Problem 1 (10 points). Exercise 1.3 pp. 20-21. Please explain all of your answers. If the function cannot be used in the protocol, please give a concrete example of how one of the participants can exploit it to their advantage.

Problem 2 (5 points). Alice and Bob are high school friends. They decide to use the coin-flipping protocol (Prot. 1.1).

Alice decides to use the Java Random class as a random number generator. Alice was born on May 5th so 5 is her favorite number. She uses it as the seed for the random number generator: `new Random(5)` and then calls `nextLong()` to get a random long integer. She applies the agreed-upon one-way function $f$ to the generated long integer and the protocol proceeds as specified.

Please explain why Alice may be giving Bob an unfair advantage. You may refer to the description of the Java Random class. What should she change to fix the problem? Please explain (briefly) why the fix works.

Problem 3 (4 points). Exercise 2.6 p. 52.

Problem 3 (10 points). Exercise 2.10 p. 52. Give the exact sequence of messages.