

# Jumble



*by LordBaryhobal*

# Manual

## Contents

1 Introduction .....	2
2 Reference .....	3
2.1 SHA .....	3
2.2 MD .....	4
2.3 misc .....	5
2.4 base .....	7
2.5 utils .....	8

## 1 Introduction

This package provides several common hashing algorithms and other related functions. All functions are directly available in the package's namespace (i.e. no need to import sub-modules).

To use it, you can simply import the package as a whole:

```
#import "@preview/jumble:0.0.1"
...
#jumble.md5(msg)
```

or import specific functions (or all):

```
#import "@preview/jumble:0.0.1": md5
...
#md5(msg)
```

## 2 Reference

### 2.1 SHA

- sha1()

#### 2.1.1 sha1

Secure Hash Algorithm 1

```
#bytes-to-hex(sha1("Hello World!"))
```

```
2ef7bde608ce5404e97d5f042f95f89f1c232871
```

#### Parameters

```
sha1(  
    message: str bytes,  
    iv: array  
) -> bytes
```

**message** str or bytes

Message to hash

**iv** array

Initial vector

Default: sha1-default-iv

## 2.2 MD

- md4()
- md5()

### 2.2.1 md4

Message Digest 4

```
#bytes-to-hex(md4("Hello World!"))
```

```
b2a5cc34fc21a764ae2fad94d56fadf6
```

#### Parameters

```
md4(  
    message: str bytes ,  
    iv: array  
) -> bytes
```

### 2.2.2 md5

Message Digest 5

```
#bytes-to-hex(md5("Hello World!"))
```

```
ed076287532e86365e841e92bfc50d8c
```

#### Parameters

```
md5(  
    message,  
    iv  
) -> bytes
```

## 2.3 misc

- hmac()
- ntlm()
- totp()

### 2.3.1 hmac

Hash-based Message Authentication Code

```
#bytes-to-hex(hmac("Key", "Hello World!"))
```

```
0bec6dbeb923f906fa3ec96433e00fa12fb91dec
```

#### Parameters

```
hmac(  
    key: str bytes,  
    message: str bytes,  
    hash-func: function,  
    block-size: number  
) -> bytes
```

**key** str or bytes

Hashing key

**message** str or bytes

Message to hash

**hash-func** function

Hashing function

Default: sha1

**block-size** number

Block size

Default: 64

### 2.3.2 ntlm

New Technology LAN Manager (aka. Windows password hash)

```
#bytes-to-hex(ntlm("Bellevue"))
```

```
f59d0692bf73b6381e85902a476f097b
```

#### Parameters

```
ntlm(password) -> bytes
```

### 2.3.3 totp

Time-based One-Time Password

```
#let epoch = datetime(
    year: 1970, month: 1, day: 1,
    hour: 0, minute: 0, second: 0
)
#let date = datetime(
    year: 2025, month: 1, day: 4,
    hour: 12, minute: 53, second: 30
)
#totp(
    b32-encode(bytes("YOUPI")),
    (date - epoch).seconds()
)
```

012345

#### Parameters

```
totp(
    secret: str bytes,
    time: int,
    t0: int,
    period: int,
    digits: int
) -> str
```

**secret** str or bytes

Secret key. Either bytes or a base32-encode value

**time** int

Current time (seconds since t0)

**t0** int

Time origin

Default: 0

**period** int

Code duration

Default: 30

**digits** int

Code length

Default: 6

## 2.4 base

- b32-decode()
- b32-encode()

### 2.4.1 b32-decode

Decodes a base32-encoded value

```
#str(b32-decode("LFHVKUCJ"))
```

```
YOUPI
```

#### Parameters

```
b32-decode(encoded: str) -> bytes
```

### 2.4.2 b32-encode

Encodes a value in base32

```
#b32-encode(bytes("YOUPI"))
```

```
LFHVKUCJ
```

#### Parameters

```
b32-encode(decoded: bytes) -> str
```

## 2.5 utils

- bin-to-int()
- bytes-to-hex()
- circular-shift()
- switch-endianness()
- utf8-to-utf16le()
- xor-bytes()
- z-fill()

### 2.5.1 bin-to-int

Converts an array of bits into an integer

```
#let bits = (0, 0, 1, 0, 1, 0, 1, 0)  
#bin-to-int(bits)
```

42

#### Parameters

`bin-to-int(bin: array) -> number`

**bin** array

Bit array

### 2.5.2 bytes-to-hex

Converts a byte array to a hexadecimal string

```
#let b = bytes((0xfa, 0xca, 0xde))  
#bytes-to-hex(b)
```

facade

#### Parameters

`bytes-to-hex(bytes: bytes) -> str`

### 2.5.3 circular-shift

Rotates a number to the left (wrapping the leftmost bits to the right)

```
#let a = 42  
#let b = circular-shift(a, n: 20)  
#let c = circular-shift(b, n: 11)  
#b, #c
```

44040192, 21

#### Parameters

`circular-shift(  
 x: number,  
 n: number  
) -> number`

**x** number

Number to rotate

**n** number

Shift amount

Default: 1

## 2.5.4 switch-endianness

Switches the endianness of the given value (32-bit integer)

### Parameters

`switch-endianness(value: number) -> number`

## 2.5.5 utf8-to-utf16le

Converts a UTF-8 string to UTF-16LE

### Parameters

`utf8-to-utf16le(string: str) -> bytes`

## 2.5.6 xor-bytes

Applies the XOR operation between two byte arrays

```
#let a = bytes((0b010, 0b011))
#let b = bytes((0b011, 0b010))
#array(xor-bytes(a, b)).map(
  b => z-fill(str(b, base: 2), 3)
)
```

("001", "010")

### Parameters

```
xor-bytes(
  bytes-a: bytes,
  bytes-b: bytes
) -> bytes
```

**bytes-a** bytes

First byte array

**bytes-b** bytes

Second byte array

## 2.5.7 z-fill

Pads a string with 0s on the left to reach a certain length

```
#z-fill("1011", 8)
```

```
00001011
```

### Parameters

```
z-fill(  
  string: str,  
  length: number  
) -> str
```