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# Application of Digital Signature to Achieve Secure Transmission

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**Abstract:** *In this application we can send encrypted text messages across various users which are registered in the application database. The registered users can secure their message from alteration and tampering. Also, the user has to register to the system in order to authenticate its identity.*

*The sender of the message sends the message along with the encrypted form of the message using the sender's private key. At the receiver's side, the message is converted into hash value and the encrypted message is decrypted using the sender's private key. Both the values are compared. If both the values are same the message is not tampered.*

## I. INTRODUCTION

Nowadays the user authentication has become prime important in various day to day applications like e-commerce, e-business, bank transactions, etc. In order to achieve secure communication between two or more parties various dimensions like integrity, non-repudiation, authenticity, privacy, confidentiality needs to be achieved. Integrity is ability to ensure that the message sent across is not tampered or altered by any third party. Authenticity is the ability to verify whether the sender or receiver is a certified or registered user or not. Privacy is the ability to limit the information sent across to a particular client or a fixed no of users. The following application guarantees all of the above mentioned parameters.

## II. LITERATURE REVIEW

Over the years many researchers have been putting their efforts in developing models to provide security services. However, the users still face insecurity issues due to advent of various hacking techniques. In day-to-day we carry number of transactions like bank transaction, e-commerce, etc. which require privacy and confidentiality[1].

## III. PROPOSED WORK

### A. System Features

The application provides following features to the users

- 1) The user has to login with the username and password which is stored using MySQL database.
- 2) The application is developed on NetBeans[3] platform. It is platform independent application which means that it can work on any platform.
- 3) The user can select from four different algorithms available for encryption.
- 4) The encrypted and decrypted texts are visible to the user.
- 5) One to many type of communication can be achieved from this application.

### B. System Architecture

- 1) The message to be sent is first converted into ASCII value.
- 2) The ASCII is then converted into hash value by applying hash algorithm like MD5 and SHA1.
- 3) The hash value of the message is encrypted using sender's private key.
- 4) The encrypted text and the message both are sent over a secure channel.
- 5) At the receiver's end the encrypted text is decrypted using sender's public key and the message is converted into hash value.
- 6) The decrypted text is converted into hash value.
- 7) Both the hash values are compared
- 8) If their signatures are same the text is said to maintain its integrity.

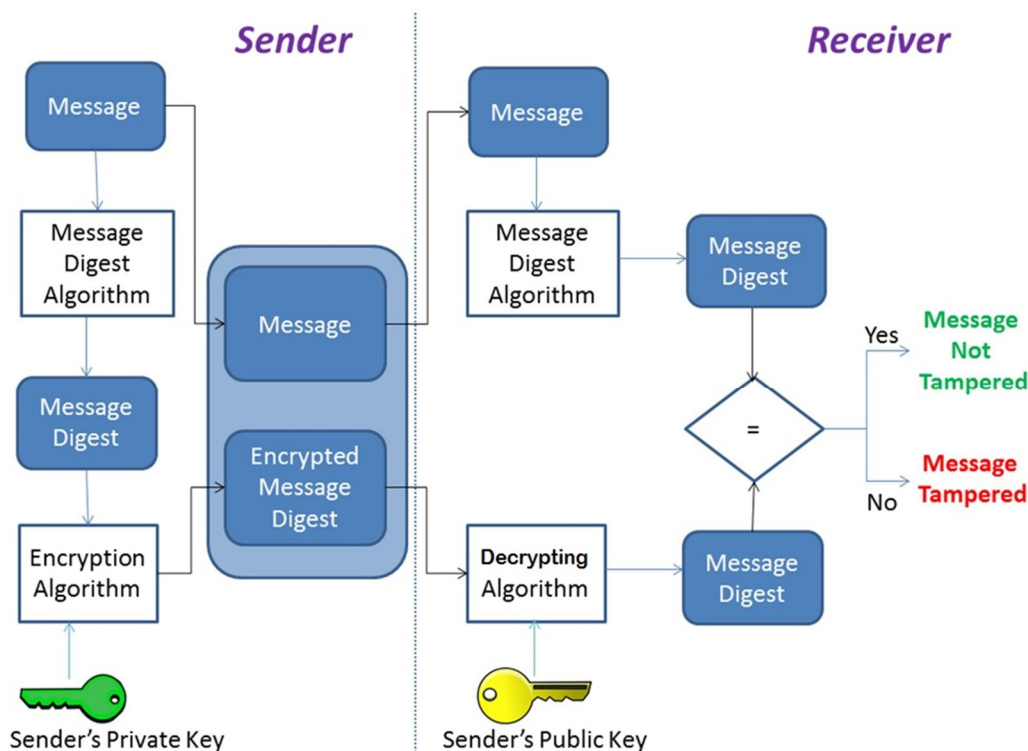


Figure 1 :- Block diagram

C. The Following Steps Were Used To Design The Application

1) **Registration:** If the user is not registered for the application following process must be followed:-

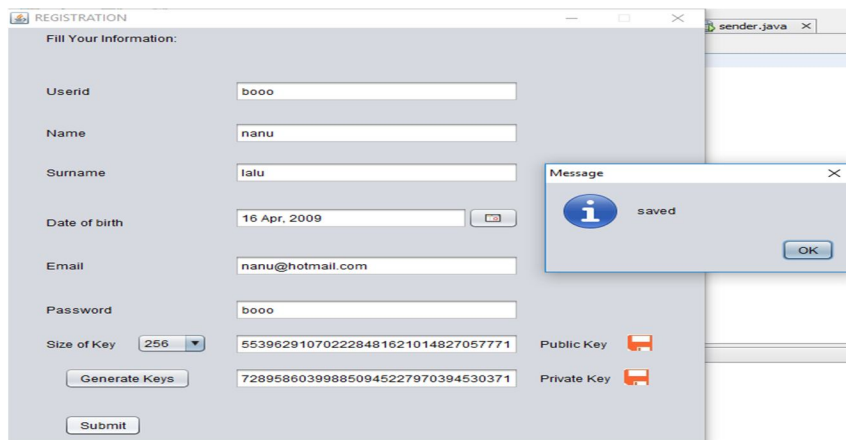
- a) User must enter valid User-id , Name , Surname , Date of Birth email id and password
- b) User must enter the size of the keys to be generated. After clicking on “Generate Keys” button Private key and public key are created. The key values remain stored in the database for a user with unique id.

2) **After Registration**

- a) All the username and password of the logged in clients are store in the db.xml file which has the database for the previously logged in users.
- b) If the user is not logged in , user has to go to “New User” menu and save the credentials. These values are updated in the database table present in the db.xml file.
- c) When the “Start Server” button is pressed on the server side, server socket is created on the default port number which is given by the user.
- d) The server waits for the client to get connected.
- e) On the client side user has to enter server’s ip address and port number in order to get connected to the server.
- f) The server is ready for communication once the client’s ip address and port number are verified.
- g) The message to be sent is first entered in the text box .
- h) Each sender has an unique pair of “Public” and “Private” keys.To generate a public key user should click on “Generate Public Key” option.
- i) In order to generate digital signature for a particular message , the user must select the encryption algorithms available like RSA[4] , DHA [2] , AES.
- j) Once the algorithm is selected , the desired digital signature appears in the box.
- k) By clicking on “Send” button , the digital signature and the message are sent to the receiver.
- l) On the receiver’s end the digital signature appears in the text box .It is also stored in the file a.txt.
- m) The message is converted to hash value and the digital signature is decrypted . Both the values are displayed in the text box.
- n) To check the result the user must click on “verify” button.
- o) If the result is successful a dialog box displaying “Signature integrity do not change” appears.

#### IV. RESULT

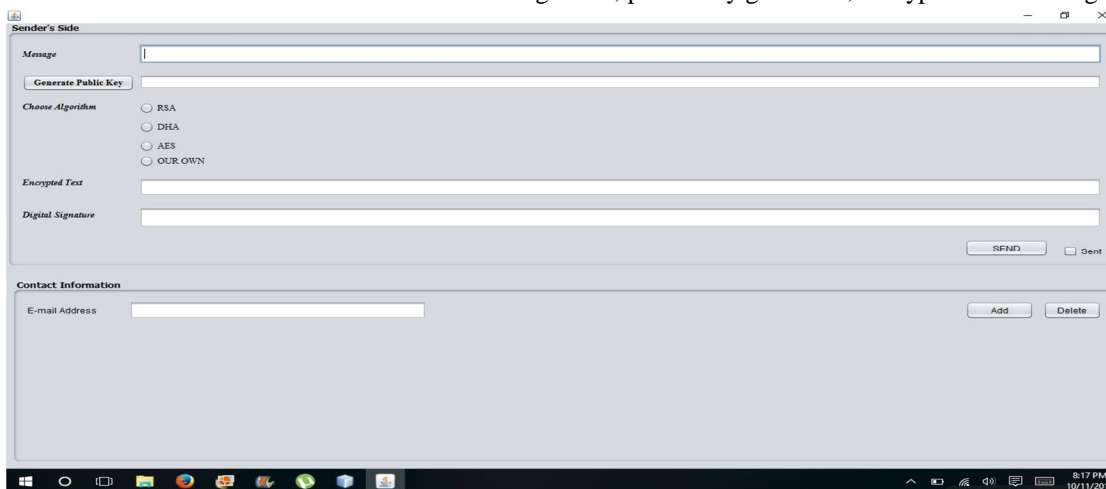
The figure below shows the UI design for registration at the user's side. It is mandatory for any user to register before starting with the application.



The registration window is titled "REGISTRATION" and contains a "Fill Your Information:" section. It includes input fields for Userid (filled with "booo"), Name (filled with "nanu"), Surname (filled with "lalul"), Date of birth (filled with "16 Apr, 2009"), Email (filled with "nanu@hotmail.com"), and Password (filled with "booo"). There is a "Size of Key" dropdown set to "256". Below these are two long text boxes for "Public Key" and "Private Key", with a "Generate Keys" button between them. A "Submit" button is at the bottom. A "Message" dialog box is overlaid on the right, displaying an information icon and the text "saved", with an "OK" button.

Figure 2 Registration of new user

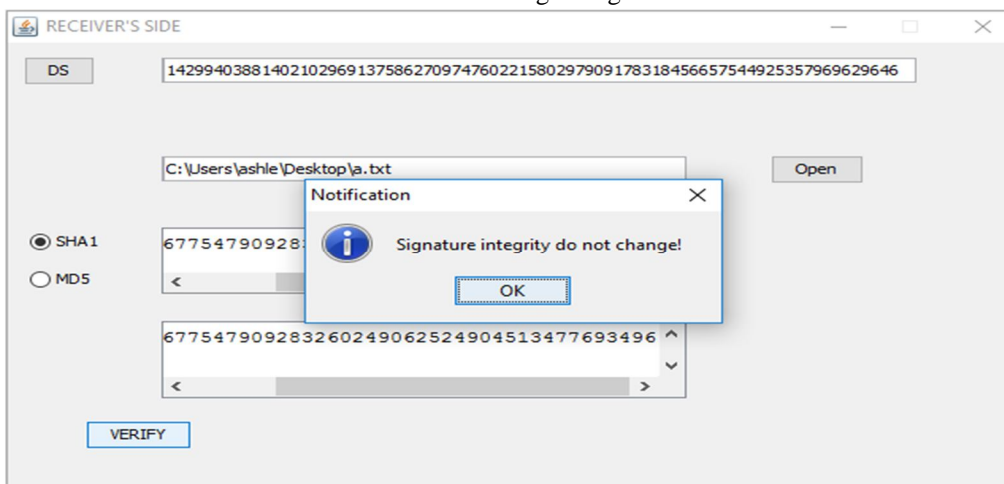
The figure below shows the UI at the sender's end. It has message box, public key generator, encrypted text and digital signature.



The "Sender's Side" window is divided into two main sections. The top section contains a "Message" input field, a "Generate Public Key" button, a "Choose Algorithm" section with radio buttons for RSA, DHA, AES, and OUR OWN, and fields for "Encrypted Text" and "Digital Signature". A "SEND" button and a "Sent" checkbox are on the right. The bottom section is titled "Contact Information" and includes an "E-mail Address" input field, an "Add" button, and a "Delete" button. The window is shown on a Windows desktop with a taskbar at the bottom.

Figure 3 Result at the Sender's side

The image below shows the UI at the receiver's end. It shows the digital signature and the verified value.



The "RECEIVER'S SIDE" window features a "DS" (Digital Signature) input field containing a long alphanumeric string. Below it is a file path input field showing "C:\Users\ashle\Desktop\ja.txt" and an "Open" button. There are two radio buttons for "SHA1" (selected) and "MD5". Below these are two more input fields, the first containing "67754790928:" and the second containing a longer string "677547909283260249062524904513477693496". A "VERIFY" button is at the bottom left. A "Notification" dialog box is overlaid in the center, displaying an information icon and the text "Signature integrity do not change!", with an "OK" button.

Figure 4 Result at the receiver's side



## V. CONCLUSION

Using this application we have can transfer messages on locally insecure protocol ,which could be further used in small scale industries, etc. High security is obtained by using MD-5 to convert the message to hash value. Higher security is achieved using RSA algorithm . It is difficult to crack RSA algorithm as it involves factorization of prime numbers which are difficult to factorize. This application can be configured on any communication protocol as it is platform independent.

## VI. ACKNOWLEDGEMENT

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