];
  state[2 * 4 + 3] = temp;

  // Rotate third row 3 columns to left
  temp = state[3 * 4 + 0];
  state[3 * 4 + 0] = state[3 * 4 + 3];
  state[3 * 4 + 3] = state[3 * 4 + 2];
  state[3 * 4 + 2] = state[3 * 4 + 1];
  state[3 * 4 + 1] = temp;
}

void invShiftRows(unsigned char *state) {
  unsigned char temp;

  // Rotate first row 1 columns to right
  temp = state[1 * 4 + 3];
  state[1 * 4 + 3] = state[1 * 4 + 2];
  state[1 * 4 + 2] = state[1 * 4 + 1];
  state[1 * 4 + 1] = state[1 * 4 + 0];
  state[1 * 4 + 0] = temp;

  // Rotate second row 2 columns to right
  temp = state[2 * 4 + 0];
  state[2 * 4 + 0] = state[2 * 4 + 2];
  state[2 * 4 + 2] = temp;

  temp = state[2 * 4 + 1];
  state[2 * 4 + 1] = state[2 * 4 + 3];
  state[2 * 4 + 3] = temp;

  // Rotate third row 3 columns to right
  temp = state[3 * 4 + 0];
  state[3 * 4 + 0] = state[3 * 4 + 1];
  state[3 * 4 + 1] = state[3 * 4 + 2];
  state[3 * 4 + 2] = state[3 * 4 + 3];
  state[3 * 4 + 3] = temp;
}
```

```c

// XTIME is a macro that finds the product of {02} and the argument to XTIME
// modulo {1b}
#define XTIME(x) (((x) << 1) ^ ((((x) >> 7) & 1) * 0x1b))

// Multiplty is a macro used to multiply numbers in the field GF(2^8)
#define MULTIPLY(x, y)                                                  \
  ((((y)&1) * (x)) ^ (((y) >> 1 & 1) * XTIME(x)) ^                      \
   (((y) >> 2 & 1) * XTIME(XTIME(x))) ^                                 \
   (((y) >> 3 & 1) * XTIME(XTIME(XTIME(x)))) ^                          \
   (((y) >> 4 & 1) * XTIME(XTIME(XTIME(XTIME(x))))))

void mixColumns(unsigned char *state) {
  unsigned char Tmp, t;
  for (unsigned int i = 0; i != 4; ++i) {
    t = state[0 * 4 + i];
    Tmp = state[0 * 4 + i] ^ state[1 * 4 + i] ^ state[2 * 4 + i] ^
          state[3 * 4 + i];
    state[0 * 4 + i] ^= XTIME(state[0 * 4 + i] ^ state[1 * 4 + i]) ^ Tmp;
    state[1 * 4 + i] ^= XTIME(state[1 * 4 + i] ^ state[2 * 4 + i]) ^ Tmp;
    state[2 * 4 + i] ^= XTIME(state[2 * 4 + i] ^ state[3 * 4 + i]) ^ Tmp;
    state[3 * 4 + i] ^= XTIME(state[3 * 4 + i] ^ t) ^ Tmp;
  }
}

void invMixColumns(unsigned char *state) {
  unsigned char a, b, c, d;
  for (unsigned int i = 0; i != 4; ++i) {
    a = state[0 * 4 + i];
    b = state[1 * 4 + i];
    c = state[2 * 4 + i];
    d = state[3 * 4 + i];

    state[0 * 4 + i] = MULTIPLY(a, 0x0e) ^ MULTIPLY(b, 0x0b) ^
                       MULTIPLY(c, 0x0d) ^ MULTIPLY(d, 0x09);
    state[1 * 4 + i] = MULTIPLY(a, 0x09) ^ MULTIPLY(b, 0x0e) ^
                       MULTIPLY(c, 0x0b) ^ MULTIPLY(d, 0x0d);
    state[2 * 4 + i] = MULTIPLY(a, 0x0d) ^ MULTIPLY(b, 0x09) ^
                       MULTIPLY(c, 0x0e) ^ MULTIPLY(d, 0x0b);
    state[3 * 4 + i] = MULTIPLY(a, 0x0b) ^ MULTIPLY(b, 0x0d) ^
                       MULTIPLY(c, 0x09) ^ MULTIPLY(d, 0x0e);
  }
}

void cipher(const unsigned char *in, const unsigned char *roundKey,
            unsigned char *out) {
  unsigned char state[4 * 4];

  for (unsigned int i = 0; i != 4; ++i) {
    for (unsigned int j = 0; j != 4; ++j)
      state[j * 4 + i] = in[i * 4 + j];
  }

  addRoundKey(state, roundKey, 0);
  for (unsigned int round = 1; round < NUM_ROUNDS; ++round) {
    subBytes(state);
    shiftRows(state);
    mixColumns(state);
    addRoundKey(state, roundKey, round);
  }
  subBytes(state);
  shiftRows(state);
  addRoundKey(state, roundKey, NUM_ROUNDS);

  for (unsigned int i = 0; i != 4; ++i) {
    for (unsigned int j = 0; j != 4; ++j)
      out[i * 4 + j] = state[j * 4 + i];
  }
}

void decipher(const unsigned char *in, const unsigned char *roundKey,
              unsigned char *out) {
  unsigned char state[4 * 4];

  for (unsigned int i = 0; i != 4; ++i) {
    for (unsigned int j = 0; j != 4; ++j)
      state[j * 4 + i] = in[i * 4 + j];
  }

  addRoundKey(state, roundKey, NUM_ROUNDS);
  for (unsigned int round = NUM_ROUNDS - 1; round > 0; --round) {
    invShiftRows(state);
    invSubBytes(state);
    addRoundKey(state, roundKey, round);
    invMixColumns(state);
  }
  invShiftRows(state);
  invSubBytes(state);
  addRoundKey(state, roundKey, 0);

  for (unsigned int i = 0; i != 4; ++i) {
    for (unsigned int j = 0; j != 4; ++j)
      out[i * 4 + j] = state[j * 4 + i];
  }
}

```

```cpp
std::array<unsigned char, 16>
simple_encrypt(std::array<unsigned char, 16> plaintext,
               std::array<unsigned char, 16> key) {
  unsigned char roundKey[240];
  std::array<unsigned char, 16> ciphertext;
  keyExpansion(key.data(), roundKey);
  cipher(plaintext.data(), roundKey, ciphertext.data());
  return ciphertext;
}

std::array<unsigned char, 16>
simple_decrypt(std::array<unsigned char, 16> ciphertext,
               std::array<unsigned char, 16> key) {
  unsigned char roundKey[240];
  std::array<unsigned char, 16> plaintext;
  keyExpansion(key.data(), roundKey);
  decipher(ciphertext.data(), roundKey, plaintext.data());
  return plaintext;
}

std::array<unsigned char, 16>
simple_openssl_encrypt(std::array<unsigned char, 16> plaintext,
                       std::array<unsigned char, 16> key) {
  AES_KEY aes_key;
  AES_set_encrypt_key(key.data(), 128, &aes_key);
  std::array<unsigned char, 16> ciphertext;
  AES_encrypt(plaintext.data(), ciphertext.data(), &aes_key);
  return ciphertext;
}

std::array<unsigned char, 16>
simple_openssl_decrypt(std::array<unsigned char, 16> ciphertext,
                       std::array<unsigned char, 16> key) {
  AES_KEY aes_key;
  AES_set_decrypt_key(key.data(), 128, &aes_key);
  std::array<unsigned char, 16> plaintext;
  AES_decrypt(ciphertext.data(), plaintext.data(), &aes_key);
  return plaintext;
}

// tag::main[]
int main() {
  int devRandom = open("/dev/random", O_RDONLY);

  for (int round = 0; round < 1000000; ++round) {
    std::array<unsigned char, 16> plaintext, key;
    read(devRandom, plaintext.data(), 16);
    read(devRandom, key.data(), 16);

    // Cipher with our implementation
    auto ciphertext = simple_encrypt(plaintext, key);
    auto decryptedPlaintext = simple_decrypt(ciphertext, key);
    // Cipher with openssl
    auto ciphertextOpenssl = simple_openssl_encrypt(plaintext, key);
    auto decryptedPlaintextOpenssl =
        simple_openssl_decrypt(ciphertextOpenssl, key);

    if (!std::ranges::equal(ciphertext, ciphertextOpenssl)) {
      printf("OpenSSL and simple encryption produced different ciphertexts");
      exit(1);
    }
    if (!std::ranges::equal(plaintext, decryptedPlaintext)) {
      printf("Decryption did not produce the original plaintext");
      exit(1);
    }
    if (!std::ranges::equal(decryptedPlaintext, decryptedPlaintextOpenssl)) {
      printf("OpenSSL and simple decryption produced different results");
      exit(1);
    }
  }
  std::printf("Encryption and decryption seems to work\n");
}
// end::main[]
```

Listing 5. `openssl` *based AES tool*

CPP

```cpp
#include <iostream>
#include <openssl/aes.h>
#include <openssl/evp.h>
#include <stdlib.h>

int main(int argc, char *argv[]) {

  const unsigned char in[16] = {'a', 'b', 'c', 'd', 'e', 'f', 'g', 'h',
                                'i', 'j', 'k', 'l', 'm', 'n', 'o', 'p'};
  const unsigned char key[16] = {0xa3, 0x28, 0x4e, 0x09, 0xc6, 0xfe,
                                 0x53, 0x29, 0x97, 0xef, 0x6d, 0x10,
                                 0x74, 0xc3, 0xde, 0xad};

  std::cout << std::endl << "Text before encryption:" << std::hex << std::endl;
  for (unsigned int i = 0; i != 4 * 4; ++i)
    std::cout << "0x" << (unsigned int)in[i] << ", ";
  std::cout << std::endl;

  unsigned char out[16] = {
      0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0,
  };
  AES_KEY aes_key;
  AES_set_encrypt_key(key, 128, &aes_key);
  AES_encrypt(in, out, &aes_key);

  std::cout << std::endl << "Text after encryption:" << std::hex << std::endl;
  for (unsigned int i = 0; i != 4 * 4; ++i)
    std::cout << "0x" << (unsigned int)out[i] << ", ";
  std::cout << std::endl;

  return 0;
}
```