

Verteilte Systeme – UE – Important Code

Lab 1

Create ServerSocket

```
ServerSocket serverSocket = new ServerSocket(tcpPort); //throws  
IOException
```

Accept ClientSocket

```
Socket clientSocket = serverSocket.accept(); //throws IOException
```

Get ServerSocket

```
Socket socket = new Socket(host, hostTcpPort); //throws IOException,  
UnknownHostException
```

Shutdown sockets

```
socket.close();
```

Send Strings

```
PrintWriter out = new PrintWriter(socket.getOutputStream()); //throws  
IOException  
out.println("message");  
out.flush(); //force-send data
```

Receive Strings

```
BufferedReader in = new BufferedReader(new  
InputStreamReader(socket.getInputStream())); //throws IOException  
String line = in.readLine(); //throws IOException
```

Create DatagramSockets

```
DatagramSocket datagramSocket = new DatagramSocket(port); //throws  
SocketException
```

Send DatagramPackets

```
private void sendDatagram (InetAddress addr, int port, String message)  
{  
    byte[] buf = message.getBytes();  
    datagramSocket.send(new DatagramPacket(buf, buf.length, addr,  
port)); //throws IOException  
}
```

Receive DatagramPackets

```
int length = 256;  
DatagramPacket packet = new DatagramPacket(new byte[length], length);  
datagramSocket.receive(packet); //throws IOException  
String message = new String(packet.getData(), 0, packet.getLength());
```

Read from System

```
BufferedReader cIn = new BufferedReader(new  
InputStreamReader(System.in));  
String line = cIn.readLine(); //throws IOException
```

Create ExecutorService, start new Runnable, shutdown

```
ExecutorService exec = Executors.newCachedThreadPool();  
exec.execute(new Runnable() {  
    @Override  
    public void run() {  
        //...  
    }  
});  
exec.shutdown();
```

Synchronize methods/blocks

```
public synchronized void method() { // blocks "this" from here  
    ...  
} // to here  
  
public void method() {  
    synchronized( this ) { // blocks "this" from here  
        ....  
    } // to here  
}
```

Note: blocks using "this" as mutex

Lab 2

Serializable object example

```
public class Event implements Serializable {  
    private static final long serialVersionUID =  
3332545136105336440L;  
}
```

Remote object example

```
public interface IProcessEvent extends Remote {  
    public void processEvent(Event event) throws RemoteException;  
}
```

Create RMI object and pass to registry (Method 1)

```
IObjct remoteObject = new IObjctImplementation();  
IObjct stub = (IObjct) UnicastRemoteObject.exportObject(remoteObject,  
0); //throws RemoteException  
rmiRegistry.rebind(bindingName, stub); //throws RemoteException
```

Note: IObjct extends Remote

Create RMI object and pass to registry (Method 2)

```
... extend UnicastRemoteObject ...
```

Get RMI object from registry

```
IOObject stub = (IOObject) rmiRegistry.lookup(bindingName);
```

Unexport object from registry

```
rmiRegistry.unbind(bindingName); //throws NotBoundException,  
RemoteException, AccessException  
UnicastRemoteObject.unexportObject(remoteObject, true); //throws  
NoSuchObjectException
```

Find/Create Registry (on localhost)

```
Registry rmiRegistry;  
try {  
    rmiRegistry = LocateRegistry.createRegistry(port);  
} catch (RemoteException e) {  
    //Exception means registry already exists  
    rmiRegistry = LocateRegistry.getRegistry(port); //throws  
RemoteException  
}
```

Write a properties file

```
Properties properties = new Properties();  
properties.setProperty("prop1", "value1");  
properties.setProperty("prop2", "value2");  
  
File file = new File("test1.properties");  
FileOutputStream fileOut = new FileOutputStream(file); //throws  
FileNotFoundException  
properties.store(fileOut, "My Properties");//throws IOException  
fileOut.close(); //throws IOException
```

Read a properties file

```
java.io.InputStream is = ClassLoader.getResourceAsStream(path);  
if (is != null) {  
    props = new java.util.Properties();  
    props.load(is); //throws IOException  
    value1 = props.getProperty("registry.host");  
    is.close(); //throws IOException  
}
```

Lab 3 (Uses BouncyCastle imports)

Reading private/public/secret keys

Public:

```
PEMReader in = new PEMReader(new FileReader(path)); //throws  
FileNotFoundException  
PublicKey publicKey = (PublicKey) in.readObject();//throws IOException  
in.close(); //throws IOException
```

Private:

```
PrivateKey privateKey;
PEMReader in = new PEMReader(new FileReader(path), new PasswordFinder()
{ //throws FileNotFoundException

    @Override
    public char[] getPassword() {
        System.out.println("Enter pass phrase:");
        return new BufferedReader(new
InputStreamReader(System.in)).readLine().toCharArray(); //throws
IOException
    }
});
KeyPair keyPair = (KeyPair) in.readObject(); //throws IOException
privateKey = keyPair.getPrivate();
in.close(); //throws IOException
```

Secret:

```
byte[] keyBytes = new byte[1024];
FileInputStream fis = new FileInputStream(path); //throws
FileNotFoundException
fis.read(keyBytes); //throws IOException
fis.close(); //throws IOException
byte[] input = Hex.decode(keyBytes);
SecretKey key = new SecretKeySpec(input, "HmacSHA256");
```

Generate random byte

```
SecureRandom secureRandom = new SecureRandom();
final byte[] number = new byte[length];
secureRandom.nextBytes(number);
```

Generate AES key

```
KeyGenerator generator;
generator = KeyGenerator.getInstance("AES"); //throws
NoSuchAlgorithmException
generator.init(bits);
SecretKey key = generator.generateKey();
```

Initialize cipher

RSA-Encrypt:

```
Cipher crypt =
Cipher.getInstance("RSA/NONE/OAEPWithSHA256AndMGF1Padding"); //throws
NoSuchAlgorithmException, NoSuchPaddingException
crypt.init(Cipher.ENCRYPT_MODE, key); //throws InvalidKeyException
```

AES-Decrypt:

```
Cipher crypt = Cipher.getInstance("AES/CTR/NoPadding"); //throws
NoSuchAlgorithmException, NoSuchPaddingException
IvParameterSpec ivParam = new IvParameterSpec(iv);
crypt.init(Cipher.DECRYPT_MODE, key, ivParam); //throws
InvalidKeyException, InvalidAlgorithmParameterException
```

Encrypt/Decrypt with cipher

```
byte[] bytes_out = crypt.doFinal(bytes_in); //throws  
IllegalBlockSizeException, BadPaddingException
```

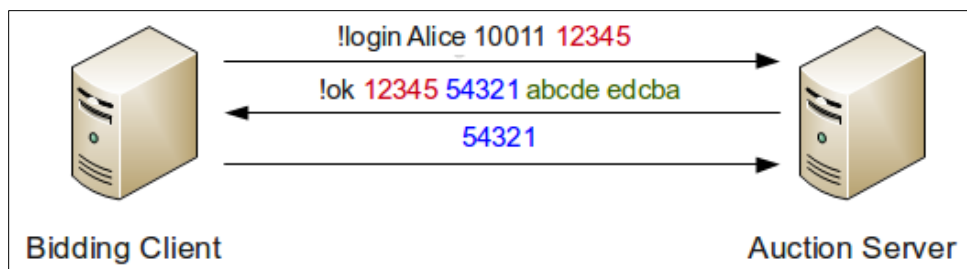
Create HashMAC

```
Mac hMac = Mac.getInstance("HmacSHA256");  
hMac.init(secretKey); //throws NoSuchAlgorithmException  
byte[] bytes_hmac = hMac.doFinal(bytes_in);
```

Verify HashMAC (bytes)

```
boolean validHash = MessageDigest.isEqual(computedHash, receivedHash);
```

Handshake algorithm



1. The client sends his login message with a **32 byte random challenge** encrypted with the public key of the server.
2. The server decrypts the message (only he can) and sends a message with the **clientchallenge**, a new **serverchallenge**, a **symmetric sessionkey** + **iv parameter** encrypted with the public key of the client.
3. The client decrypts the message (only he can) compares the incoming **clientchallenge** with the **sent one** and sends the **serverchallenge** already encrypted with the new **sessionkey**.
4. The server decrypts the message and compares the incoming **serverchallenge** with the **sent one**.

Message integrity algorithm

Append a hashmac off the message to the message to ensure that the message wasn't altered on the way. If a message has been altered, it's hashmac doesn't equal the sent one.

Deadlock explanation

A state in which multiple processes/threads mutually wait for each other so none proceed to work.

Starvation explanation

A process is "starving" if all of his requests for resources are repeatedly declined.

Base64 encoding

```
byte[] bytes_encoded = Base64.encode(bytes_raw);
```

Base 64 decoding

```
byte[] bytes_raw = Base64.decode(bytes_encoded);
```

Decorator pattern explanation

A Decorator implements the same interface as the decorated class. Therefore the decorator can be wrapped around the decorated object and forward method calls.

```
public abstract class TcpChannelDecorator implements TcpChannel {
    protected TcpChannel decoratedTcpChannel;

    public TcpChannelDecorator(TcpChannel decoratedTcpChannel) {
        this.decoratedTcpChannel = decoratedTcpChannel;
    }

    @Override
    public String receive() {
        return decoratedTcpChannel.receive();
    }
}
```