

# Cryptographic Algorithm Library User Guide

*V1.0.0*

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## 版本历史

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## Terms and Abbreviations

Abbreviations	Full Forms
AES	Advance Encryption Standard
DES	Data Encryption standard
TDES	Triple Data Encryption standard
RNG	Random Number Generator
SHA	Secure Hashing Algorithm are required for digital signature applications

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# 1. Overview

This document is applicable to N32H7xx chips that have downloaded relevant algorithms, mainly explaining the algorithm interfaces and usage methods in this type of chip.

## 1.1. Supported Algorithm

The algorithm provided by the N32H7xx chip is as follows:

- DES: encrypt/decrypt( ECB/CBC)
- TDES: encrypt/decrypt( ECB/CBC)
- AES: ( ECB/CBC/CTR) encrypt/decrypt ( AES-128/192/256 )
- HASH: get digest, support ( SHA-1/SHA-224/SHA-256/SHA-384/ SHA-512 )
- SM4: encrypt/decrypt( ECB/CBC)
- RNG: generation of random number

## 1.2. Basic Data Types

```
typedef unsigned char    uint8_t;
typedef unsigned short int uint16_t;
typedef unsigned int     uint32_t;
typedef unsigned __INT64  uint64_t;
typedef signed char      int8_t;
typedef signed short int  int16_t;
typedef signed int       int32_t;
typedef signed __INT64   int64_t;
```

## 2. DES/TDES algorithm API specification

### 2.1. Usage of algorithm library

The usage method of the algorithm library is as follows:

1. Add DES.h, Common.h to the header folder; Add,Common.lib, DES.lib to the project
2. Call the function according to the function description in section 2.3

### 2.2. Data type define

*enum DES*

```
{  
  
    DES_Init_OK = 0x2a2a7a7a,           //DES operation success  
    DES_Crypto_OK = 0x2a2a7a7a,        //DES operation success  
    DES_ModeErr = 0x5a5a5a5a,          //Working mode error(Neither ECB nor CBC)  
    DES_EnDeErr,                        //En&De error(Neither encryption nor decryption)  
    DES_ParaNull,                       // the part of input(output/iv) Null  
    DES_KeyLenErr,  
    DES_LengthErr,  
    DES_ATTACKED,                       //DES subjected to attack  
  
};
```

*typedef struct*

```
{  
  
    uint8_t *in;                        // the part of input to be encrypted or decrypted  
    uint8_t *iv;                        // the part of initial vector  
    uint8_t *out;                       // the part of out  
    uint8_t *key;                       // the part of key  
    uint32_t inByteLen;                 // the length(by byte) of plaintext or cipher  
  
};
```

```

uint32_t En_De;           // 0x33333333- encrypt, 0x44444444 - decrypt
uint32_t Mode;           // 0x11111111 - ECB, 0x22222222 - CBC
uint32_t keyByteLen;     // the length(by byte) of key

}DES_PARM;

typedef DES_PARM TDES_PARM;
    
```

## 2.3. Function interface description

The DES /TDES algorithm library contains the following list of functions:

**Table 2-1 DES/TDES algorithm library function table**

Function	description
uint32_t DES_Init(DES_PARM *parm) #define TDES_Init DES_Init	DES/TDES initialization
uint32_t DES_Crypto1(DES_PARM *parm) #define TDES_Crypto1 DES_Crypto1	DES/TDES encryption and decryption
Void DES_Close(void) #define TDES_Close DES_Close	DES/TDES close
void DES_Version(uint8_t *type, uint8_t *customer, uint8_t date[3], uint8_t *version) #define TDES_Version DES_Version	DES//TDES version retrieval function

### 2.3.1. DES/TDES initialization

#### **DES\_Init**

DES/TDES initialization

**Function**            uint32\_t DES\_Init(DES\_PARM \*parm)

**Parameter**        DES\_Parm            input, point to DES\_PARM

**Return**            DES\_Init\_OK: success    other: fail

**Notice**            1. In ECB mode, parameters iv can be directly replaced with NULL。

2. When using TDES, users can replace TDES\_Init and TDES\_PARM with DES\_Init and DES\_PARM respectively, and use it as TDES\_Init (TDES\_PARM \*parm).

### 2.3.2. DES/TDES encryption and decryption

#### **DES\_Crypto**

DES/TDES encryption and decryption

---

#### **Function**

uint32\_t DES\_Crypto1(DES\_PARM \*parm)

#### **Parameter**

DES\_Parm            input, point to DES\_PARM

#### **Return**

DES\_Crypto\_OK: success    other: fail

#### **Notice**

1. In ECB mode, parameters iv can be directly replaced with NULL
2. When using TDES, users can replace TDES\_Init and TDES\_PARM with DES\_Init and DES\_PARM respectively, and use it as TDES\_Init (TDES\_PARM \*parm).
3. When encrypting a large amount of data as a whole but in multiple blocks using ECB mode, note the following: The initial vector IV (IV = iv1) used when calling this function to encrypt the X-th block of data (X>1) must be updated to the last block (8 bytes) of the ciphertext obtained by calling this function to encrypt the (X-1)-th block of data.
4. When encrypting a large amount of data as a whole but in multiple blocks using ECB mode, note the following: The initial vector IV (IV = iv1) used when calling this function to encrypt the X-th block of data (X>1) must be updated to the last block (8 bytes) of the ciphertext obtained by calling this function to encrypt the (X-1)-th block of data.
5. Please refer to Appendix 1 for the calling method.

### 2.3.3.DES/TDES close

<b>DES_Close</b>	<u>close DES/TDES algorithm clock and system clkok</u>
<b>Function</b>	void DES_Close(void)
<b>Parameter</b>	none
<b>Return</b>	<b>none</b>
<b>Notice</b>	1. When users use TDES, they can replace TDES_Close with DES_Close and use it as TDES_Close (void).

### 2.3.4.DES/TDES get library version information

<b>DES_Version</b>	<u>DES/TDES get library version information</u>
<b>Function</b>	void DES_Version(uint8_t *type, uint8_t *customer, uint8_t date[3], uint8_t *version)
<b>Parameter</b>	type            Business or Security version customer        Standard or customized version date            year, data, day version         version x.x
<b>Return</b>	
<b>Notice</b>	*type = 0x03;        // Security version *customer = 0x00;    // Standard date[0] = 25;        // Year() date[1] = 04;        // Month() date[2] = 27;        // Day () *version = 0x10;     // 1.0  1. When users use TDES, they can replace TDES_Version with DES_Version and use it as TDES_Version (uint8_t *type, uint8_t *customer, uint8_t date[3], uint8_t *version).

## 3. AES algorithm API specification

### 3.1. Usage of algorithm library

The usage method of the algorithm library is as follows:

1. Add AES.h, Common.h to the header folder; Add,Common.lib, AES.lib.lib to the project
2. Call the function according to the function description in section 3.3 . See the demo in Appendix 2 for test cases

### 3.2. Data type define

```
enum{  
  
    AES_Init_OK = 0x3a3a5a5a,    //AES ooperation success  
    AES_Crypto_OK=0x3a3aa5a5,    //AES ooperation success  
    AES_ModeErr= 0x5a5a5a5a,    //Working mode error(Neither ECB nor CBC,CTR)  
    AES_EnDeErr,                // En&De error(Neither encryption nor decryption)  
    AES_ParaNull,                // the part of input(output/iv) Null  
    AES_LengthErr,  
    AES_KeyLengthError,  
    AES_ATTACKED,                //AES subjected to attack  
  
};  
  
typedef struct  
{  
  
    uint8_t *in;                // the part of input to be encrypted or decrypted  
    uint8_t *iv;                // the part of initial vector  
    uint8_t *out;               // the part of out  
    uint8_t *key;                // the part of key  
    uint32_t keyBytelen;        // the length(by byte) of key  
  
};
```

```

uint32_t inBytelen; // the length(by byte) of plaintext or cipher
uint32_t En_De;    // 0x44444444- encrypt, 0x55555555 - decrypt
uint32_t Mode;    // 0x11111111 - ECB, 0x22222222 - CBC,0x33333333-AES_CTR
}AES_PARM;
    
```

### 3.3. Function interface description

The AES algorithm library contains the following list of functions:

**Table 3-1 AES algorithm library function table**

Function	description
uint32_t AES_Init(AES_PARM *parm)	AES initialization
uint32_t AES_Crypto(AES_PARM *parm)	AES encryption/ decryption
void AES_Close(void)	AES close
void AES_Version(uint8_t *type, uint8_t *customer, uint8_t date[3], uint8_t *version)	AES version retrieval function

#### 3.3.1. AES initialization

##### **AES\_Init**

AES initialization

##### **Function**

uint32\_t AES\_Init(AES\_PARM \*parm)

##### **Parameter**

AES\_Parm input, point to AES\_PARM

##### **Return**

AES\_Init\_OK: success other: fail

##### **Notice**

1. In ECB mode, parameters iv can be directly replaced with NULL。

#### 3.3.2. AES encryption/decryption

##### **AES\_Crypto**

AES encryption/decryption

##### **Function**

uint32\_t AES\_Crypto(AES\_PARM \*parm)

<b>Parameter</b>	AES_Parm      input, point to AES_PARM
<b>Return</b>	AES_Crypto_OK: success      other: fail
<b>Notice</b>	<ol style="list-style-type: none"><li>1. In ECB mode, parameters iv can be directly replaced with NULL。</li><li>2. when encrypting a large amount of data as a whole but in multiple blocks using CBC or CTR mode, note the following:The initial vector iv used when calling this function to encrypt the X-th block of data (X&gt;1) must be updated to the last block (16 bytes) of the ciphertext obtained by calling this function to encrypt the (X-1)-th block of data.</li><li>3. When decrypting a large amount of data as a whole but in multiple blocks using CBC mode, note the following:The initial vector iv used when calling this function to decrypt the X-th block of data (X&gt;1) must be updated to the last block (16 bytes) of the (X-1)-th block of data</li></ol>

### 3.3.3.AES close

<b>AES_Close</b>	<u>close AES algorithm clock and system clock</u>
<b>Function</b>	void AES_Close(void)
<b>Parameter</b>	
<b>Return</b>	
<b>Notice</b>	

### 3.3.4.AES get library version information

<b>AES_Version</b>	<u>get AES library version information</u>
<b>Function</b>	void AES_Version(uint8_t *type, uint8_t *customer, uint8_t date[3], uint8_t *version)
<b>Parameter</b>	type      Business or Security version customer      Standard or customized version date      year, data, day

version          vesion x.x

## Return

## Notice

```
*type = 0x03;      // Security version
```

```
*customer = 0x00; // Standard
```

```
date[0] = 25; //Year()
```

```
date[1] = 04; //Month()
```

```
date[2] = 27 //Day ()
```

```
*version = 0x10;   //vesion 1.0
```

## 4. HASH algorithm API specification

### 4.1. Usage of algorithm library

The usage method of the algorithm library is as follows:

1. Add HASH.h, Common.h to the header folder; Add Common.lib, HASH.lib to the project
2. Call the function according to the function description in section 4.3 . See the demo in Appendix 3 for test cases

### 4.2. Data type define

*enum*

{

```
HASH_SEQUENCE_TRUE = 0x0105A5A5,    //save IV
HASH_SEQUENCE_FALSE = 0x010A5A5A,   //not save IV
HASH_Init_OK = 0x5a5a5a5a,          //hash init success
HASH_Start_OK = 0x5a5a5a5a,         //hash update success
HASH_Update_OK = 0x5a5a5a5a,       //hash update success
HASH_Complete_OK = 0x5a5a5a5a,     //hash complete success
HASH_Close_OK = 0x5a5a5a5a,        //hash close success
HASH_ByteLenPlus_OK = 0x5a5a5a5a,  //byte length plus success
HASH_PadMsg_OK = 0x5a5a5a5a,       //message padding success
HASH_ProcMsgBuf_OK = 0x5a5a5a5a,   //message processing success
SHA256_Hash_OK = 0x5a5a5a5a,       //sha256 operation success
SHA1_Hash_OK = 0,                  //sha1 operation success
SHA224_Hash_OK = 0,                //sha224 operation success
SHA384_Hash_OK = 0,                //sha384 operation success
SHA512_Hash_OK = 0,                //sha512 operation success
```

```
HASH_Init_ERROR = 0x01044400,           //hash init error
HASH_Start_ERROR,                       //hash start error
HASH_Update_ERROR,                      //hash update error
HASH_Complete_ERROR,                   //hash complete error
HASH_ByteLenPlus_ERROR,                //hash byte plus error
HASH_ATTACK,                            //hash operation subject to attack
};

typedef struct _HASH_CTX_HASH_CTX;

typedef struct
{
    const uint16_t HashAlgID;             //choice hash algorithm
    //const uint32_t * const K, KLen;      //K and byte length of K
    const uint32_t * const IV, IVLen;     //IV and byte length of IV
    const uint32_t HASH_ALGCR, HASH_SACCR, HASH_HASHCTRL; //relate registers
    const uint32_t BlockByteLen, BlockWordLen; //byte length of block, word length of block
    const uint32_t DigestByteLen, DigestWordLen; //byte length of digest, word length of digest
    const uint32_t Cycle;                 //iteration times
    uint32_t (* const ByteLenPlus)(uint32_t *, uint32_t); //function pointer
    uint32_t (* const PadMsg)(HASH_CTX *); //function pointer
}HASH_ALG;

typedef struct _HASH_CTX_
{
    const HASH_ALG *hashAlg; //pointer to HASH_ALG
    uint32_t sequence; // TRUE if the IV should be saved
```

```

uint32_t  IV[16];
uint32_t  msgByteLen[4];
uint8_t   msgBuf[132];
uint32_t  msgIdx;

```

```
}HASH_CTX;
```

### 4.3. Function interface description

The HASH algorithm library contains the following list of functions:

**Table 4-1 HASH algorithm library function table**

Function	description
uint32_t HASH_Init(HASH_CTX *ctx)	HASH initialization
uint32_t HASH_Start(HASH_CTX *ctx)	HASH Start operation
uint32_t HASH_Update(HASH_CTX *ctx, uint8_t *in, uint32_t byteLen);	HASH update operation
uint32_t HASH_Complete(HASH_CTX *ctx, uint8_t *out)	HASH completion
uint32_t HASH_Close(void)	HASH close
void HASH_Version(uint8_t *type, uint8_t *customer, uint8_t date[3], uint8_t *version)	HASH version retrieval function

#### 4.3.1. HASH initialization

##### **HASH\_Init**

HASH initialization

##### **Function**

uint32\_t HASH\_Init(HASH\_CTX \*ctx)

##### **Parameter**

ctx           input, point to HASH\_CTX

##### **Return**

HASH\_Init\_OK: success    other: fail

##### **Notice**

1. The ctx must point to the RAM area and the content it points to cannot be changed (as an intermediate state for hash calculations and temporary content storage), the same applies below
2. When calculating the hash value of a message step by step, this function must be called first

### 4.3.2. HASH start

<b>HASH_Start</b>	<u>HASH start</u>
<b>Function</b>	uint32_t HASH_Start(HASH_CTX *ctx)
<b>Parameter</b>	ctx <b>input</b> , point to HASH_CTX
<b>Return</b>	HASH_Start_OK: success    other: fail
<b>Notice</b>	<ol style="list-style-type: none"><li>1. If support for interruption during the HASH operation is required, set ctx-&gt;sequence to HASH_SEQUENCE_TRUE; after the interruption ends, it is necessary to call the HASH_Init function again, followed by the HASH_Update function; otherwise, set it to HASH_SEQUENCE_FALSE</li><li>2. Please refer to Appendix 4 for the calling method</li></ol>

### 4.3.3. HASH update

<b>HASH_Update</b>	<u>HASH update</u>
<b>Function</b>	uint32_t HASH_Update(HASH_CTX *ctx, uint8_t *in, uint32_t byteLen)
<b>Parameter</b>	ctx <b>input</b> , point to HASH_CTX in <b>input</b> , point to message byteLen <b>input</b> , point to length of message
<b>Return</b>	HASH_Update_OK: success    other: fail
<b>Notice</b>	<ol style="list-style-type: none"><li>1. Before calling this function, you must first call the initialization functions HASH_Init and HASH_Start</li><li>2. ctx must point to the RAM area, and the content it points to must not be modified (it serves as storage for the intermediate state and temporary content of the hash calculation).</li><li>3. The content of in can point to the RAM or Flash area.</li><li>4. byteLen can be 0.</li></ol>

5. After initialization, a single entire message can be arbitrarily divided into multiple small blocks; this function can be called sequentially for each small block of the message, and finally the HASH\_Complete function is called to obtain the hash result of the entire message
6. If cascaded application is required, you need to set `ctx->sequence = HASH_SEQUENCE_TRUE`, copy the external IV to `ctx->IV`, add the length `len` of the updated data to `ctx->msgByteLen` using `ctx->hashAlg->ByteLenPlus(ctx->msgByteLen, len)`, and then call the `HASH_Update` function to achieve successful cascading.
7. Please refer to Appendix 4 for the calling method

#### 4.3.4. HASH completion

<b>HASH_Complete</b>	<u>HASH completion</u>
<b>Function</b>	<code>uint32_t HASH_Complete(HASH_CTX *ctx, uint8_t *out)</code>
<b>Parameter</b>	<code>ctx</code> input, point to <code>HASH_CTX</code> <code>out</code> output, point to HASH result
<b>Return</b>	<code>HASH_Complete_OK</code> : success other: fail
<b>Notice</b>	<ol style="list-style-type: none"><li>1. After the message input is completed, only by calling this function can you obtain the final result</li><li>2. <code>ctx</code> must point to the RAM area, and the content it points to must not be modified (it serves as storage for the intermediate state and temporary content of the hash calculation).</li><li>3. Please refer to Appendix 4 for the calling method.</li></ol>

#### 4.3.5. One-shot Hash Function

<b>XXX_HASH</b>	<u>One-shot Hash Function</u>
-----------------	-------------------------------

**Function** uint32\_t XXX\_Hash(uint8\_t\* in,uint32\_t byteLen, uint8\_t\* out)

**Parameter** XXX\_Hash : SHA1\_Hash、SHA224\_Hash、SHA256\_Hash、 SHA384\_Hash、  
SHA512\_Hash

in input, point to message

byteLen input, the length of message

out output, point to hash result

**Return** XXX\_Hash\_OK: success other: fail

**Notice**

1. This function is applicable to single-pass hash operations for short messages.
2. You can call this function independently without needing to call the initialization function
3. Please refer to Appendix 4 for the calling method。

### 4.3.6.HASH close

#### **HASH\_Close**

HASH close

---

**Function** uint32\_t HASH\_Close(void)

**Parameter**

**Return** HASH\_Close\_OK: success other: fail

**Notice**

### 4.3.7.HASH get library version information

#### **HASH\_Version**

get HASH library version information

---

**Function** void HASH\_Version(uint8\_t \*type, uint8\_t \*customer, uint8\_t date[3], uint8\_t \*version)

**Parameter**

type Business or Security version

customer Standard or customized version

date            year, data, day

version        //version x.x

## Return

## Notice

\*type = 0x03;        // Security

\*customer = 0x00;    // Standard

date[0] = 18;        //Year()

date[1] = 12;        //Month()

date[2] = 28;        //Day ()

\*version = 0x10;    //version 1.0

## 5. RNG algorithm API specification

### 5.1. Usage of algorithm library

The usage method of the algorithm library is as follows:

1. Add RNG.h, Common.h to the header folder; Add Common.lib, RNG.lib to the project
2. Call the function according to the function description in section 5.3 . See the demo in Appendix 4 for test cases

### 5.2. Data type define

*enum*{

```

RNG_OK = 0x5a5a5a5a,           //RNG generation process is ok
RNG_LENError = 0x311ECF50,     //RNG generation of key length error
RNG_ADDRError = 0x63BB4C39,    //This return value is not used
RNG_ADDRNULL = 0x7A9DB86C,    // This address is empty
RNG_Attack = 0x4794674F,       //The RNG generation process is attacked
RNG_ModeError=0x479467aa,      //RNG choose mode is fail
RNG_TESTFAIL=0x479467bb,      //RNG test is fail
RNG_SEEDNULL=0x479467cc,      //RNG seed is NULL

```

};

### 5.3. Function interface description

The RNG algorithm library contains the following list of functions:

Table 5-1 RNG algorithm library function table

Function	description
uint32_t GetTrueRand_U32(uint32_t *rand, uint32_t wordLen)	True random number

	generation function by word
uint32_t GetTrueRand_U8(uint8_t *rand, uint32_t bytelen)	True random number generation function by byte
uint32_t PseudoRandNumInit(uint32_t seed[5])	Pseudo random number initialization function
uint32_t PseudoRandNumReseed(uint32_t seed[5])	Pseudo random number seed update function
uint32_t GetPseudoRand_U32(uint32_t *rand, uint32_t wordLen)	Pseudo random number word-based generation function
void RNG_Version(uint8_t *type, uint8_t *customer, uint8_t date[3], uint8_t *version)	Obtain RNG library version Information

### 5.3.1. Pseudo random number initialization function

#### **PseudoRandNumInit**      Pseudo random number initialization function

**Function**      uint32\_t PseudoRandNumInit(uint32\_t seed[5])

**Parameter**      seed    input, The pseudo-random seed variable array can be NULL; when it is NULL, the internal true random number is used as the seed.

**Return**          RNG\_OK      success ; other    fail

### 5.3.2. Pseudo random number seed update function

#### **PseudoRandNumReseed**      Pseudo random number seed update function

**Function**      uint32\_t PseudoRandNumReseed (uint32\_t seed[5])

**Parameter**      seed    input, The pseudo-random seed variable array can be NULL; when it is NULL, the internal true random number is used as the seed.

**Return**          RNG\_OK      success ; other    fail

**Notice** When calling this function for the first time, you must first call the PseudoRandNumInit initialization function

### 5.3.3.Pseudo random number word-based generation function

#### **GetPseudoRand\_U32**

Pseudo random number word-based generation function

---

**Function** uint32\_t GetPseudoRand\_U32(uint32\_t \*rand, uint32\_t wordLen)

**Parameter** rand: point to rand number

wordlen: Word length of the pseudo-random number to be obtained

**Return** RNG\_OK success; other fail

**description** Generate pseudo-random numbers by word

**Notice** When calling pseudo-random generation for the first time, you must first call the PseudoRandNumInit initialization function and the PseudoRandNumReseed seed update function. The user can input a seed array; if the user inputs seed as NULL, the seed will be automatically generated internally

### 5.3.4.True random number generation function by word

#### **GetTrueRand\_U32**

True random number generation function by word

---

**Function** uint32\_t GetTrueRand\_U32(uint32\_t \*rand, uint32\_t wordLen)

**Parameter** rand: point to rand number

wordLen: Word length of the random number to be obtained

**Return** RNG\_OK success; other: fail

### 5.3.5.True random number generation function by byte

#### **GetTrueRand\_U8**

True random number generation function by byte

---

**函数原型** uint32\_t GetTrueRand\_U8(uint8\_t \*rand, uint32\_t bytelen)

**参数说明** rand: point to rand number

bytelen: Byte length of the random number to be obtained

返回值                      RNG\_OK success;                      other: fail

### 5.3.6. Obtain RNG library version Information

#### **RNG\_Version**

Obtain RNG library version Information

---

#### **Function**

void RNG\_Version(uint8\_t \*type, uint8\_t \*customer, uint8\_t date[3], uint8\_t \*version)

#### **Parameter**

type	Business or Security version
customer	Standard or customized version
date	year, data, day
version	//version x.x

#### **Return**

#### **Notice**

```
*type = 0x03;        // Security
*customer = 0x00;    // Standard
date[0] = 18;        //Year()
date[1] = 12;        //Month()
date[2] = 28;        //Day ()
*version = 0x10;     //version 1.0
```

## 6. SM4 Igorithm API specification

### 6.1. Usage of algorithm library

The usage method of the algorithm library is as follows:

1. Add SM4.h, Common.h to the header folder; Add Common.lib, SM4.lib to the project
2. Call the function according to the function description in section 6.3 . See the demo in Appendix 5 for test cases

### 6.2. Data type define

```
enum SM4_ENUM
```

```
{  
  
    SM4_Init_OK = 0x5a5a5a5a,    //SM4 ooperation success  
    SM4_Crypto_OK=0x5a5a5a5a,   //SM4 ooperation success  
    SM4_ParaNull =0x27A90E35,   //the address of input is NULL  
    SM4_ModeErr,                //working mode error(Neither ECB nor CBC)  
    SM4_EnDeErr,                // En&De error(Neither encryption nor decryption)  
    SM4_LengthErr,             //the byte length of input error  
    SM4_ATTACKED,              //SM4 subjected to attack  
  
};
```

```
typedef struct{
```

```
    uint8_t *in;                // the part of input to be encrypted or decrypted  
    uint8_t *iv;                // the part of initial vector  
    uint8_t *out;               // the part of out  
    uint8_t *key;               // the part of key  
    uint32_t inBytelen;        //the word length of input or output
```

```

uint32_t En_De;    //encrypt/decrypt
uint32_t Mode;    // ECB/CBC
}SM4_PARM;
    
```

## 6.3. Function interface description

The SM4 algorithm library contains the following list of functions:

**Table 6-1** SM4 algorithm library function table

Function	description
uint32_t SM4_Init(SM4_PARM *parm)	SM4 initialization
uint32_t SM4_Crypto1(SM4_PARM *parm)	SM4 encryption/decryption
void SM4_Close(void)	SM4 close
void SM4_Version(uint8_t *type, uint8_t *customer, uint8_t date[3], uint8_t *version)	Obtain SM4 library version Information

### 6.3.1. SM4 initialization

#### **SM4\_Init**

SM4 initialization

**Function** uint32\_t SM4\_Init(SM4\_PARM \*parm)

**Parameter** parm input, point to SM4\_PARM

**Return** SM4\_Init\_OK: success other: fail

#### **Notice**

1. If it is ECB mode, the parameters iv can be directly replaced with NULL.
2. When encrypting a large amount of data as a whole but in multiple blocks using CBC mode, note the following: For the X-th block of data (X>1) encrypted by calling this function, the initialization vector IV used (IV = iv) must be updated to

the last block (16 bytes) of the ciphertext obtained by encrypting the (X-1)-th block of data with this function.

3. When decrypting a large amount of data as a whole but in multiple blocks using CBC mode, note the following:For the X-th block of data (X>1) decrypted by calling this function, the initialization vector IV used (IV = iv) must be updated to the last block (16 bytes) of the (X-1)-th block of data.

### 6.3.2. SM4 encryption/decryption

#### **SM4\_Crypto**

SM4 encryption/decryption

---

#### **Function**

uint32\_t SM4\_Crypto1(SM4\_PARM \*parm)

#### **Parameter**

parm input, point to SM4\_PARM

#### **Return**

SM4\_Crypto\_OK: success other: fail

#### **Notice**

1. If it is ECB mode, the parameters iv can be directly replaced with NULL.
2. When encrypting a large amount of data as a whole but in multiple blocks using CBC mode, note the following:For the X-th block of data (X>1) encrypted by calling this function, the initialization vector IV used (IV = iv) must be updated to the last block (16 bytes) of the ciphertext obtained by encrypting the (X-1)-th block of data with this function.
3. When decrypting a large amount of data as a whole but in multiple blocks using CBC mode, note the following:For the X-th block of data (X>1) decrypted by calling this function, the initialization vector IV used (IV = iv) must be updated to the last block (16 bytes) of the (X-1)-th block of data.

### 6.3.3. SM4 close

#### **SM4\_Close**

close SM4 algorithm and system clock

---

#### **Function**

void SM4\_Close(void)

**Parameter**

**Return**

**Notice**

### 6.3.4. Obtain SM4 version information

#### **SM4\_Version**

get SM4 version

---

**Function**

void SM4\_Version(uint8\_t \*type, uint8\_t \*customer, uint8\_t date[3], uint8\_t \*version)

**Parameter**

type            Business or Security version  
customer        Standard or customized version  
date            year, data, day  
version         //version x.x

**Return**

**Notice**

\*type = 0x03;        // Security  
\*customer = 0x00;    // Standard  
date[0] = 18;        //Year()  
date[1] = 12;        //Month()  
date[2] = 28;        //Day ()  
\*version = 0x10;     //version 1.0

## i. Appendix I DES algorithm library function call routine

```
//All data is in big-endian byte order
uint32_t DES_test()
{
    uint8_t
in_2[16]={0x81,0xc2,0xe1,0x52,0x47,0x80,0xba,0xcb,0x81,0xc2,0xe1,0x52,0x47,0x80,0xba,0xcb};
    uint8_t iV[8] = {0x11,0x50,0x37,0x58,0x1C,0x80,0xD5,0xF3};
    uint8_t key_8[8]={0x4c,0xfd,0x58,0x76,0x3b,0x79,0x51,0x86};
    uint8_t
key_16[16]={0x4c,0xfd,0x58,0x76,0x3b,0x79,0x51,0x86,0x61,0xf7,0x7c,0xc4,0x46,0xe9,0xf8,0x9d};
    uint8_t
key_24[24]={0x4c,0xfd,0x58,0x76,0x3b,0x79,0x51,0x86,0x61,0xf7,0x7c,0xc4,0x46,0xe9,0xf8,0x9d,0x1
1,0x50,0x37,0x58,0x1C,0x80,0xD5,0xF3};

    uint8_t
DES_ECB_ENC[16]={0x0B,0x09,0x3E,0x89,0x14,0xD6,0xE0,0xDA,0x0B,0x09,0x3E,0x89,0x14,0xD6
,0xE0,0xDA};
    uint8_t
T2DES_ECB_ENC[16]={0x0C,0x46,0x15,0x56,0x19,0x8D,0x09,0xA9,0x0C,0x46,0x15,0x56,0x19,0x8
D,0x09,0xA9};
    uint8_t
T3DES_ECB_ENC[16]={0x15,0xA2,0xB8,0xBA,0x3A,0xCA,0xEF,0x04,0x15,0xA2,0xB8,0xBA,0x3A,
0xCA,0xEF,0x04};
```

```
uint8_t
```

```
DES_CBC_ENC[16]={0x15,0x95,0xB5,0xAC,0xC1,0x5A,0xFC,0x62,0x62,0xD0,0xF8,0xEE,0xB1,0xFC,0x1B,0xA8};
```

```
uint8_t
```

```
T2DES_CBC_ENC[16]={0x7E,0xE9,0xF8,0x19,0xBC,0x4D,0x1E,0xED,0xCD,0x0D,0x38,0x93,0xE5,0x80,0x3A,0xD6};
```

```
uint8_t
```

```
T3DES_CBC_ENC[16]={0xC4,0x2D,0x00,0x22,0x71,0x58,0x5F,0x91,0x3F,0x08,0x75,0xC4,0x18,0x93,0xF3,0xA7};
```

```
uint8_t out1[18],out2[18];
```

```
DES_PARM des_Parm={0};
```

```
des_Parm.Mode = DES_ECB;
```

```
des_Parm.En_De = DES_ENCRYPT;
```

```
des_Parm.in=in_2;
```

```
des_Parm.inByteLen=16;
```

```
des_Parm.key=key_8;
```

```
des_Parm.keyByteLen=8;
```

```
des_Parm.out=out1+2;
```

```
DES_Init(&des_Parm);
```

```
DES_Crypto1(&des_Parm);
```

```
if(memcmp(out1+2, DES_ECB_ENC, 16))
```

```
{
```

```
    return 0x5A5A5A5A;
```

```
}
```

```
des_Parm.Mode = DES_ECB;
```

```
des_Parm.En_De = DES_DECRYPT;
```

```
des_Parm.in=out1+2;
```

```
des_Parm.inByteLen=16;
des_Parm.key=key_8;
des_Parm.keyByteLen=8;
des_Parm.out=out2;
DES_Init(&des_Parm);
DES_Crypto1(&des_Parm);
if(memcmp(out2, in_2, 16))
{
    return 0x5A5A5A5A;
}

des_Parm.Mode = DES_ECB;
des_Parm.En_De = DES_ENCRYPT;
des_Parm.in=in_2;
des_Parm.inByteLen=16;
des_Parm.key=key_16;
des_Parm.keyByteLen=16;
des_Parm.out=out1+2;
DES_Init(&des_Parm);
DES_Crypto1(&des_Parm);
if(memcmp(out1+2, T2DES_ECB_ENC, 16))
{
    return 0x5A5A5A5A;
}

des_Parm.Mode = DES_ECB;
des_Parm.En_De = DES_DECRYPT;
des_Parm.in=out1+2;
des_Parm.inByteLen=16;
```

```
des_Parm.key=key_16;
des_Parm.keyByteLen=16;
des_Parm.out=out2;
DES_Init(&des_Parm);
DES_Crypto1(&des_Parm);
if(memcmp(out2, in_2, 16))
{
    return 0x5A5A5A5A;
}

des_Parm.Mode = DES_ECB;
des_Parm.En_De = DES_ENCRYPT;
des_Parm.in=in_2;
des_Parm.inByteLen=16;
des_Parm.key=key_24;
des_Parm.keyByteLen=24;
des_Parm.out=out1+2;
DES_Init(&des_Parm);
DES_Crypto1(&des_Parm);
if(memcmp(out1+2, T3DES_ECB_ENC, 16))
{
    return 0x5A5A5A5A;
}

des_Parm.Mode = DES_ECB;
des_Parm.En_De = DES_DECRYPT;
des_Parm.in=out1+2;
des_Parm.inByteLen=16;
des_Parm.key=key_24;
```

```
des_Parm.keyByteLen=24;
des_Parm.out=out2;
DES_Init(&des_Parm);
DES_Crypto1(&des_Parm);
if(memcmp(out2, in_2, 16))
{
    return 0x5A5A5A5A;
}

des_Parm.Mode = DES_CBC;
des_Parm.En_De = DES_ENCRYPT;
des_Parm.in=in_2;
des_Parm.inByteLen=16;
des_Parm.key=key_8;
des_Parm.keyByteLen=8;
des_Parm.iv=iV;
des_Parm.out=out1+2;
DES_Init(&des_Parm);
DES_Crypto1(&des_Parm);
if(memcmp(out1+2, DES_CBC_ENC, 16))
{
    return 0x5A5A5A5A;
}

des_Parm.Mode = DES_CBC;
des_Parm.En_De = DES_DECRYPT;
des_Parm.in=out1+2;
des_Parm.inByteLen=16;
des_Parm.key=key_8;
```

```
des_Parm.keyByteLen=8;
des_Parm.iv=iV;
des_Parm.out=out2;
DES_Init(&des_Parm);
DES_Crypto1(&des_Parm);
if(memcmp(out2, in_2, 16))
{
    return 0x5A5A5A5A;
}

des_Parm.Mode = DES_CBC;
des_Parm.En_De = DES_ENCRYPT;
des_Parm.in=in_2;
des_Parm.inByteLen=16;
des_Parm.key=key_16;
des_Parm.keyByteLen=16;
des_Parm.iv=iV;
des_Parm.out=out1+2;
DES_Init(&des_Parm);
DES_Crypto1(&des_Parm);
if(memcmp(out1+2, T2DES_CBC_ENC, 16))
{
    return 0x5A5A5A5A;
}

des_Parm.Mode = DES_CBC;
des_Parm.En_De = DES_DECRYPT;
des_Parm.in=out1+2;
des_Parm.inByteLen=16;
```

```
des_Parm.key=key_16;
des_Parm.keyByteLen=16;
des_Parm.iv=iV;
des_Parm.out=out2;
DES_Init(&des_Parm);
DES_Crypto1(&des_Parm);
if(memcmp(out2, in_2, 16))
{
    return 0x5A5A5A5A;
}

des_Parm.Mode = DES_CBC;
des_Parm.En_De = DES_ENCRYPT;
des_Parm.in=in_2;
des_Parm.inByteLen=16;
des_Parm.key=key_24;
des_Parm.keyByteLen=24;
des_Parm.iv=iV;
des_Parm.out=out1+2;
DES_Init(&des_Parm);
DES_Crypto1(&des_Parm);
DES_Init(&des_Parm);
DES_Crypto1(&des_Parm);
if(memcmp(out1+2, T3DES_CBC_ENC, 16))
{
    return 0x5A5A5A5A;
}

des_Parm.Mode = DES_CBC;
```

```
des_Parm.En_De = DES_DECRYPT;
des_Parm.in=out1+2;
des_Parm.inByteLen=16;
des_Parm.key=key_24;
des_Parm.keyByteLen=24;
des_Parm.iv=iV;
des_Parm.out=out2;
DES_Init(&des_Parm);
DES_Crypto1(&des_Parm);
if(memcmp(out2, in_2, 16))
{
    return 0x5A5A5A5A;
}

printf("DES_test is succeeded!\r\n");
}
```

## ii. Appendix 2 AES algorithm lib function call routine

//All data is in big-endian byte order, natural sequence

```
uint32_t aes_test()
```

```
{
```

```
    uint8_t
```

```
in[16]={0xFF,0xFF,0xFF,0xFF,0xFF,0xFF,0xFF,0xFF,0xFF,0xFF,0xFF,0xFF,0xFF,0xFF,0xFF};
```

```
    uint8_t
```

```
iv[16]={0xA2,0x10,0x3F,0x84,0xA4,0x2E,0xDB,0x8A,0x0C,0xA0,0x97,0x70,0x4E,0x34,0x39,0x33};//
```

```
A2103F84A42EDB8A0CA097704E343933
```

```
    uint8_t
```

```
key128[16]={0xFE,0x7C,0x24,0x38,0x83,0xFA,0xBB,0x78,0xF4,0x59,0xCF,0xEB,0xCF,0x67,0x02,0x79};//FE7C243883FABB78F459CFEBFCF670279
```

```
    uint8_t
```

```
key192[24]={0x67,0x69,0x7E,0xDE,0x12,0xE8,0xC5,0x04,0xF5,0x88,0x4A,0x7E,0xA4,0x5B,0x6F,0x7B,0xAB,0x92,0x2B,0x64,0xDA,0x88,0x00,0x04};
```

```
    uint8_t
```

```
key256[32]={0x89,0x02,0xF5,0xF3,0xA6,0xF5,0x84,0x50,0xB0,0xB9,0xD3,0xCF,0x30,0x82,0xD9,0xDA,0xF9,0xAA,0x18,0x3C,0xB9,0xF6,0xCF,0x86,0xCF,0x1B,0x70,0xB1,0x5C,0x81,0x54,0x06};//8902F5F3A6F58450B0B9D3CF3082D9DAF9AA183CB9F6CF86CF1B70B15C815406
```

```
    uint8_t
```

```
ECB128_en[16]={0x4E,0xE6,0xF9,0x56,0xBF,0x80,0x04,0xF4,0x61,0x23,0xD4,0x26,0x24,0x47,0x03,0x2A};
```

```
uint8_t
```

```
CBC128_en[16]={0xFC,0x15,0x9F,0x65,0x7E,0x02,0xF7,0xEB,0x3A,0x5D,0xF0,0x8E,0x79,0x51,0xC0,0x12};
```

```
uint8_t
```

```
CTR128_en[16]={0x3B,0x7C,0xDB,0xED,0x8F,0xAD,0xEE,0x7C,0xA5,0x52,0x95,0x6D,0x7D,0x86,0xCE,0xD5};
```

```
uint8_t
```

```
ECB192_en[16]={0x1D,0x58,0x54,0x75,0x87,0xDA,0x23,0xBF,0xF4,0xD0,0xA6,0x33,0x4B,0x98,0x29,0xB6};
```

```
uint8_t
```

```
CBC192_en[16]={0x9F,0x8C,0x2A,0x1C,0x9A,0x4F,0xE7,0x01,0xC6,0xF5,0x05,0x8F,0xD1,0x6A,0x11,0x89};
```

```
uint8_t
```

```
CTR192_en[16]={0x64,0xFA,0x50,0x31,0xB8,0x46,0xD2,0xCD,0xBC,0x38,0x11,0x62,0xB5,0x9A,0xC4,0x4C};
```

```
uint8_t
```

```
ECB256_en[16]={0xF4,0xD2,0xC6,0xD4,0xD1,0x64,0x6B,0xBD,0xB3,0x66,0x80,0x94,0x9A,0xBD,0x0A,0xF4};
```

```
uint8_t
```

```
CBC256_en[16]={0x65,0x05,0xE9,0x66,0x5D,0x47,0x6A,0x33,0xB0,0xDB,0x2A,0x94,0xE6,0x1E,0x3F,0xC5};
```

```
uint8_t
```

```
CTR256_en[16]={0x75,0xC9,0x8F,0xF7,0x62,0x64,0x97,0x08,0xB3,0xE9,0xD0,0xC6,0x73,0x77,0x54,0x69};
```

```
uint8_t out1[19], out2[19];
```

```
AES_PARM AES_Parm={0};
```

```
AES_Parm.Mode = AES_CTR;  
AES_Parm.En_De = AES_ENCRYPT;  
AES_Parm.in=in;  
AES_Parm.inBytelen=16;  
AES_Parm.key=key128;  
AES_Parm.keyBytelen=16;  
AES_Parm.iv=iv;  
AES_Parm.out=out1+1;
```

```
AES_Init(&AES_Parm);  
AES_Crypto(&AES_Parm);  
if(memcmp(out1+1,CTR128_en,16))  
{  
    return 0x6D;  
}
```

```
AES_Parm.Mode = AES_CTR;  
AES_Parm.En_De = AES_DECRYPT;  
AES_Parm.in=out1+1;  
AES_Parm.inBytelen=16;  
AES_Parm.key=key128;  
AES_Parm.keyBytelen=16;  
AES_Parm.iv=iv;  
AES_Parm.out=out2;  
AES_Init(&AES_Parm);  
AES_Crypto(&AES_Parm);  
if(memcmp(out2,in,16))  
{  
    return 0x6D;
```

```
}
```

```
AES_Parm.Mode = AES_ECB;  
AES_Parm.En_De = AES_ENCRYPT;  
AES_Parm.in=in;  
AES_Parm.inBytelen=16;  
AES_Parm.key=key128;  
AES_Parm.keyBytelen=16;  
AES_Parm.iv=iv;  
AES_Parm.out=out1+1;  
AES_Init(&AES_Parm);  
AES_Crypto(&AES_Parm);  
if(memcmp(out1+1,ECB128_en,16))  
{  
    return 0x6D;  
}
```

```
AES_Parm.Mode = AES_ECB;  
AES_Parm.En_De = AES_DECRYPT;  
AES_Parm.in=out1+1;  
AES_Parm.inBytelen=16;  
AES_Parm.key=key128;  
AES_Parm.keyBytelen=16;  
AES_Parm.iv=iv;  
AES_Parm.out=out2;  
AES_Init(&AES_Parm);  
AES_Crypto(&AES_Parm);  
if(memcmp(out2,in,16))  
{
```

```
        return 0x6D;
    }

    AES_Parm.Mode = AES_CBC;
    AES_Parm.En_De = AES_ENCRYPT;
    AES_Parm.in=in;
    AES_Parm.inBytelen=16;
    AES_Parm.key=key128;
    AES_Parm.keyBytelen=16;
    AES_Parm.iv=iv;
    AES_Parm.out=out1+1;
    AES_Init(&AES_Parm);
    AES_Crypto(&AES_Parm);
    if(memcmp(out1+1,CBC128_en,16))
    {
        return 0x6D;
    }

    AES_Parm.Mode = AES_CBC;
    AES_Parm.En_De = AES_DECRYPT;
    AES_Parm.in=out1+1;
    AES_Parm.inBytelen=16;
    AES_Parm.key=key128;
    AES_Parm.keyBytelen=16;
    AES_Parm.iv=iv;
    AES_Parm.out=out2;
    AES_Init(&AES_Parm);
    AES_Crypto(&AES_Parm);
    if(memcmp(out2,in,16))
```

```
{  
    return 0x6D;  
}
```

```
AES_Parm.Mode = AES_CTR;  
AES_Parm.En_De = AES_ENCRYPT;  
AES_Parm.in=in;  
AES_Parm.inBytelen=16;  
AES_Parm.key=key192;  
AES_Parm.keyBytelen=24;  
AES_Parm.iv=iv;  
AES_Parm.out=out1+1;  
AES_Init(&AES_Parm);  
AES_Crypto(&AES_Parm);  
if(memcmp(out1+1,CTR192_en,16))  
{  
    return 0x6D;  
}
```

```
AES_Parm.Mode = AES_CTR;  
AES_Parm.En_De = AES_DECRYPT;  
AES_Parm.in=out1+1;  
AES_Parm.inBytelen=16;  
AES_Parm.key=key192;  
AES_Parm.keyBytelen=24;  
AES_Parm.iv=iv;  
AES_Parm.out=out2;  
AES_Init(&AES_Parm);  
AES_Crypto(&AES_Parm);
```

```
if(memcmp(out2,in,16))
{
    return 0x6D;
}

AES_Parm.Mode = AES_ECB;
AES_Parm.En_De = AES_ENCRYPT;
AES_Parm.in=in;
AES_Parm.inBytelen=16;
AES_Parm.key=key192;
AES_Parm.keyBytelen=24;
AES_Parm.iv=iv;
AES_Parm.out=out1+1;
AES_Init(&AES_Parm);
AES_Crypto(&AES_Parm);
if(memcmp(out1+1,ECB192_en,16))
{
    return 0x6D;
}

AES_Parm.Mode = AES_ECB;
AES_Parm.En_De = AES_DECRYPT;
AES_Parm.in=out1+1;
AES_Parm.inBytelen=16;
AES_Parm.key=key192;
AES_Parm.keyBytelen=24;
AES_Parm.iv=iv;
AES_Parm.out=out2;
AES_Init(&AES_Parm);
```

```
AES_Crypto(&AES_Parm);  
if(memcmp(out2,in,16))  
{  
    return 0x6D;  
}
```

```
AES_Parm.Mode = AES_CBC;  
AES_Parm.En_De = AES_ENCRYPT;  
AES_Parm.in=in;  
AES_Parm.inBytelen=16;  
AES_Parm.key=key192;  
AES_Parm.keyBytelen=24;  
AES_Parm.iv=iv;  
AES_Parm.out=out1+1;  
AES_Init(&AES_Parm);  
AES_Crypto(&AES_Parm);  
if(memcmp(out1+1,CBC192_en,16))  
{  
    return 0x6D;  
}
```

```
AES_Parm.Mode = AES_CBC;  
AES_Parm.En_De = AES_DECRYPT;  
AES_Parm.in=out1+1;  
AES_Parm.inBytelen=16;  
AES_Parm.key=key192;  
AES_Parm.keyBytelen=24;  
AES_Parm.iv=iv;  
AES_Parm.out=out2;
```

```
AES_Init(&AES_Parm);
AES_Crypto(&AES_Parm);
if(memcmp(out2,in,16))
{
    return 0x6D;
}

AES_Parm.Mode = AES_CTR;
AES_Parm.En_De = AES_ENCRYPT;
AES_Parm.in=in;
AES_Parm.inBytelen=16;
AES_Parm.key=key256;
AES_Parm.keyBytelen=32;
AES_Parm.iv=iv;
AES_Parm.out=out1+1;
AES_Init(&AES_Parm);
AES_Crypto(&AES_Parm);
if(memcmp(out1+1,CTR256_en,16))
{
    return 0x6D;
}

AES_Parm.Mode = AES_CTR;
AES_Parm.En_De = AES_DECRYPT;
AES_Parm.in=out1+1;
AES_Parm.inBytelen=16;
AES_Parm.key=key256;
AES_Parm.keyBytelen=32;
AES_Parm.iv=iv;
```

```
AES_Parm.out=out2;
AES_Init(&AES_Parm);
AES_Crypto(&AES_Parm);
if(memcmp(out2,in,16))
{
    return 0x6D;
}

AES_Parm.Mode = AES_ECB;
AES_Parm.En_De = AES_ENCRYPT;
AES_Parm.in=in;
AES_Parm.inBytelen=16;
AES_Parm.key=key256;
AES_Parm.keyBytelen=32;
AES_Parm.iv=iv;
AES_Parm.out=out1+1;
AES_Init(&AES_Parm);
AES_Crypto(&AES_Parm);
if(memcmp(out1+1,ECB256_en,16))
{
    return 0x6D;
}

AES_Parm.Mode = AES_ECB;
AES_Parm.En_De = AES_DECRYPT;
AES_Parm.in=out1+1;
AES_Parm.inBytelen=16;
AES_Parm.key=key256;
AES_Parm.keyBytelen=32;
```

```
AES_Parm.iv=iv;
AES_Parm.out=out2;
AES_Init(&AES_Parm);
AES_Crypto(&AES_Parm);
if(memcmp(out2,in,16))
{
    return 0x6D;
}

AES_Parm.Mode = AES_CBC;
AES_Parm.En_De = AES_ENCRYPT;
AES_Parm.in=in;
AES_Parm.inBytelen=16;
AES_Parm.key=key256;
AES_Parm.keyBytelen=32;
AES_Parm.iv=iv;
AES_Parm.out=out1+1;
AES_Init(&AES_Parm);
AES_Crypto(&AES_Parm);
if(memcmp(out1+1,CBC256_en,16))
{
    return 0x6D;
}

AES_Parm.Mode = AES_CBC;
AES_Parm.En_De = AES_DECRYPT;
AES_Parm.in=out1+1;
AES_Parm.inBytelen=16;
AES_Parm.key=key256;
```

```
AES_Parm.keyBytelen=32;
AES_Parm.iv=iv;
AES_Parm.out=out2;
AES_Init(&AES_Parm);
AES_Crypto(&AES_Parm);
if(memcmp(out2,in,16))
{
    return 0x6D;
}
printf("aes_test is succsed!\r\n");
}
```

### iii. Appendix 3 HASH algorithm lib function call routine

//All data is in big-endian byte order, natural sequence

#### iii.1 HASH\_test

```
uint32_t SHA_test()
{
    uint8_t
in[16]={0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00};
    uint8_t
sha1_out[20]={0xE1,0x29,0xF2,0x7C,0x51,0x03,0xBC,0x5C,0xC4,0x4B,0xCD,0xF0,0xA1,0x5E,0x16,
0x0D,0x44,0x50,0x66,0xFF};
```

```
uint8_t sha224_out[28]=
{
0xF1,0x85,0xBD,0x39,0x9E,0x1B,0x65,0x96,0x42,0x86,0x2C,0xE0,0x59,0xE2,0x02,0xA1,0x9A,0xA8,
0x73,0xA1,0x02,0x94,0xCF,0x30,0xCA,0x5F,0x90,0xEB
};
uint8_t sha256_out[32]=
{
0x37,0x47,0x08,0xFF,0xF7,0x71,0x9D,0xD5,0x97,0x9E,0xC8,0x75,0xD5,0x6C,0xD2,0x28,0x6F,0x6D,
0x3C,0xF7,0xEC,0x31,0x7A,0x3B,0x25,0x63,0x2A,0xAB,0x28,0xEC,0x37,0xBB };
uint8_t sha384_out[48]=
{
0xAE,0x40,0x65,0x9D,0xA1,0x19,0x3C,0xDE,0xC8,0xDF,0x47,0x4B,0x5E,0x36,0x41,0x6A,0x82,0x47
,0x3B,0x83,0xD3,0x2D,0xBB,0xE1,0xDD,0x6D,0xF8,0xEC,0x94,0x99,0xD2,0x49,0x02,0xCA,0x08,0x
C3,0x34,0x87,0x6B,0xC8,0xE6,0x9E,0x81,0x8B,0xEE,0xCC,0x04,0x6A };
uint8_t sha512_out[64]=
{
0x0B,0x6C,0xBA,0xC8,0x38,0xDF,0xE7,0xF4,0x7E,0xA1,0xBD,0x0D,0xF0,0x0E,0xC2,0x82,0xFD,0x
F4,0x55,0x10,0xC9,0x21,0x61,0x07,0x2C,0xCF,0xB8,0x40,0x35,0x39,0x0C,0x4D,0xA7,0x43,0xD9,0x
C3,0xB9,0x54,0xEA,0xA1,0xB0,0xF8,0x6F,0xC9,0x86,0x1B,0x23,0xCC,0x6C,0x86,0x67,0xAB,0x23,0
x2C,0x11,0xC6,0x86,0x43,0x2E,0xBB,0x5C,0x8C,0x3F,0x27 };
uint8_t out[69];
uint8_t ret;
HASH_CTX ctx[1];
ctx->hashAlg = HASH_ALG_SHA1;
ctx->sequence = HASH_SEQUENCE_FALSE;

HASH_Init(ctx);
```

```
HASH_Start(ctx);
HASH_Update(ctx, in, 16);
HASH_Complete(ctx, out+1);
HASH_Close();
if (memcmp(out+1,sha1_out,20))
{
    return 0x5a5a5a5a;
}
else
{
    printf("SHA1-Test success\r\n");
}
ctx->hashAlg = HASH_ALG_SHA224;
ctx->sequence = HASH_SEQUENCE_FALSE;
```

```
HASH_Init(ctx);
HASH_Start(ctx);
HASH_Update(ctx, in, 16);
ret=HASH_Complete(ctx, out+1);
HASH_Close();
if (memcmp(out+1,sha224_out,28))
{
    return 0x5a5a5a5a;
}
else
{
    printf("SHA224-Test success\r\n");
}
```

```
ctx->hashAlg = HASH_ALG_SHA256;
ctx->sequence = HASH_SEQUENCE_FALSE;
HASH_Init(ctx);
HASH_Start(ctx);
HASH_Update(ctx, in, 16);
ret=HASH_Complete(ctx, out+1);
HASH_Close();
if(memcmp(out+1,sha256_out,32))
{
    return 0x5a5a5a5a;
}
else
{
    printf("SHA256-Test success\r\n");
}
ctx->hashAlg = HASH_ALG_SHA384;
ctx->sequence = HASH_SEQUENCE_FALSE;
```

```
HASH_Init(ctx);
HASH_Start(ctx);
HASH_Update(ctx, in, 16);
ret=HASH_Complete(ctx, out+1);
HASH_Close();
if(memcmp(out+1,sha384_out,48))
{
    return 0x5a5a5a5a;
}
```

```
else
{
    printf("SHA384-Test success\r\n");
}

ctx->hashAlg = HASH_ALG_SHA512;
ctx->sequence = HASH_SEQUENCE_FALSE;

HASH_Init(ctx);
HASH_Start(ctx);
HASH_Update(ctx, in, 16);
ret=HASH_Complete(ctx, out+1);
HASH_Close();
if(memcmp(out+1,sha512_out,64))
{
    return 0x5a5a5a5a;
}
else
{
    printf("SHA512-Test success\r\n");
}
}
```

### iii.2 HASH\_single\_test

```
uint32_t HASH_single_test(void)
{
    uint32_t ret;
```

```
uint8_t in[48]=
{
0x1C,0xBB,0x9F,0x4A,0x43,0x6A,0xAD,0x81,0xFE,0x4F,0x52,0x4A,0x0A,0x76,0x22,0xC8,0x4F,0x9
0,0x18,0x30,0xA4,0xD2,0x8C, 0x6A,0xC3,0x40,0xA0,0xBD,0x0A,0x6A,0x37,0x18,0x8D,0x19, 0x9D,
0xE5, 0xCB,0x84,0xA3,0xFC,0x39,0xDE,0x8C,0xD6,0xFC,0x2F, 0xC8,0x88};//字节大端
:
uint8_t out[32];

uint8_t sha256_out[32]=
{
0xE2,0xE4,0x2C,0x8A,0x01,0x1A,0xE7,0x98,0x67,0x74,0x93,0xAF,0x9D,0x65,0x99,0xB3,0xA1,0x68,
0x8B,0x5A,0xF1,0x32, 0x3D,0x5B,0xFF,0xFB,0x12,0x30,0x94,0xE4,0x81,0xDD};

ret=SHA256_Hash(in,48,out);
if(ret!=SHA256_Hash_OK)return 0x5A5A5A5A;
if(memcmp(out,sha256_out,32))
{
    return 0x5a5a5a5a;
}
else
{
    printf("SHA256-Test success\r\n");
}
return 0;
}
```

### iii.3 Hash\_substep\_test

```
uint32_t Hash_substep_test(void)
```

```
{  
    uint8_t hash256_fixin[48*3]=  
    {  
        0x56,0x9F,0x3E,0x6A,0x8A,0x28,0x10,0x1D,0xE0,  
        0x67,0xD9,0x15,0x27,0xB7,0xE1,0x89,0x7D,0x35,  
        0x1D,0xDE,0xF2,0x1F,0x12,0x60,0x4B,0x8E,0x23,  
        0x82,0x57,0x0B,0x54,0x59,0xFB,0xE7,0xE9,0x41,  
        0xD3,0x93,0x7B,0x68,0xCA,0x04,0xD6,0x16,0x54,  
        0x88,0xBE,0xC5,0x4C,0x61,0x14,0x35,0xA1,0x80,  
        0x58,0xBE,0x48,0x1A,0x97,0x8D,0xA9,0x67,0x04,  
        0xE8,0x89,0x00,0xE7,0x3E,0x6E,0xAA,0x2B,0x7A,  
        0x94,0x86,0x21,0x19,0x00,0xF0,0xA9,0x95,0xE5,  
        0x08,0x62,0xC4,0xB6,0xF3,0x37,0x71,0xD4,0x66,  
        0x38,0x6F,0x7D,0x4C,0xE5,0x84,0xE3,0x10,0x61,  
        0x88,0x6D,0x56,0x2F,0x1A,0x14,0x52,0x11,0x4E,  
        0x59,0x7A,0xF6,0xEB,0x05,0xD1,0x59,0x85,0xA7,  
        0x0A,0x2C,0x1F,0x97,0xB4,0xA9,0xD8,0xF7,0xBC,  
        0x2D,0xE8,0x4F,0xC1,0xE6,0x4C,0x18,0x5F,0xF6,  
        0x1F,0x71,0x3C,0xBF,0xD2,0x42,0x1A,0x16,0xBB  
    };  
    uint8_t out[32];  
    uint8_t hash256_fixout[32]=  
    {  
        0xFA,0xE9,0x77,0xDB,0x34,0x0F,0x40,0x2A,0xE3,0x38,0x5A,0x54,0xB5,0x9F,0x39,0xDF,0x49,0x7  
        7,0x59,0x4E,0xEB,0x4F,0x02,0xBD,0x36,0xED,0xA2,0xDF,0x35,0x4A,0xB0,0x76  
    }  
}
```

```
};  
uint32_t i,byteLen=48;  
HASH_CTX ctx[1];  
ctx->hashAlg = HASH_ALG_SHA256;  
ctx->sequence = HASH_SEQUENCE_TRUE;  
HASH_Init(ctx);  
HASH_Start(ctx);  
  
for(i=0;i<3;i++)  
{  
    HASH_Update(ctx,hash256_fixin+i*byteLen,byteLen);  
}  
HASH_Complete(ctx, out);  
HASH_Close();  
if (memcmp(out,hash256_fixout,32))  
{  
    printf("hash256-FIX-Test fail\r\n");  
    return 0x5A5A5A5A;  
}  
else  
{  
    printf("hash256-FIX-Test success\r\n");  
}  
return 0;  
}
```

## iv. Appendix 4 RNG algorithm lib function Call Routine

### iv.1 Prng

```
uint32_t Prng_test(void)
{
    uint32_t seed1[5]={0x00000001,0x08704706,0xb89a7076,0xe54189fe,0x97720802};
    uint32_t rand1[9]={0x6E8A2B4E,0xE8A8883B,0x05377FDE,0x74A971A9,0xEAD3443A,
0x272DD5BA ,0xDF08142A ,0x54003866 ,0x069DEA21 };
    uint32_t result[9];
    PseudoRandNumInit(seed1);
    GetPseudoRand_U32(result,9);

    if(Cmp_U32(result,9,rand1,9)!=Cmp_EQUAL)
    {
        return 0x5a5a5a5a;
    }
    else
    {
        printf("seed1 success\r\n");
    }
    return 0;
}
```

### iv.2 Trng

```
uint32_t TRNG()
```

```
{  
    uint32_t rand[32]={0},rand1[32]={0},rand2[32]={0};  
    GetTrueRand_U32(rand,32);  
    GetTrueRand_U32(rand1,32);  
    GetTrueRand_U32(rand2,32);  
    if(Cmp_U32(rand1,32,rand2,32)!=Cmp_EQUAL &&Cmp_U32(rand,32,rand2,32)!=Cmp_EQUAL  
        &&Cmp_U32(rand,32,rand1,32)!=Cmp_EQUAL)  
        printf("Rand successd!");  
    GetTrueRand_U8((uint8_t*)rand,32);  
    printf("Rand1 successd!");  
}
```

## v. Appendix SM4 algorithm lib function call routine

```
//All data is in big-endian byte order, natural sequence
```

```
uint32_t SM4_test()
```

```
{
```

```
    uint8_t
```

```
in[128]={0xD5,0xF4,0x34,0x4D,0x6A,0x09,0xBB,0xA6,0xCE,0xCD,0xDD,0x36,0x80,0xD4,0xB0,0x46,0xF1,0xDC,0xC7,0xB0,0xE6,0xA6,0xB4,0x4F,0x1D,0x04,0xCA,0xB4,0x33,0x34,0x28,0x1A,0xC5,0x6C,0xF3,0x9C,0xD6,0xB6,0xE2,0xA6,0x70,0xFE,0x00,0xAA,0x8E,0x69,0xAD,0x14,0x3A,0xE9,0xE6,0x7F,0xF3,0x0F,0xC7,0x29,0x51,0x20,0x4E,0xA4,0xEC,0x6A,0x62,0xCF,0x79,0xD8,0x14,0x05,0x36,0xC5,0x24,0x94,0x89,0x0E,0xC7,0x71,0xE3,0x6B,0xA7,0x2A,0xEB,0xFF,0x2C,0x1B,0xD9,0x2D,0xFA,0xE5,0x1F,0xAE,0xBB,0x1C,0x4F,0xE0,0x1E,0x40,0x39,0x61,0x1F,0xEF,0x53,0xDD,0x8A,0x58,0x5F,0x24,0xBA,0xF3,0x47,0x80,0xA7,0x70,0x4C,0x45,0x20,0xED,0x5F,0xA9,0x54,0x6B,0xCF,0xD6,0x97,0x83,0x25,0x3E,0x63,0x55};
```

```
    uint8_t
```

```
key[16]={0x4D,0x2F,0x9D,0xC2,0xF6,0xA7,0x1A,0xDB,0x3A,0x69,0x62,0x98,0x82,0x50,0xB4,0xCE};
```

```
    uint8_t
```

```
iv[16]={0x0D,0xF5,0x99,0x42,0xF8,0xB4,0x97,0x51,0x0D,0xF5,0x99,0x42,0xF8,0xB4,0x97,0x51};
```

```
    uint8_t
```

```
ECB_ENC[128]={0x4E,0xE1,0x96,0x3B,0x70,0x9A,0xED,0x7B,0x57,0x9B,0xDC,0x2E,0xDA,0xBB,0xC7,0xF7,0x38,0x59,0xB5,0xF2,0xED,0x6B,0x44,0x03,0x24,0x95,0x2B,0x1C,0xD9,0x24,0xAF,0xEE,0x63,0x2F,0x99,0x1E,0x1B,0xF4,0x82,0xDF,0x5A,0x66,0xA5,0x43,0x9C,0xE6,0x92,0xEC,0x66,0xDB,0xC1,0x88,0xAF,0xC0,0xB9,0xEB,0x8D,0xBB,0xEF,0x06,0x09,0x7E,0xDD,0x7A,0x3F,0xDA,0xFE,0x0A,0x30,0x8C,0xA8,0x56,0x6E,0x0C,0xEF,0x6A,0x16,0x85,0x46,0x9B,0x13,0x7C,0xC8,0xA7,0x39,0xAE,0xE3,0x60,0x4F,0x58,0x20,0x6D,0x76,0x5A,0xDA,0x13,0x4E,0xFA,0x28,0xF0,0xE1,0xD1,0x92,0
```

```
x02,0x69,0x86,0x3C,0x8F,0xA5,0x3A,0xAA,0xA9,0x60,0x11,0x15,0x25,0x15,0x56,0x23,0x12,0xE3,0x
B4,0x4B,0x36,0x2D,0xD5,0xAA,0x9A};
```

```
uint8_t
```

```
CBC_ENC[128]={0xC3,0xA6,0xC7,0x61,0x88,0x79,0xE6,0x7F,0x47,0xB5,0xEC,0x1E,0xB0,0x4E,0x1
A,0x45,0x8E,0x05,0x53,0x30,0xFA,0x73,0x81,0x16,0x38,0x1A,0x74,0x04,0x61,0x61,0xFA,0x41,0x4D
,0x48,0xCD,0xD4,0x73,0xE0,0x72,0x41,0xD0,0x2A,0x19,0x89,0x34,0xE8,0x64,0x81,0xB0,0xA4,0x98,
0x6F,0x27,0x94,0x0A,0xBA,0x8F,0x2B,0x54,0x9F,0xDB,0x50,0xAB,0x3A,0x87,0xFC,0x27,0x88,0xB
2,0x3F,0x6D,0x0E,0xA4,0xD9,0x20,0xF7,0x22,0xF6,0x4E,0x83,0x21,0x45,0x42,0x21,0x74,0xAD,0xF
4,0xA3,0x6B,0x55,0x0D,0xFF,0xF1,0xC5,0x20,0x69,0x44,0x6C,0x99,0x99,0xDB,0x79,0xE2,0x44,0x4
E,0xF5,0x2E,0x8B,0xC1,0xF2,0x88,0xA5,0xE9,0xBD,0x2B,0x1A,0xF1,0xB0,0xE6,0x2E,0x73,0xFC,0x
B4,0x38,0xF2,0x5D,0x3E,0x57};
```

```
uint8_t out1[130],out2[130];
```

```
SM4_PARM SM4_Parm={0};
```

```
SM4_Parm.Mode = SM4_ECB;
```

```
SM4_Parm.En_De = SM4_ENCRYPT;
```

```
SM4_Parm.in=in;
```

```
SM4_Parm.inBytelen=128;
```

```
SM4_Parm.key=key;
```

```
SM4_Parm.out=out1+2;
```

```
SM4_Init(&SM4_Parm);
```

```
SM4_Crypto1(&SM4_Parm);
```

```
if(memcmp(out1+2,ECB_ENC,128))
```

```
{
```

```
    return 0x6D;
```

```
}
```

```
SM4_Parm.Mode = SM4_ECB;
```

```
SM4_Parm.En_De = SM4_DECRYPT;
```

```
SM4_Parm.in=out1+2;
```

```
SM4_Parm.inBytelen=128;
SM4_Parm.key=key;
SM4_Parm.out=out2;
SM4_Init(&SM4_Parm);
SM4_Crypto1(&SM4_Parm);
if(memcmp(out2,in,128))
{
    return 0x6D;
}

SM4_Parm.Mode = SM4_CBC;
SM4_Parm.En_De = SM4_ENCRYPT;
SM4_Parm.in=in;
SM4_Parm.inBytelen=128;
SM4_Parm.key=key;
SM4_Parm.out=out1+2;
SM4_Parm.iv=iv;
SM4_Init(&SM4_Parm);
SM4_Crypto1(&SM4_Parm);
if(memcmp(out1+2,CBC_ENC,128))
{
    return 0x6D;
}

SM4_Parm.Mode = SM4_CBC;
SM4_Parm.En_De = SM4_DECRYPT;
SM4_Parm.in=out1+2;
SM4_Parm.inBytelen=128;
SM4_Parm.key=key;
```

```
SM4_Parm.out=out2;
SM4_Parm.iv=iv;
SM4_Init(&SM4_Parm);
SM4_Crypto1(&SM4_Parm);
if(memcmp(out2,in,128))
{
    return 0x6D;
}
printf("SM4_test is succeeded! \r\n");
}
```