Labtainer Lab Designer User Guide

Fully provisioned cybersecurity labs

February 19, 2021

Contents

1 Introduction

This manual is intended for use by lab designers wanting to create or adapt cybersecurity labs to use the Docker container-based lab framework known as "Labtainers". The Labtainer framework is designed for use with computer and network security laboratory exercises targeting Linux environments, and it is built around standard Linux Docker containers. A Labtainer exerciese may include multiple networked components, all running locally on a student's computer, but without the performance degredation associated with running multiple virtual machines.

While most Labtainer exercises focus on exploring concepts via the Linux command line – GUI based applications, e.g., browsers and Wireshark are also supported.

1.1 Benefits of Labtainers

Deploying cybersecurity labs using this framework provides three primary benefits:

1. The lab execution environment is controlled and consistent across all student computers regardless of the Linux distribution and configuration present on individual student computers. This allows each lab designer to control which software packages are present, the versions of libraries and specific configuration settings, e.g., /etc file values. These configurations may vary between labs, and they may vary between multiple computers in a single lab.

2. Assessment of student lab activity can be automated through a set of configuration files that identify expected results, thus relieving lab instructors from having to individually review detailed lab results.

3. Labs may be automatically "parameterized" for each student such that students cannot easily copy results from another student or from internet repositories.

Labtainers provide the advantages of a consistent execution environment without requiring an individual Virtual Machine (VM) per lab, and without requiring all labs to be adapted for a common Linux execution environment. These benefits can be realized whether or not labs are configured for automatic assessment, or are parameterized for each student.

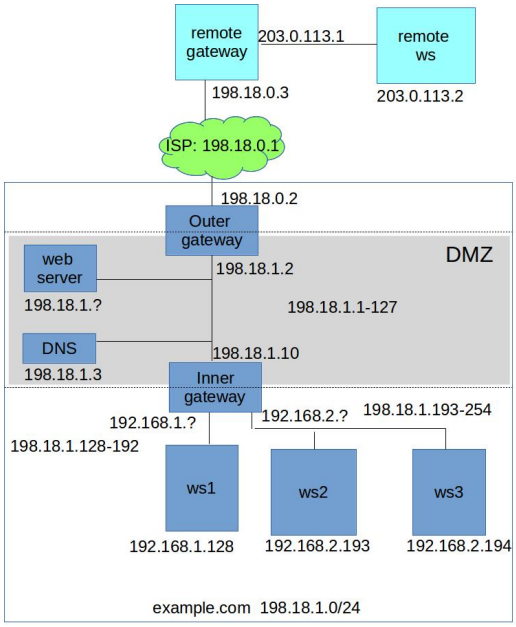

Figure 1: Example Labtainers network topology

Exercises that include multiple networked computers illustrate an advantage of using containers over VMs, namely, containers require significantly less resources than do VMs. A student laptop that struggles to run two or more VMs can readily run multiple containers simultaneously, as shown in this 50 second demonstration: `https://youtu.be/JDV6jGF3Szw`

Lab designers enhance labs to include automated assessment using directives built into the famework. For example, ten rather simple directives can evaluate the following question regarding student work on a lab depicted in Figure 1:

"Was there any single iptables configuration during which the student used nmap to demonstrate that:

- The remote workstation could reach the HTTPS port but not the SQL port, and,
- The local workstation could reach the HTTPS port and the SQL port."

1.2 Obtaining the Labtainer development kit

Installation of Labtainers is described in the *Labtainer Student Guide*. which also includes instructions for installing an Ubuntu VM (if you do not already have a Linux system), and the Labtainer framework. If you already have Docker installed on a Linux system, reference the Student Guide for other dependencies.

The difference between the development kit and the standard Labtainer distribution is primarily the lab definition files, which are withheld from the general distribution for efficiency.

If you have a Labtainer installation (e.g., our pre-packaged VM), you can get the developer files by going to your labtainers directory, e.g., `~/labtainer/` and running `./update-designer.sh` [1] You may then want to logout and login again, or run a new `bash` shell because that script sets some environment variables.

It is suggested that you periodically run that update script to get the latest lab definition files, and to update framework software.

1.3 Content of this guide

This guide describes how to build new labs, but first, section 2 gives an overview of how students interact with Labtainers. The steps taken to create a new lab are provided in section 3, and the mechanics of defining the lab execution environment are in section 4.

Individualizing labs to discourage sharing of solutions is described in 5. Section 6 then describes how to define criteria to enable automated assessment of student work.

Networking considerations are described in 8. Section 9 covers the process of building, publishing and maintaining labs.

Strategies for creating mulit-user Labtainer exercises are discussed in section 12. Section 13 identifies limitations of the framework and section 14 includes application-specific notes, e.g., notes relavent to including Firefox in a lab.

Automated testing of labs is supported using our SimLab tool as described in Appendix A.

2 Overview of the student environment and workflow

Labtainers support laboratory exercises designed for Linux environments, ranging from interaction with individual programs to labs that include what appear to be multiple components and networks. Students see and interact with Linux computers, primarily via bash shell commands and GUI-based applications. In general, the Labtainer framework implementation is not visible

[1] The student password for the pre-packaged VM is "password123".

to the student, and the Linux environment as seen by the student is not noticeably augmented to support the framework.

Labtainers are intended for use on individual student computers, e.g., a laptop, or potentially a VM allocated to the student from within a VM farm. [2] The computer utilized by a student must include the Linux operating system, e.g., as a single VM. This Linux operating system, referred to herein as the *Linux host*, can be any distribution and version which supports Docker. Most students will use a Linux VM appliance that is pre-configured with Labtainers and Docker, and is available at our website.

It is suggested that the student's Linux host be a virtual machine that is not used for purposes requiring trust. Software programs contained in cybersecurity lab exercises are not, in general, trusted. And while Docker containers provide namespace isolation between the containers and the Linux host, the containers run as privileged processes.

Labtainer exercises can include networking to external hosts, e.g., a Windows VM running alongside the Linux host VM, as described in section 8.3.

Students initiate any and all labs from a single workspace directory on the Linux host. To perform a specific Labtainer exercise, the student runs a *labtainer* command from the Labtainer workspace, naming the lab exercise. This results in one or more containers starting up along with corresponding virtual terminals via which the student will interact with the containers. These virtual terminals typically present a bash shell. Each container appears to the student as a separate computer, and these computers may appear to be connected via one or more networks.

When a student starts a given exercise for the first time, the framework fetches Docker images from the Docker registry. Docker manages container images as a set of layers, providing efficient storage and retrieval of images having common components. The initial Labtainer installation step pulls a few baseline images (about 1.5 GB) from the public Docker registry, known as the *Docker hub*. Images for specific labs are pulled from the Docker hub by downloading only those additional layers required by that lab, and which had not been previously pulled from the hub. This is transparent to the student, other than waiting for downloads to complete.

After the student performs the lab exercise, artifacts from the container environments are automatically collected into an archive, (a zip file), that appears on the student's Linux host. The student forwards this archive file to the instructor, e.g., via email or a learning management system (LMS). The instructor collects student archive files into a common directory on his or her own Linux host, and then issues a command that results in automated assessment of student lab activity, (if the lab is designed for that), and the optional creation of an environment in which the instructor can review the work of each student. See the *Instructor Guide* for details of assessment functions.

Many cybersecurity lab exercises are assessed through use of reports in which students describe their activities and answer specific questions posed by the instructor. Labtainers are intended to augment, rather than supplant this type of reporting. The framework includes mechanisms for automating the collection of student lab reports into the artifact archive files that are collected by instructors.

3 Creating new labs

The most challenging and critical part of designing a new cybersecurity lab is the design of the lab itself, i.e., identifying learning objectives and organizing exercises to achieve those

[2] Labtainers can also support labs in which students collaborate (or compete) on shared infrastructure. Please see section 12 for information on multi-user environments. We have not yet created any multi-user labs.

objectives. The Labtainer framework does not specifically address any of that. Rather, the framework is intended to allow you to focus more time on the design of the lab and less time mitigating and explaining system administration and provisioning burdens you would otherwise place on students and instructors.

Labtainers includes a GUI for creating and maintaining labs. Alternately, you can create and maintain labs using the command line as described in 3.2. Each approach is summerized below.

3.1 GUI-based lab creation

The following step-by-step instructions create a simple lab having two computers, one of which contains a lab-specific program, and connected by a network. [3]

3.1.1 Start the labedit UI

Start the Labtainers Lab Editor using the `labedit` command from any directory, If the `labedit` command is not in your path, try logging out and back in (the `update-designer.sh` script should have added that to your path.)

The GUI resulting from `labedit` will initially open the `telnetlab`.

3.1.2 New lab creation

Select `File` / `New Lab` to create a new lab. Give the lab a name in the resulting dialog, and accept the default base configuration. (See 4.1 for a summary of the different base images.) A new container having the same name as the lab is initially created for the lab.

This simple lab that you have just created contains one container that does not yet include lab-specific files.

3.1.3 Test initial lab

You can test this simple container via `Run` / `Build & run`. **Note:** Popup menus will remain open while Labtainers builds and starts the lab. Depending on the lab, this may take some time. You will see a new virtual terminal opened with a title reflecting the name you have given your new lab. That terminal is connected to a simple Ubuntu computer, that is your running lab.

3.1.4 Stop the lab

Use `Run` / `Stop lab` to stop the lab.

3.1.5 Add a program to the container

Then right-click on the container name in the `Containers` pane and select `Open shell in container dir`, which will create a shell in the subdirectory used by Labtainers to determine what is to present on the container when it runs. Create an executable within that directory, e.g., a `hello_world.sh` script and make it executable.

Use `Build and run` to rebuild your lab and confirm the presence and function of the program that you added. Then stop the lab.

[3] These instructions assume you are familiar with basics of Unix command line and file operations. The UI allows you to avoid many command line operations, however you still must create and manage files that will be present in the lab.

3.1.6 Add a 2nd computer

Click the `Add` button above the `Containers` pane and provide a name for the new computer.

3.1.7 Add a network

Click the `Add` button above the `Networks` pane and provide a name for the network and give it a netmask of the form `xxx.xxx.xxx.xxx/yy`, e.g., `192.10.0.0/24`. Assign a gateway IP address (this is the address via which Docker communicates between the host and components on the network.) This should not be an IP address of any component on your virtual network. Do not modify any of the other network configuration values. Use the `Confirm` button to close the network dialog.

3.1.8 Connect computers to the network

Click each of the two containers in the `Containers` pane and use the `Networks Add` button to add the network to the container and assign it a unique IP address. Use the `Confirm` button to close the container dialogs.

Restart the lab and use `ifconfig` (or `ip addr`) on each computer to confirm IP address assignment and ping one computer from the other. Use `stop lab` to stop the lab.

3.1.9 Parameterize the lab

Edit your hello-world program to display a string literal called "REPLACEME". In the GUI click the "Parameterize" button, then click "Create". Give the parameter an identifier, select the initial container from the pulldown list, and enter the absolute path of the program file as it exists on the container, e.g., `/home/ubuntu/myprog.sh`[4]. Leave the operator as `RAND_REPLACE` and provide a range for the random values. In the symbol field, enter the `REPLACEME` string that you put in your program. Then build and run the lab and run the hello world program to observice the random value.

3.2 Command line lab creation

Typical steps for developing a new lab using the command line are:

1. Give the lab a name and create its computers using the `new_lab_setup.py` script, identifying the desired based container images;
2. Add software packages within a Dockerfile;
3. Define networks and connections to the lab computers in the lab's `start.config` file.
4. Populate the user's HOME directory and system directories with lab-specific files.

The remainder of this section covers the fist step and provides an example. The following section 4, covers the other three steps. After a lab is created, you can then optionally parameterize it per section 5 and/or define criteria for automated assessment per section 6

[4]Be sure to press Enter in the file name text field, otherwise the value you type will disappear.

3.2.1 Create the first lab computer

Labtainer exercises each have their own directory under the "labs" directory in the project repository. The first step in creating a new lab within the framework is to create a directory for the lab and then cd to it. The directory name will be the name used by students when starting the lab. It must be all lower case and not contain spaces.

```
cd $LABTAINER_DIR/labs
mkdir <new lab name>
cd <new lab name>
```

After the new lab directory is created, run the "new_lab_setup.py" script. [5]

```
new_lab_setup.py
```

This will create a set of template files that you can then customize for the new lab. These template files are referenced in the discussion below. The result of running `new_lab_setup.py` is a new labtainer lab that can be immediately run. While this new lab will initially only present you with a bash shell to an empty directory on a Linux computer, it is worth testing the lab to understand the workflow.

3.2.2 Testing the new lab

Once a new lab directory is created, and the new_lab_setup.py has been run, then you can test the new, (currently empty) lab. All student labs are launched from the labtainer-student directory. Lab development workflow is easiest if at least two terminals or tabs are used, one in the new lab directory, and one in the labtainer-student directory. So, open a new tab or window, and then:

```
cd $LABTAINER_DIR/scripts/labtainer-student
```

Then start the lab using the:

```
rebuild [labname]
```

command, where labname is the name of the lab you just created.

The `rebuild` command [6] will remove and recreate the lab containers each time the script is run. And it will rebuild the container images if any of their configuration information has changed. [7] This is often necessary when building and testing new labs, to ensure the new environment does not contain artifacts from previous runs. The progress of the build, and error messages can be viewed in the labtainer.log file. While developing, it is generally a good idea to tail this log in a separate terminal:

```
tail -f labtainer.log
```

[5] The `$LABTAINER_DIR` will have been defined in your .bashrc file when you installed Labtainers. It should point to the `labtainers/trunk` directory. You may need to start a new `bash` shell to inherit the environment variable.

[6] Previously named `rebuild.py`

[7] The build process may generate warnings in red text, some of which are expected. These include an unreferenced "user" variable and the lack of apt-utils if apt-get is used to install packages in Dockerfiles.

If the rebuild fails with a error reflecting a problem resolving hostnames, e.g., mirror.centos.com, please see 14.8.

Note the `rebuild` command is not intended for use by students, they would use the "labtainer" command. The rebuild utility compares file modification dates to Docker image creation dates to determine if a given image needs to be rebuilt. The rebuild may miss file deletions. Thus, if files are deleted, you must force the rebuild using the `-f` option at the end of the rebuild command. Also, addition of symbolic links will not trigger a rebuild. Rebuild references git modify dates (vice file modify dates).

Stop the lab with

```
stoplab
```

When you stop the lab, a path to saved results is displayed. This is the zip file that the student will forward to the instructor.

To test adding a "hello world" program to the new labtainer, perform the following steps:

- From the new lab directory window, cd `$LABTAINER_DIR/labs/[labname]/[labname]`
- Create a "hello world" program, e.g., in python or compiled C.
- From the labtainer-student window, run `rebuild [labname]`

You should see the new program in the container's home directory. If you run the program from the container, and then stop the lab with stoplab, you will see the stdin and stdout results of the program within the saved zip file.

The "hello world" program was placed in `$LABTAINER_DIR/labs/[labname]/[labname]`. The seemingly redundant "labname" directories are a naming convention in which the second directory names one of potentially many containers. In this simple example, the lab has but one container, whose name defaults to the lab name.

The following sections describe how to further alter the lab execution environment seen by the student.

3.2.3 Multiple containers

The `new_lab_setup.py` script can be used to create additional containers for use in the lab. For example, from your new lab directory:

```
new_lab_setup.py -a joe_computer
```

will create a second container for your lab, named "joe_computer". If you again run the rebuild script, you will see two virtual terminals, each connected to one of your two independent computers. Use

```
new_lab_setup.py -h
```

to view the operations available in that script.

The following sections describe how to configure the execution environments on your components, and how to define virtual networks connected to the components.

4 Defining the lab execution environment

A given lab typically requires some set of software packages, and some system configuration, e.g., network settings, and perhaps some lab-specific files. It can include multiple containers, each appearing as distinct computers connected via networks. The execution environment seen by a student when interacting with one of these "computers" is therefore defined by the configuration of the associated container.

Software packages are defined in each container's Dockerfile, described in the subsection below. That is followed by subsection 4.2 describing network definitions, (and other computer attributes) in the start.config file or GUI. The remaining subsections then described populating the user HOME directory and system directories, and methods for starting system services and miscellaneous environment settings.

Labtainer containers, by default, present students with a virtual terminal and a bash shell requiring no login. Alternate initial environments, including use of the login program, are described in section 4.7.

Section 4.9 describes how to allow students to share tools they've developed between different labs.

4.1 Docker files

A Labtainer-specific Dockerfile is placed in the new lab's "Dockerfiles" directory when the new lab is created. And additional Dockerfiles are added when the new computers are added via the GUI, or via `new_lab_setup.py -a` script. We use standard Docker file syntax, which is described at `https://docs.docker.com/engine/reference/builder/` The Dockerfile for container can be opened by clicking on the container and selecting the Docker tab.

Dockerfiles vary depending on the base configuration selected for the computer in the GUI, or using the `--base_name` option in the `new_lab_setup.py` script. The default `base` Dockerfile refers to a Labtainer image that contains the minimum set of Linux packages necessary to host a lab within the framework. The default execution environment builds off of a recent Ubuntu image.

Each container has its own Dockerfile within the

```
$LABTAINER_DIR/labs/[labname]/dockerfiles
```

directory. The naming convention for Dockerfiles is

```
Dockerfile.[labname].[container_name].student
```

The first line of each Dockerfile identifies the baseline Labtainer image to be pulled from the Docker Hub. Base images include:

- labtainer.base – Minimal Ubuntu system.
- labtainer.network – Networking packages installed and xinetd running, but network services not activated
- labtainer.network.ssh – Same as network, but with ssh active in the xinetd configuration.
- labtainer.centos – A CentOS server with systemd and the true "init" initial process.
- labtainer.lamp – A CentOS server with Apache, Mysql and PHP, (the LAMP stack)
- labtainer.firefox – An Ubuntu container with the Firefox browser.
- labtainer.wireshark – The labtainer.network with wireshark added.

- labtainer.java – An Ubuntu container with the Firefox browser and the open JDK.
- labtainer.kali – A Kali Linux system with the Metasploit framework.
- labtainer.metasploitable – The Metasploitable-2 vulnerable server.
- labtainer.bird – The Bird router (See the bird labs).
- labtainer.owasp – The firefox base with the OWASP zap toolset.
- labtainer.juiceshop – The OWASP vulnerable Juice Shop web server.

Refer to the Dockerfiles in `$LABTAINER_DIR/scripts/designer/base_dockerfiles` to see which software packages are included within each baseline image.

The Dockerfile is used to add packages to your container, e.g.,

```
RUN apt-get update && apt-get install -y some_package
```

You will also see "ADD" commands in the Docker file that populate the container directories with lab-specific files such as described in section 4.3.

4.2 Container definitions in start.config

This section is primarily for designers who use the command line, though GUI users may find the descriptions below to be helpful. The GUI provides interfaces for setting these configuration values, and includes tool-tip for most of them.

Most single container labs can use the automatically generated start.config file without modification. Adding networks to containers and defining users other than the default "ubuntu" user requires modification of the start.config file. The following describes the major sections of that configuration file. Most of the configuration entries can be left alone for most labs.

- GLOBAL_SETTINGS – These lab-wide parameters include:
  - GRADE_CONTAINER – Deprecated
  - HOST_HOME_XFER [dir name] – Identifies the host directory via which to transfer student artifacts, relative to the home directory. For students, this is where the zip files of their results end up. For instructors, this is where zip files should be gathered for assessment.
  - LAB_MASTER_SEED [seed] – The master seed string for this lab. It is combined with the student email address to create an instance seed that controls parameterization of individual student labs.
  - REGISTRY [registry] – The id of the Docker Hub registry that is to contain the lab images. This defaults to the registry value defined in the labtainers.config file.
  - BASE_REGISTRY [base_registry] – The id of the Docker Hub registry that contains the base image for the container. This defaults to the default registry per the labtainer.config file. See 9 for details on the use of this keyword.
  - COLLECT_DOCS [yes/no] – Optional directive to collect lab/docs content as part of student artifacts. These are then available to the instructor in the labtainer_xfer/[lab]/docs directory. Also see 4.6.
  - CHECKWORK [yes/no] – Optional directive to disable (set to "no") ability of student to check their own work from the labtainer-student directory.

- NETWORK [network name] – One of these sections is required for each network within the lab. The name is used within the start.config file to refer to the network. It is suggested that this name NOT be used in lab guides since it is not visible to students[8]. Where possible, name networks with their subnet mask, e.g., 10.1.0.0/24. In addition to providing a name for the network, the following values are defined for the NETOWRK:

  - MASK [network address mask] – The network mask, e.g., 172.25.0.0./24
  - GATEWAY [gateway address] – The IP address of the network gateway used by Docker to communicate with the host. Please note that to define a different network gateway for the component, you should use the `LAB_GATEWAY` parameter for containers. This GATEWAY field should not name the IP of any of your other components.
  - MACVLAN_EXT [N] – Optional, causes the Docker network driver to create and use a macvlan tied to the given Nth ethernet interface (in alphabetical order) that lacks an assigned IP address. The network device is expected to be on a "host-only" VM network. The VMM should disable the DHCP server on this network. The network adaptor itself needs to be placed in primiscous mode on the Linux VM, e.g., using "sudo ifconfig enp0s8 promisc." These types of interfaces can be used to communicate with external hosts, e.g., other VMs as described in 8.3
  - MACVLAN – Similar to MACVALN_EXT, except a macvlan will not be created unless the Labtainer lab is started as a multi-user lab as descrbed in 12.
  - IP_RANGE [range] – Deprecated

- CONTAINER [container name] – One of these sections is required for each container in the lab. Default values for container sections are automatically created by the `new_lab_setup.py` script. In addition to naming the container, the following values are defined:

  - TERMINALS [quantity] – The number of virtual terminals to open and attach to this container when a lab starts. If missing, it defaults to 1. Terminal titles are set to the bash shell prompt. A value of 0 suppresses creation of a terminal, and a value of -1 prevents the student from attaching a terminal to the container.
  - TERMINAL_GROUP [name] – All virtual terminals within the same group are organized as tabs within a single virtual terminal. Terminal group names can be arbitrary strings.
  - XTERM [title] [script] – The named script is executed in a virtual terminal with the given title. The system will change to the user's home directory prior to executing the script. The script should be placed in container _bin directory, i.e.,

    ```
    $LABTAINER_DIR/labs/[labname]/[container]/_bin
    ```

    If the title is "INSTRUCTIONS", no script is necessary and the instructions.txt file in the container home directory will be displayed.
  - USER [user name] – The user name whose account will be accessed via the virtual terminals. This defaults to "ubuntu."
  - PASSWORD [password] – The password for the user name whose account will be accessed via the virtual terminals. This defaults to the user name defined above.

[8] You may note several Labtainers labs failed to heed this advise.

– `[network name]` [ip address] – Network address assignments for each network (defined via a NETWORK section), that is to be connected to this container. A separate line should be entered for each network. The given ip address can be one of the following:

  * An IP address
  * An IP address with an optional MAC address assignment as a suffix following a colon, e.g., 172.25.0.1:2:34:ac:19:0:2.
  * An IP address with an optional clone offset, e.g., `172.25.0.1+CLONE` to cause each clone to be assigned an address from a sequence starting with the given address. Only intended for use with containers having the `CLONE` option described below.
  * Similar to the use of the `+CLONE` suffix, `CLONE_MAC` only takes effect if the lab is started in multi-user mode. When started with the `--workstation` switch, this directs the system to generate a MAC address whose last four bytes match those of the host network interface. When stated as a multi-user lab with all containers on one VM, e.g., the `--client_count` switch, then the allocated IP address is incremeted by one less than the clone instance number.
  * If `AUTO` is provided as the address, an address is chosen for you from the subnet range.

  Multiple IP addresses per network interface by appending a `:n` to the `network name`, e.g.,

```
MY_LAN:1 172.24.0.3
MY_LAN:2 172.24.0.4
```

– SCRIPT [script] – Optional script to provide to the Docker create command, defaults to "bash". This must be set to "NONE" for CentOS-based components, Ubuntu systemd components, or other images that run a true Linux init process.).

– ADD-HOST [host:ip — network] – Optional addition to the /etc/hosts file, a container may have multiple ADD-HOST entries. If a network name is provided, then every component on that network will get an entry in the hosts file.

– X11 [YES/NO] – Optional, defaults to NO. If YES, the container mounts the TCP socket used by the hosts X11 server, enabling the container to run applications with GUIs, e.g., browsers or wireshark. See sql-inject as an example. See the Notes section (14) at the end of this manual for tips on using Firefox and Wireshark.

– CLONE [quantity] – optional quantity of copies of this container to create. Each copy is assigned a monotonically increasing integer starting with one, and this value can be used for the network address as describe above, and within parameterization as described in section 5. This option is not intended for use in creating multi-user labs.

– NO_PULL [YES/NO] – Use a local instance of the container image rather than pulling it from the Docker hub.

– LAB_GATEWAY – Optional IP address of the component's default network gateway. If set, this will replace the default Docker gateway. Students can toggle between gateways by using the togglegw.sh command, e.g., to enable communication with the host VM or the internet[9]. This option will also replace the components resolv.conf with the given IP and will cause the static route to the `my_host` address to be deleted.

[9]This replaces use of the set_default_gw.sh script from within fixlocal.sh scripts

- NO_GW [YES/NO] – Disable the Docker default gateway, preventing network communication with the host or external devices.
- REGISTRY [registry] – The id of the Docker Hub registry that is to contain the lab images. This overrides the value set in the GLOBAL section.
- BASE_REGISTRY [base_registry] – The id of the Docker Hub registry that contains the base image for the container. This defaults to the default registry per the labtainer.config file.
- THUMB_VOLUME – Optional arguments to a mount command that will be executed in a GNS3 environment when the student selects `insert thumb drive` from a component menu. **NOTE:** Use of this option will cause the host `/dev` directory to be shared with the container. This allows the container to perform all kinds of mischief.
- THUMB_COMMAND – Optional command that will run prior mounting the THUMB volume defined above.
- THUMB_STOP – Optional command that will run when the container is stopped under GNS3.
- PUBLISH [publish] – Optional arguments to the Docker `--publish` argument for making container ports visible at the host interface. For example, a value of

  ```
  127.0.0.1:60022:22/tcp
  ```

  will bind host port 60022 to container port 22.
- HIDE [hide] – If YES, the associated node will be hidden in GNS3 environments when the `--student` option if
- NO_PRIVILEGE – If YES, the container runs without Docker privilege.
- MYSTUFF – if YES, the directory at `labtainerstudent/mystuff` is shared with the container in `/home/<user>/mystuff.` used.
- MOUNT [hostv:containerv] – Intended for use with licensed software installations, e.g., IDA Free, will cause a directory located at:

  ```
  ~/.local/share/labtainers/[hostv]
  ```

  at a mount point on the container at:

  ```
  ~/[containerv]
  ```

  The purpose is allow that host directory to be reused across labs to avoid re-installing licensed software, i.e., something where the student takes a distinct action to acknowledge a license.

A simple example of a two-container lab with network settings in the start.config file can be found in

```
$LABTAINER_DIR/labs/telnetlab
```

Entries in the start.config file can be parameterized as described in section 5, e.g., to allocate random IP addresses to components.

4.3 Lab-specific files in the student's home directory

Files that are to reside relative to the student's $HOME directory are placed in the new lab container directory. For example, if a lab is to include a source code file, that should be placed in the lab container directory. The file will appear in the student's home directory within the container when the container starts. The lab container directory is at:

```
$LABTAINER_DIR/labs/[labname]/[container name]
```

The container name in labs with a single container matches the labname by default.

All files and directories in the lab container directory will be copied to the student's HOME directory except for the _bin and _system directories. Each initial Dockerfile from the templates include this line:

```
ADD $labdir/$lab.tar.gz $HOME
```

to accomplish the copying. Except as noted below, Dockerfiles should not include any other ADD commands to copy files to the HOME directory.

4.3.1 Large or numerous files in the home directory

If there are large sized, or a high quantity of files that are to be placed relative to a container home directory, those should be placed into a "home_tar" directory at:

```
$LABTAINER_DIR/labs/[labname]/[container_name]/home_tar/
```

Use of this technique prevents these files from being collected as student artifacts, which otherwise include copies of everything relative to the home directory [10]. This can save considerable time and space, e.g., on the instructor's computer that must collect all student artifacts. The individual files should exist in the home_tar directory, and the framework automatically creates the tar file for transfer to the Docker image, (and will do so if an existing tar file is older than any file in the directory). Manifests can be used for the home_tar content as described in 9.3.1. You can force collection of selected files from the home_tar by putting the filename into a file at:

```
$LABTAINER_DIR/labs/[labname]/[container_name]/_bin/noskip
```

Files whose basenames match any found in `noskip` will be collected.

Alternately, a file at /var/tmp/home.tar will be expanded into the user home directory. Use the Docker `COPY` directive to place a file here. See the

```
$LABTAINER_DIR/scripts/designer/base_dockerfiles/Dockerfile.labtainer.firefox
```

for an example. These files will not be collected unless they are newer than the original file, or if the base file name appears in the `noskip` list described above.

[10] Actually, we only collect files whose modify dates are more recent than the container, so use of home_tar is not as important as it previously was.

4.4 Lab-specific system files

All files in the

```
$LABTAINER_DIR/labs/[labname]/[container name]/_system
```

directory will be copied to their corresponding paths relative to the root directory. For example, configuration files for /etc should appear in _system/etc/.

The initial Dockerfile from the templates include this line:

```
ADD $labdir/sys_$lab.tar.gz /
```

to accomplish the copying. If a lab contains a large quantity of system files, or large files, those can be placed into the directory named:

```
$LABTAINER_DIR/labs/[labname]/[container name]/sys_tar
```

either as individual files, or in a "sys.tar" archive. In the former case, the framework will automatically create the sys.tar file. This technique can save time in building lab images because the files do not need to be archived for each build.

In general, files modified and maintained by the designer should go into the _system directory while static system files should go into the sys_tar directory.

NOTE: CentOS systems do not have a `/bin` directory, that is actually a link. If you create a `_system/bin` directory for the lab, that will trash the `/bin` link and result in an obscure Docker build error.

4.5 System services

The general Docker model is that a single Docker container runs a single service started via the ENTRYPOINT command, with logging being forwarded to the host. Labtainers disregards this model because our goal is to make a container look more like a Linux system rather than a conformant Docker container. Labtainer Dockerfiles for Ubuntu and Centos containers use systemd based images that run the /usr/sbin/init process. [11] The labtainer.network configuration of the baseline Dockerfile also starts xinetd, which will then fork services, e.g., the sshd, per the /etc/xinet.d/ configuration files.

Services should be added using `systemd` constructs. For those of us who often forget what those are, a simple web server service can be added to a container by unpacking this tar from the witin the container's directory:

```
tar -xf $LABTAINER_DIR/scripts/designer/services/web-server.tar
```

And enable the service in the `_bin/fixlocal.sh` file with:

```
echo $1 | sudo -S systemctl enable httpserver.service
echo $1 | sudo -S systemctl start httpserver.service
```

The centos-logs lab provides an example of forcing the student to login using the traditional login program, as described in section 4.7.

See section 14.9 for guidance on including 3rd party applications within your labs (e.g., ones that are not simply added to your container via package managers.)

[11] Now deprecated Ubuntu-based Labtainer Dockerfiles included an ENTRYPOINT command that launches a *faux_init* script that starts rsyslog, (so that system logs appear in /var/log), and runs rc.local.

4.6 Lab Text and Instructions for Students

Create a 'docs' directory in the [labname] directory if there isn't one there. This is where most textual information about the lab, as well as the lab manual, should be stored and modified. The 'about.txt' is an exception to this.

Use LateX to write and create PDF files in the docs directory. Look at other lab's docs directory on how to create a Makefile for the LateX file.

Display a message to the student before any of the lab virtual terminals are created by creating a `read_first.txt` in the 'docs' directory. Any text within the

```
$LABTAINER_DIR/labs/[labname]/docs/read_first.txt
```

file will be displayed on the Linux host in the terminal in which the student starts the lab.

- Any "LAB_MANUAL" string in that file will be replaced with the full path to a [labname].pdf file within that same docs directory. And "LAB_DOCS" is replaced by the path to the lab docs directory.
- One intended use is to prompt the student to open a PDF lab manual and perhaps read parts of it prior to continuing with the lab. Another intended use is to display the path to a reporting template that a student is to use for answering lab-specific questions and note taking.
- If the name of the symbols are prefaced by "file://", then the paths will display as links that can be opened via a right click.

An 'about.txt' file will be present in the 'config' directory of the lab. Any text inside will be displayed as a description to the lab when listed from running the 'labtainer' command in $LABTAINER_DIR/trunk/scripts/labtainer-student. This text will also appear when clicking on the logo in the GNS3 environment of Labtainers.

If the start.config file includes "COLLECT_DOCS YES", the content of the lab/docs directory will be included with the student artifacts and available extracted into the instructor's labtainer_xfer/[lab]/docs directory.

A deprecated feature that still exists in a tiny handful of labs: "Lab instructions for students can be displayed in a virtual terminal by placing an "instructions.txt" file within the home directory of one of the containers. Refer to existing labs for conventions."

4.7 Running programs in Virtual Terminals

Programs can be started automatically within virtual terminals using two methods. The first is the "XTERM" directive in the container section in the start.config file described in 4.2. That is intended for programs whose results are displayed within the virtual terminal, (see the plc lab for examples). The second method is intended for user authentication and for starting GUI based programs that will use the Linux host Xserver. If a file exists at:

```
$LABTAINER_DIR/labs/[labname]/[container name]/_bin/student_startup.sh
```

it will be executed from each virtual terminal created for the container. See the sql-inject lab and the centos-log lab examples, with the latter running the login program to require students

to login prior to getting a shell prompt. [12] Note that on CentOS systems, the student_startup.sh script will be executed twice: first as root and then as the default user. Use constructs such as the following to avoid repeating operations:

```
id | grep root >>/dev/null
result=$?
if [[ $result -eq 0 ]]; then
   # stuff to do as root
else
   # stuff to do as default user
fi
```

4.8 Final lab environment fixup

The initial environment encountered by the student is further refined using the optional _bin/fixlocal.sh script. The framework executes this script the first time a student starts the lab container. For example, this could be used to compile lab-specific programs afer they have been parameterized, (as described below in 5). Or this script could perform final configuration adjustments that cannot be easily performed by the Dockerfile. These scripts are per-container and reside at:

```
$LABTAINER_DIR/labs/[labname]/[container name]/_bin/fixlocal.sh
```

Note the fixlocal.sh script runs as the user defined in the start.config for the container, regardless of whether root is set as the user in the Dockerfile. The `fixlocal.sh` script is primarily intended for parameterizing labs. Other initialization and synchronization between multiple components should be performed as within any Linux system, e.g., via services or rc.local.
[13]

4.9 Persistent storage

Sequences of labs may benefit from a student's ability to employ tools they have developed within more than one lab. For example, a set of data analysis scripts initially developed for one lab may be a useful starting point when performing a subsequent, more advanced lab. You can provide students with persistent storage by defining the

```
MYSTUFF YES
```

attribute for a container in the start.config file. That will cause the associated container to have a directory at `$HOME/mystuff` which is mapped to the directory at `labtainer-student/mystuff` All labs that employ the `MYSTUFF` attribute will share the same directory. It is intended that at most one container in any given lab will use this directory. And it is suggested that these directories only be used for labs that anticipate evolving development of tools by the student.

Persistent storage is also provided for purposes of re-using licensed software across different labs. See the use of the `VOLUME` option in 4.2.

[12] On CentOS systems, copy the login program from labs/centos-log/centos-log/_system/sbin/login to your container's _system/sbin directory. The login program from Ubuntu works as is.

[13] Use of `sed -i ...` to modify configuration files (e.g., in etc), might result in overwriting symbolic links. Use `sed -i --follow-symlinks ...` to avoid that pit.

5 Parameterizing a lab

This section describes how to individualize the lab for each student to discourage sharing of lab solutions. This is achieved by defining symbols within source code or/and data files residing on lab containers. [14] The framework will replace these symbols with randomized values specific to each student. The `config/parameter.config` file identifies the files, and the symbols within those files that are to be modified. A simple example can be found in

```
$LABTAINER_DIR/labs/formatstring/formatstring/config/parameter.config
```

That configuration file causes the string `SECRET2_VALUE` within the file:

```
/home/ubuntu/vul_prog.c
```

to be replaced with a hexidecimal representation of a random value between 0x41 and 0x5a, inclusive.

This symbolic replacement occurs when the student first starts the lab container, but before the execution of the _bin/fixlocal.sh script. Thus, in the formatstring lab, the executable program resulting from the fixlocal.sh script will be specific to each student (though not necessarily unique).

5.1 Parameterization configuration file syntax

Symbolic parameter replacement operations are defined within the `config/parameter.config` file. Each line of that file must start with a `"<parameter_id> : "`, which is any unique string, and is followed by one of the following operations:

```
RAND_REPLACE : <filename> : <symbol> : <LowerBound> : <UpperBound>
  Replace a symbol within the named file with a random value within a given
  range.  The random value generator is initialized with the lab instance
  seed.

    where: <filename> - the file name (file must exist) where <symbol> is
                        to be replaced.  The file name is prefixed
                        with a container name and a ":", (the container
                        name is optional for single-container labs).
                        This may be a list of files, delimited by semicolons.
                        A file name of "start.config" will cause symbols
                        in the lab's start.config file to be replaced, e.g.,
                        to randomize IP addresses.
           <symbol> - the string to be replaced
           <LowerBound> and <UpperBound> specifies the lower and upper bound
                                        to be used by random generator
  example:

    some_parameter_id : RAND_REPLACE : client:/home/ubuntu/stack.c
        : BUFFER_SIZE : 200 : 2000
    (all one line) will randomly replace the token string "BUFFER_SIZE" found in
    file stack.c on the mylab.client.student container with a number ranging from
    200 to 2000
```

[14] An exception is the start.config file, which can be parameterized as described in the syntax description.

```
RAND_REPLACE_UNIQUE : <filename> : <symbol> : <LowerBound> : <UpperBound>
  Identical to RAND_REPLACE, except randomly selected values are never resused
  within any given upper/lower bound range.  This is intended for use on IP
  addresses, e.g., 198.18.1.WEB_IP.  It is suggested that random ranges be selected
  such that they do not intersect any non-random address allocations.

HASH_CREATE : <filename> : <string>
  Create or overwrite a file with a hash of a given string and the lab
  instance seed.
    where: <filename> - the file name that is to contain the resulting hash.
                        The file name is prefixed with a container name
                        and a ":", (the container name is optional for
                        single-container labs).
                        This may be a list of files, delimited by semicolons
                        The file name is is optionall, (in cases of a single
                        container).  This may be a
                        list of files, delimited by semicolons.
           <string> -   the input to a MD5 hash operation (after concatenation
                        with the lab instance seed)


    example:
      some_parameter_id : HASH_CREATE : client:/home/ubuntu/myseed
         : bufferoverflowinstance
    A file named /home/ubuntu/myseed will be created (if it does not exist),
    containing an MD5 hash of the lab instance seed concatentated with the
    string 'bufferoverflowinstance'.

HASH_REPLACE : <filename> : <symbol> : <string>
  Replace a symbol in a named file with a MD5 hash of a given string
  concatenated with the lab instance seed.
    where: <filename> - the file name (file must exist) where <symbol> is
                        to be replaced.  The file name is prefixed
                        with a container name and a ":", (the container
                        name is optional for single-container labs).
                        This may be a list of files, delimited by semicolons.
           <symbol> - a string that will be replaced by the hash
           <string> - a string contatenated with the lab instance seed and hashed

      example:
        some_parameter_id HASH_REPLACE : client:/root/.secret :
            ROOT_SECRET : myrootfile
      The string "ROOT_SECRET" in file /root/.secret will be replaced with an MD5 hash
      of the concatenation of the lab instance seed and "myrootfile".

CLONE_REPLACE : <filename> : <symbol> : <ignored>
  Replace a symbol with the clone instance number of a container per the CLONE option
  in the start.config file.  This is intended for use in providing instance-
  unique values on cloned containers, e.g., to assign a unique password to
  each container based on the clone number.  If the container has no clone
```

`instance number then the symbol is replaced with an empty string.`

The parameter_id fields may be referenced during the automated grading function, described below in section 6.3.

5.2 Synchronizing startup and parameterization

System initialization should generally occur as with any Linux based system, e.g., using rc.local or system services. You can enable rc.local by placing `RUN systemctl enable rc-local` in the Dockerfile. Parameterizing occurs subsequent to container "boot", but prior to running the fixlocal.sh script. The Ubuntu based images include a `waitparam.service` that delays reporting its initialization to systemd until parameterization has completed. That service is configured to run prior to rc.local. The service unit file is at:

```
trunk/scripts/designer/system/lib/systemd/system
```

If you have defined system services that should not start until parameterization has occurred, then add this to the `[Unit]` section of their service unit file:

```
After=waitparam.service
```

Note that if your `fixlocal.sh` script starts any such service, you must create a flag directory from within your `fixlocal.sh` script to unblock the waitparam.service. The following lines would achieve that:

```
PERMLOCKDIR=/var/labtainer/did_param
sudo mkdir -p "$PERMLOCKDIR"
```

5.3 Parameterizing start.config

Parameterizing of the start.config file occurs prior to Docker container creation. The framework modifies a copy of the file stored in `/tmp/start.config` and uses that when assigning attributes to containers, e.g., IP addresses. Currently only IP addresses within the start.config can be parameteterized (e.g., not user names).

5.4 Simple Parameterization for Checking Own-work

The simplest, though by no means robust, strategy for ensuring students have turned in their own work, (vice getting a zip file from a friend and simply changing the name of the file), is to individualize some file on one of the containers, and then check that file and the archive file names during grading. The framework does this automatically and reports on any student archive that does not seem to have originated from a Labtainer initiated with that student's email address.

5.5 Debugging parameterizing

The parameterization step occurs the first time each container is started. It occurs by running the .local/bin/parameterize.sh script on the container. Debugging output from the execution of this script can be found on the container in /tmp/parameterize*

Within the labtainer.log, you can see the step occur following the log entry that reads: "About to call parameterize.sh...". The parameterizing step is preceded by a copying of the files in the labtainer-student/lab_bin directory into the container.

6 Automated assessment of student labs

This section describes how to configure a lab for automated assessment of student work. Note the framework does not require automated assessment, e.g., the "results" of a lab may consist entirely of a written report submitted by the student. Support for automated collection of written reports is described in 4.6 and the use of COLLECT_DOCS in the start.config file.

The goal of automated assessment is to provide instructors with some confidence that students performed the lab, and to give instructors insight into which parts of a lab students may be having difficulty with. The automated assessment functions are not intended to standardize each student's approach to a lab, rather the goal is to permit ad-hock exploration by students. Therefore, lab designer should consider ways to identify evidence that steps of a lab were performed rather than trying to identify everything a student may have done in the course of the lab.

Automated assessment is achieved by first generating artifact files while the student works. That is described in the first subsection below. Next, artifacts within those files are identified as described in section 6.2. The values of the resulting artifacts are then compared to expected values, as per section 6.3.

6.1 Artifact files

The files from which artifacts are derived include persisent data, such as system logs and `.bash_history`, as well as timestamped snapshots of transitory data such as stdout of a program. Lab designers can also generate customized artifacts in response to student actions using scripts that automatically execute when selected programs or utilities are executed – or when selected files are accessed. The following paragraphs describe how these artifacts are generated.

The Labtainer framework use of timestamps allows designers to express temporal relationships between artifacts, and thus between events. For example, the designer can determine if two distinct artifacts were part of the same stdout stream. Or if artifacts in the stdout stream from one program were occuring during the invocation of a different program that generated other specific artifacts. The framework also can incorporate timestamps from standard log file formats, e.g., syslog, allowing the designer to determine if some logfile entry occurred during the invocation of a program whose stdout stream contains selected artifacts. As a more concrete example, the use of timestamps allows the designer to determine that a spcific web log record occurred during invocation of some program that produced a specific artifact.

6.1.1 Capturing stdin and stdout

Each time the student invokes a selected program or utility, the framework captures copies of standard input and standard output, (stdin and stdout) into timestamped file sets. This is transparent to the student. (Also see the following section for capturing program output other than stdout.) These timestamped file sets, selected system logs, and everything relative to the student's home directory, are automatically packaged when the student completes the lab. These packages of artifacts are then transferred to the instructor, (e.g., via email or a LMS), and ingested into the instructor's system where lab assessment occurs. Timestamped stdin and stdout files are captured in `$HOME/.local/result`

By default, stdin and stdout for all non-system programs is captured, e.g., the results of an "ls" command are not captured. The stdin and stdout of system programs[15] will be captured if the program names appear at the beginning of a line in the *treataslocal* file at

```
$LABTAINER_DIR/labs/[labname]/[container name]/_bin/treataslocal
```

[15]The "source" directive is not a system program, and should not be included in a treataslocal file.

The basename of the treataslocal entries are compared to the basename of each command. [16]

Non-system programs can be excluded from stdin/stdout capturing by including their names in a "ignorelocal" file in that same directory. [17]

The student commands are parsed to first account for the use of `sudo`, `time`, `python` or `python3`. The commands are also processed to account for the use of pipes and redirection.

6.1.2 Capturing program file output

Sometimes program file output is of interest to automated assessment, e.g., the program may not have useful stdout. The treataslocal entries can include optional output file identifiers that cause timestamped copies of specified files to be made whenever the named program terminates. If program file output from local programs is to be captured in timestamp files (in addition to the stdout and stdin), simply include those program names in the treataslocal file. These output file identifiers are of the form:

```
program    delim_type:delim_value
        where delim_type is one of:
            starts -- the output file name is derived from the
            substring following the given delim_value within the
            command line typed by the student.  For example,
            "dd starts:of=" for a command line of
            "dd in=myfs.img of=newfile" would yield an output
            file name of "newfile".

            follows -- the output file name is the command line
            token following the given delim_value.  For example,
            "myprogram follows:myprogram" for a command line of
            "myprogram outfile" would yield "outfile" as the output
             file name.

            file -- the delim_value is the output file name
```

The resulting timestamped files are located with the stdin and stdout files in .local/result

6.1.3 Bash History

The framework collects all student bash history into the `$HOME/.bash_history` and `/root/.bash_history` files. These files are available for reference as an artifact file.

6.1.4 System logs

All files referenced in the `results.config` file, (described below in section 6.2 will be collected into the artifact archive.

6.1.5 Capturing information about the environment

Some labs require the student to alter system configuration settings, e.g., using the sysctl command to affect ASLR. A *precheck.sh* script in:

```
$LABTAINER_DIR/labs/[labname]/[container name]/_bin
```

[16] In other words, if the treataslocal entry is: `usr/bin/nmap`, the path leading to nmap is ignored.

[17] These should not include path information, just the program name.

is intended to contain whatever commands are necessary to record the state of the system at the time a program was invoked. The stdout of the precheck.sh script is recorded in a timestamped *precheck.stdout* file. The timestamp of this file will match the timestamp of the stdin and stdout artifacts associated with the command that caused precheck.sh to run. The precheck.sh is passed in the full path of the program as an argument, thereby allowing the designer to capture different environment information for different commands.

As another example, consider the file-deletion lab *precheck.sh* script. It mounts a directory, lists its content, and unmounts it. This all occurs transparently to the student, and, in this example, helps confirm a specific file was in fact deleted at the time of issuing a command to recover deleted content from the volume.

In other situations, you may wish to capture environment information when selected commands are executed, even though you have no interest in stdin or stdout of those commands. For example, imagine you want to capture the file permissions of /usr/bin/tcpdump whenever that command is executed. This can be achieved by including /usr/bin/tcpdump in a list within a file at:

```
$LABTAINER_DIR/labs/[labname]/[container name]/_bin/forcecheck
```

and then include `ls -l /usr/bin/tcpdump` in the precheck.sh script. Note that the *forcecheck* list of programs must include the full path name. The *forcecheck* file can be used instead of a *treataslocal* file entry for those cases where stdin and stdout are not required for goal assessment. An example of the use of forcecheck can be found in the *capabilities* lab.

6.1.6 Capturing file access events

File creation, reading and modification events can be recorded using a combination of a `notify` file and an optional `notify_cb.sh` script at:

```
$LABTAINER_DIR/labs/[labname]/[container name]/_bin/
```

The `notify` file will name directory or file paths and the access modes of interest, one entry per line, having this format:

```
<file_path> <mode> [output file]
```

where the `file_path` is the absolute path to the file of interest, and `mode` is one of the following:

- `CREATE` Assumes the path is to a directory. This will capture any file or directory creation within the named directory.
- `ACCESS` will capture any read of the file named by the path.
- `MODIFY` will capture any write to the file named by the path.
- `OPEN` will capture any open of the file or directory named by the path.

The optional `output file` will be used for the timestamped filename of the output from the event (instead of the default `notify.stdout.YYMMDDHHMM` Each time an event occurs matching a criteria specified in the `notify` file, the `notify_cb.sh` script is invoked (if it exists), passing in the given path and access mode. The script is also provided with the most recent command issued by either the container user, or the root account (whichever is more recent). If there is no `notify_cb.sh` script, then the output consists of the file_path, the most recent command, and the associated user (e.g., root). See the `acl` lab for an example.

The output from the notify event is captured in timestamped files, just as those resulting from events described in Section 6.1.5. If the optional output file provided in the `notify` list

is given as `precheck`, then events resulting from program invocation, e.g., due to use of a `forcecheck` file, can be recorded in the very same timestamped file as events resulting from a `notify` file. In such cases, output from the former will preceed output from the latter within the file. The framework will append the `notify` output to any timestamped `precheck.stdout` file that was created up to two seconds prior to the `notify` event. Inclusion of both outputs into one timestamped file allows the designer to identify events that occured as part of a single program invocation. Again, see the `acl` lab for an example.

6.1.7 Generating results upon stopping the lab

The lab designer can cause a script to run on selected containers whenever the student stops a lab, or when a student issues the `checkwork` command per 6.4. This is achieved by creating an script or executable program at:

`trunk/labtainers/lab/<lab>/_bin/prestop`

The stdout of any such program will be written to a timestamped file named `prestop.stdout.timestamp` The framework ensures that all such scripts on all of the lab containers will complete prior to shutting down any of the containers, and all the timestamps will be the same. Note the Labtainers framework generally allows students to acheive their goals at any point in their exploration, and the labs typically do not require the student to leave the system in any particular state. In other words, students should be free to continue experimenting subsequent to getting the correct results. Thus, any use of the prestop feature, (other than for *current state assessment* per 6.4.1), should be accompanied by a lab manual entry advising the student that they may restart a lab after issuing the `stoplab` command. [18]

All `prestop` scripts will timeout after 30 seconds with a SIGTERM. For debugging support, please consider adding signal handling to your prestop scripts. For example, for a bash script, include:

```
trap "echo Timed out; exit" SIGTERM
```

6.1.8 Artifact archives

Artifacts from student labs are combined into a zip file that is placed in the student transfer directory, typically at `/labtainer/xfer/<labname>`. Students provide this file to their instructor for automated assessment, e.g., via email or an LMS.

Other uses for student artifacts are facilitated through use of a script named:

`labtainers/labs/<lab>/bin/postzip`

If such a script exists, it is executed after all of the student artifacts are zipped up. See the cyberciege lab for an example of postzip processing.

6.2 Artifact result values

The automated assessment functions encourage labs to be organized into a set of distinct "goals". For each goal, the lab designer identifies one or more specific fields or attributes of artifact files that could be compared to "expected" values. These lab-specific artifacts are identified within the configuration file at:

`labtainer/trunk/labs/<lab>/instr_config/results.config file`

[18] Perhaps a `goalsmet` type of command should be added that does nothing but record prestop results without actually stopping the lab?

Artifact files are identified in terms of:

1. The program that was invoked
2. Whether the artifact is in stdin or stdout or is program output (prgout) as descrbed in section 6.1.2
3. An explicit file name, either as an absolute path or relative to the user HOME directory. These are intended to be persistent log files, e.g., syslogs.

One or more properties of each artifact file are assigned symbolic names, referred to herein as *results*, which are then referenced in the goals.config file to assess whether results match expected values. Directives within the results.config file assign each result a value having one of three types:

- Boolean, e.g., did an artifact file contain a specific string or regular expression?
- String, e.g., the third space-delimited token on the first line containing the string "Audience says:"
- Numeric such as the quantity of lines in an artifact file, or the quantity of occurances of a string in an artifact file.

There are typically multiple instances of each result, each with its own associated timestamp. The framework automatically associates timestamps with results, thereby allowing the designer to express temporal relationships between results as introduced in section 6.1 The timestamp associated with any given result will be derived from different sources depending on the nature of the results.config directive:

- The timestamp of the artifact file. For example, each stdout artifact file name includes a timestamp reflecting when the program was invoked, (and its corresponding stdin file contains an entry reflecting when the program terminated).
- A timestamped entry from a log file, e.g., an entry in a web log, that matches criteria specified in the results.config directive.

6.2.1 Result field values

Directives within the results.config file each have the following format:

```
<result> = <file_id> : <field_type> : <field_id> [: <line_type> : <line_id>]
```

Fields are defined below.

- **result** The symbolic name of the result, which will be referenced in the goals configuration file. It must be alphanumeric, underscores permitted.
- **file_id** Identifies a single file, or the set of files to be parsed. The format of this id is:

  `[container_name:]<prog>.[stdin | stdout | prgout]`

  Where `prog` is a program or utility name whose stdin, stdout, or program output (prgout) artifacts will include timestamps. The optional `container_name` identifies the container hosting the file. Labs with a single container can omit this qualifier. Alternately, an explicit `file_path` is intended for log files of services that persist across multiple student operations. If the given path is not absolute, it is relative to the container user's home directory. The wildcard character '*' can be used in place of `prog`, i.e., *.stdin is for all stdin artifacts and *.stdout is for all stdout artifacts. Note prestop files are excluded from wildcard results.

- **field_type** The following `field_type`'s are used to identify fields within a selected line in the file, as determined by the `line_type` and `line_id` defined further below. Once the line is found, the `field_type` and the `field_id` locate the value within the line.
  - **TOKEN** Treat the line as space-delimited tokens
  - **PARENS** The desired value is contained in parenthesis
  - **QUOTES** The desired value is contained in quotes
  - **SLASH** The desired value is contained within slashes, e.g., /foo/
  - **SEARCH** The result is assigned the value of the search defined by the given `field_id`, which is treated as an expression having the syntax of pythons parse.search function. E.g., `frame.number=={:d}` would yield the frame number.
  - **GROUP** Intended for use with "REGEX" line types, the result is set to the value of the regex group number named by the `field_id`. Regular expressions and their groups are processed using the python re.search semantics.
- **line_type** Each of the above `field_type`'s require a `line_type` and `line_id` to locate the line within the file. The `line_type` value is one of the following:
  - **LINE** – The `line_id` is an integer line number (starting at one). Use of this to identify lines is discouraged since minor lab changes might alter the count.
  - **STARTSWITH** – the `line_id` is a string. This names the first occurrence of a line that starts with this string.
  - **HAVESTRING** – The `line_id` is a string. This names the first occurrence of a line that contains the string.
  - **REGEX** – The `line_id` is a regular expression. This names the first occurrence of a line that matches the regular expression. Also see the "GROUP" field_type.
  - **NEXT_STARTSWITH** – the `line_id` is a string. This names the line preceeding the first occurrence of a line that starts with this string.
  - **HAVESTRING_TS** – Intended for use with log files that have timestamped entries. Each entry containing the string identified in `line_id` will have its result stored as a timestamped value as if it came from a timestamped stdout or stdin file. See the snort lab for an example.
  - **REGEX_TS** – Similar to HAVESTRING_TS, but with REGEX semantics, including optional use of the GROUP `field_type`.
- **line_id** can be a parameterized value from the param.config file. Preface these with a "$".
- **field_type (without line_id)** The following `field_types` operate on the entire file, not just on selected lines. These entries will have no `line_type` or `line_id` fields.
  - **LINE_COUNT** – The quantity of lines in the file. Remaining fields are ignored.
  - **CHECKSUM** – The result value is set to the md5 checksum of the file.
  - **CONTAINS** – The result value is set to TRUE if the file contains the string represented in field_id.
  - **FILE_REGEX** – The result value is set to TRUE if the file contains the regular expression represented in field_id. The python findall function is used on the entire file. See the acl lab for an example of multi-line expressions.

- **LOG_TS** – Used with timestamped log files, this results in a timestamped set of boolean results with a value of TRUE for each log line that contains the string represented in the field_id.
- **FILE_REGEX_TS** Like LOG_TS, but uses regular expressions.
- **LOG_RANGE** – Similar to LOG_TS, except the timestamped entries are ranges delimited by the matching log entries.
- **RANGE_REGEX** – Similar to LOG_RANGE, except the string is treated as a regular expression when looking for matches.
- **STRING_COUNT**–The result value is set to the quantity of occurances of the string represented in field_id.
- **COMMAND_COUNT**-Intended for use with bash_history files, counts the occurances of the command given in the field_id. Commands are evaluatd considering use of sudo, time, etc.
- **PARAM** – The result value is set to nth parameter (0 is the program name), provided in the program invocation.
- **TIME_DELIM** – The timestamps of the named files are used to create a set of time ranges with periods between the timestamps of each file, e.g., for use in time_during goal operators. File identifiers should not include stdin or stdout qualifiers. The file identifier may be a list of container:file pairs separated by semicolons.

- **field_id** – An integer identifying the nth occurance of the field type. Alternately may be "LAST" for the last occurance of the field type, or "ALL" for the entire line (which causes the field type to be ignored). Or if field_type is SEARCH, the field_id is treated as the search expression. If field_type is "CONTAINS", the remainder of the line is treated as a string to be searched for. If field_type is "PARAM", the field_id is the 1-based index of the parameter whose value is to be assigned, and no other fields should be present. If field_type is "CHECKSUM", no other field is required.

6.2.2 Converting artifact file formats

Some artifact file formats are not easily referenced by results.config directives. For example, a browser history file in the .sqlite format is binary. Such files can be processed into a more convenient form through use of a script at:

```
$LABTAINER_DIR/labs/[lab]/instr_config/pregrade.sh
```

Modify or expand on the default pregrade.sh script. In general, the pregrade.sh script is expected to extract or convert data from an artifact file, and write it into a new file in the .local/results directory of the container. The `pubkey` lab has an example use of pregrade.sh.

6.3 Evaluating results

Results of student lab activity are assigned symbolic names by the results.config file as described above. These results are then referenced in the goals.config to evaluate whether the student obtained expected results. Most lab goals defined in the goals.config file will evaluate to TRUE or FALSE, with TRUE reflecting that the student met the defined goal. In addition to these binary goals, the designer can capture and report on quantities of events, e.g., the number of times a student ran a specific program. Once evaluated, a goal value may affect the value of subsequent goals within the goals.config file, i.e., through use of boolean expressions and

temporal comparisons between goals. The evaluated state of each goal can then contribute to an overall student assessment.

Student results may derive from multiple invocations of the same program or system utility. The framework does not discourage students from continuing to experiment and explore aspects of the exercise subsequent to obtaining the desired results. In general, Labtainer assessment determines if the student obtained expected results during any invocation of a program or system utility, or during a time period delineated by timestamp ranges described in 6.3.2. [19]

The goals.config file contains directives, each of which assigns a value to a symbolic name referred to as the `goal_id`. Each goal_id may have multiple instances of timestamped values, with their associated timestamp ranges inherited from results. Examples of assigning values to a goal_id include:

- A goal_id is automatically created for each boolean result from the results.config file. The timestamps are directlly inherited from the results.
- The value of a specific result is compared (e.g., do two strings match?) to a literal expected value. A boolean goal_id value is generated for each referenced result's timestamp.
- The value of a specific result is compared to a parameterized value generated from the student email address as described in section 5. A boolean goal_id value is generated for each referenced result's timestamp.
- A keyed hash of a specific result is compared to the keyed hash of an expected value – to avoid publishing the actual value of the expected result. See 6.3.3.
- Timestamps and boolean values of two different goal_id's are compared. For example, "was a TRUE value for `result A` generated while a TRUE value for `result B` was being generated?" A boolean goal_id is generated for each timestamp range of `result B` within which falls at least one `result A` timestamp.
- A boolean expression consisting of multiple `goal_id`'s and boolean operators such as OR, AND, NOT_AND. A boolean goal_id is generated for each timestamp range for which there is an instance of every goal_id named in the expression.

6.3.1 Goal definitions

The following syntax defines each goal within the goals.config file. While the syntax may appear complex, most goals can be expressed simply as can be seen in section 6.6 and in the Labtainer exercises distributed with the framework.

```
<goal_id> = <type> : [<operator> : <resulttag> : <answertag> | <boolean_expression>
            | goal1 : goal2 | <resulttag> | value : subgoal_list]
  Where:
    <goal_id> - An identifer for the goal. It must be alphanumeric
                (underscores permitted).
    <type> - must be one of the following:
         matchany    - Results from all timestamped sets are evaluated.
                       If the answertag names a result, then both that
                       result and the resulttag must occur in the same
                       timestamped set.  The 'matchany' goals are treated
```

[19] In those cases where the student is required to obtain the expected results during the final invocation of a program, the *matchlast* goal type may be specified as described below.

```
                as a set of values, each timestamped based on the
                timestamp of the reference resulttag.

matchlast   - only results from the latest timestamped set are
                evaluated.
matchacross - The resulttag and answertag name results.  The
                operator is applied against values in different
                timestamped sets.  For example, a "string_diff"
                operator would require the named results to have
                at least two distinct values in different
                timestamped sets.  Note: 'matchacross' cannot
                be used within the boolean expression defined below.
boolean     - The goal value is computed from a boolean expression
                consisting of goal_id's and boolean operators, ("and",
                "or", "and_not", "or_not", and "not"), and parenthisis
                for precedence.  The goal_id's must be from goals defined
                earlier in the goals.config file, or boolean results
                from results.config.  The goal evalutes to
                TRUE if the boolen expression evaluates to TRUE for any
                of the timestamped sets of goal_ids, (see the 'matchany'
                discussion above).  The goal_id's cannot include any
                "matchacross" goals.  NOTE: evaluation is within
                timestamped sets.  If you want to evaluate across
                timestamps, use the count_greater_operator below.
count_greater The goal is TRUE if the count of TRUE subgoals in the
                list exceeds the given value.  The subgoals are
                summed across all timestamps.  The subgoal list is
                comma-separated within parenthesis.
time_before - Both goal1 and goal2 must be goal_ids from previous
                matchany, or boolean values from results.config
                A timestamped goal is created for each goal2
                timestamped instance whose timestamp is proceeded
                by a goal1 timestamped instance. The goal for that
                timestamp will be TRUE if the goal2
                instance is TRUE, and at least one of the goal1
                instances is TRUE. These timestamped goals can
                then be evaluated within boolean goals.
time_during - Both goal1 and goal2 must be goal_ids from previous
                matchany goal types, or boolean values from
                results.config.  Timestamps include a start and end
                time, reflecting when the program starts and when it
                terminates.  A timestamped goal is created for each
                goal2 range that encompasses a goal1 timestamp.
                The goal for that timestamp will be TRUE if the
                goal2 instance is TRUE, and at least one goal1 instance
                is TRUE. These timestamped goals can then be
                evaluated within boolean goals.
time_not_during Similar to time_during, but timestamped goals are
                always created for each goal2.  Each such goal is True
                unless one or more goal1 times occur within a True goal2
```

```
                    range.
        execute     - The <operator> is treated as a file name of a script to
                      execute, with the resulttag and answertag passed to the
                      script as arguments.  The resulttag is expected to be
                      one of the symbolic names defined in the results.config
                      file, while the answertag is expected to be a literal
                      value or the symbolic name in the parameters.config file
                      Note: the answertag cannot be a symbolic name from
                      results.config
        count       - If the remainder of the line only includes a resulttag,
                      then the goal value is assigned the quanity of
                      timestamped files containing the given resulttag.
                      Otherwise the goal value is assigned the
                      quantity of timestamped files having results
                      that satisfy the given operator and arguments.
        value       - The goal value is assigned the given resulttag value from
                      the most recent timestamped file that contains the resulttag.

<operator> - the following operators evaluate to TRUE as described below:
   string_equal -  The strings derived from <answertag> and <resulttag>
                     are equal.
   hash_equal -    The resulttag value is hashed using the Lab Master Seed
                     defined in the start.config.  That is compared with
                     the answertag, which should have been generated by
                     the hash-goals.py utility (see below).
   string_diff -   The strings derived from <answertag> and <resulttag>
                     are not equal.
   string_start -  The string derived from <answertag> is at the start of
                     the string derived from <resulttag>.
           example:  answertag value = 'MySecret'
                     resulttag value = 'MySecretSauceIsSriracha'
   string_end -    The string derived from <answertag> is at the end of
                     the string derived from <resulttag>.
           example:  answertag value = 'Sriracha'
                     resulttag value = 'EatMoreFoodWithSriracha'
   string_contains The string derived from <answertag> is contained within the
                     string derived from <resulttab>.
   integer_equal - Integers derived from <answertag> and <resulttag>
                     are equal.
   integer_greater - The integer derived from <answertag> is greater than
                       that derived from <resulttag>.
   integer_lessthan- The integer derived from <answertag> is less than
                       that derived from <resulttag>
   <executable_file> - If the type is 'execute' then <operator> is a filename of
                       an executable.

<resulttag>  -- One of the symbolic names defined in the results.config file.
                The value is interpreted as either a string or an integer,
                depending on the operator as defined above.  Alternately,
                for integer operators within matchany types,  this
```

```
                may be an arithmetic expression within parentheses.  For example,
                "(frame_number-44)".

<answertag>  -- Either a literal value (string, integer or hexidecimal), or a
                symolic name defined in the results.confg file or the
                parameters.config file:

                answer=<literal>    -- literal string, integer or hex value
                                       (leading with 0x), interpretation depending
                                       on the operator as described above.
                result.<symbol>     -- symbol from the results.config file
                parameter.<symbol>  -- symbol from the parameters.config file
                parameter_ascii.<symbol> -- same as above, but the value parsed as
                                       an integer or hexidecimal and converted to an
                                       ascii character.
```

Note that values derived from the parameters.config file are assigned the same values as were assigned when the lab was parameterized for the student.

6.3.2 Distinguish between results generated before and after configuration changes

Some labs direct students to configure a system so that it is "secure", or meeting some criteria germane to lab learning objectives. Once the system is so configured, the student is then directed to perform a specific set of actions to demonstrate the correctness of the configuration. For purposes of automated assessment, we would like evidence that the student performed all the prescribed demonstration steps without intervening configuration changes. In other words, though the student may perform a myriad of configuration changes and demonstrate steps (encourage experimentation!), we'd like to know if there ever was a single configuration in which all of the demonstration steps were performed.

Labtainers provides the LOG_RANGE and TIME_DELIM result types to establish time ranges over which we can assert that no configuration changes were made. Once those time ranges are established, i.e., as a set of results with a single tag, the `time_during` and `time_not_during` goal operators bin **other results** into those time ranges. Once so binned, the boolean operator can be used to determine if the desired conditions were met within a single configuration state. See sections 6.6.6 and 6.6.7 for examples.

6.3.3 Replace answers with hashes

Automated assessment files include expected results, which sometimes reflect "answers" to problems that instructors would prefer not to publish, e.g., how many packets did source X send? While automated assessment can help the instructor confirm that the student ran a program that generated the desired output, not all instructors use automated assessment. For example, they may simply review lab reports. Note this is not an issue when parameterization individualizes the expected result for each student.

Labtainers allows designers to include keyed hashes of answers within the published files rather than the answers themselves. The `hash_equal` operator used in a `goals.config` file functions like the `string_equal` operator, except the comparison is made on a hash of the named result value, generated using the Lab Master SEED as the key.

Instead of creating a `goals.config` file directly, the designer creates a `goals.answers` file that contains the intended content of the `goals.config` file, but with the actual answers, e.g.,:

```
ipv4_count = matchany : hash_equal : _ipv4_count : answer=2029121
```

The `hash-goals.py` utility is then used to generate the `goals.config` file, replacing the plain text answers with the appropriate hashes.

It is intended that the goals.answers files will not be distributed, e.g., they would be maintained with the SimLab solutions repo.

6.3.4 Assessment Report

Evaluation of student results occurs on a *grading* container that starts when the instructor runs the `gradelab <lab>` command. A report is generated and displayed on the screen. A copy of the report is also placed in the `latainer_xfer` directory. Debugging your assessment configuration an be aided by using `gradelab -d <lab>`, which will start the grading container and give you a shell into it. From there, run the script named `instructor.py`. There is a log in `/tmp/instructor.log` in addition to diagnostics that might be generated on the terminal. See section 6.7 for additional information on debugging grading.[20]. By convention, all goals and boolean results whose symbolic names are not prefaced with an underscore (_) or an `cw_`(see 6.4), will have corresponding entries in the assessment report, located in the home directory in a file named `<lab name>.grades.txt>`

6.3.5 Document the meaning of goals

Instructors will see descriptions of lab goals when they start the lab using `gradelab`. These descriptions are embedded within directives within the goals.config and results.config files. The descriptions are associated with symbolic names that immediately follow the documentation directives as described below:

```
# SUM:  -- The remainder of the line and comment lines that immediately
           follow are displayed independent of any goal symbols.
# DOC:  -- The remainder of the line and comment lines that immediately
           follow are displayed for the symbolic name that follows
           the comment lines.
# GROUP:-- The remainder of the line and comment lines that immediately
           follow are displayed for the group symbolic names that
           follows the comment lines.  The group ends on a blank line, or
           new comment.
```

You would include these directives in a results.config file for boolean results that appear as student goals, e.g., a `CONTAINS` result that does not have a leading underscore. And you would include directives in the goals.config file for goals that appear in as student goals, i.e., those without leading underscores. See existing labs for examples. Also see the 6.4 for additional directives.

6.4 Student self-assessment

The `checkwork` command allows students to assess their own work against the criteria used by instructors for automated assessment of lab performance. This can be disabled on a deployment-wide basis using the `CHECKWORK no` directive in the `config/labtainers.config` file. Of course

[20]Be sure to run stoplab after use of the `-d` option to shut down the grading container when you are done with it

this assumes you have separately provided access control over that file, e.g., through use of a custom VM appliance.[21]

6.4.1 Current state assessment

The lab designer can define a subset of goals and results that inform the student whether the *current* system state is as desired. This greatly differs from typical Labtainer goal assessment, which measure whether the student ever achieved expected results, regardless of the system's current state. These *current state* goals are intended to guide the student with potentially more information than is found (or is practical) in the standard goals. The current state goals are not intended to replace other goals, and they are not displayed to instructors.

The current state goals and results must have a prefix of `cw_`, and they are required to have documentation directives of `CHECK_TRUE` or `CHECK_FALSE`. Text included within a directive will be displayed to students if the value of the associated goals at the time `checkwork` was run does not match the directive value. In the example below the documentation directive will be displayed if the `cw_ssh_open` value is `False`.

```
#CHECK_TRUE: The SSH port is not open.
cw_ssh_open = client:prestop.stdout : FILE_REGEX : 22/tcp.*open
```

A `CHECK_OK` documentation directive can be added display to text in the event that all of the `cw_` goals match their documentation directives.

Current state goals are expected to reflect the current state of the computers as described below.

6.5 Current state artifacts

Results and goals used for current state assessment should primarily be derived from artifacts generated by `prestop` scripts described in 6.1.7. The system uses the most recent timestamp found for any files named by current state results, i.e., those with the `cw_` prefix. The designer can name any file for a current state result – but note it may be difficult to divine current state solely from previous artifacts, e.g., the state may have changed. For this reason, we suggest use of prestop scripts.

To highlight the differences between current state assessment and standard Labtainers assessment, consider an example lab that requires the student to enforce an access control policy on a database having several users with differing authorizations. To support the instructor, we'd like to report on whether the student ever managed to configure the database permissions within a single configuration such that all users were prevented from exceeding their authorization and yet were able to access data to which they were authorized. Providing the instructor with point details of whether individual modes of access were permitted or denied at any time in the lab might not be very helpful because the context of such access would not be known. For example, a goal might reflect that John was denied access to some table at some point, but was it due to everyone being denied access? Or due to John being denied access to everything? Such intermediate results can be presented to instructors (or they can delve into intermediate results themselves on the grader container), but those results lack context within the grading report. On the other hand, when the student runs `checkwork`, the context is clear and we can provide feedback to the student about the current state of the system relative to the goals. Now the questions are better formed, e.g., does John currently have access to the expected table columns?.

[21] Disabling self-assessment might be useful if Labtainers was repurposed for skills assessment testing.

The above discussion is not intended to dissuade lab designers from informing instructors about partial success. If goals can be defined to show the student was able to provide most of the desired access controls though unable to enforce the entire policy, that is to be encouraged. But that can also be hard to do. It is often far easier to provide the student with information about partial goal achievement because the context is *now*.

6.6 Assessment examples

The following examples illustrate some typical assessment operations as they would be defined in the results.config and goals.config files.

6.6.1 Did a program output an expected answer?

Often, the easiest approach to such an assement is to simply use a `FILE_REGEX` field_type within the results.config – and not bother with the goals.config.

```
got_x = *.stdout : FILE_REGEX : X is:.*347
```

The lab goals will include a boolean named `got_x`, which will be true if any stdout file contained a string matching that REGEX.

6.6.2 Do artifact files contain one of two specific strings?

Consider the labs/formatstring/instr_config/results.config file for a few examples. The first non-comment line defines a result having the symbolic name "_crash_sig":

```
_crash_sig = vul_prog.stdout : CONTAINS : program exit, segmentation
_crash_smash = vul_prog.stdout : CONTAINS : *** stack smashing detected
```

This result is TRUE for each timestamped stdout file resulting from running the vul_prog program in which the file contains the string "program exit, segmentation". The goals.config includes this goal:

```
crash =  boolean : ( _crash_smash or  _crash_sig )
```

The value of the crash goal is TRUE if either result was ever true. Use of the `count_greater` operator in the above example would also provide the desired assessment. Note that the boolean operator only assesses values within timestamped sets. For example, if the result values came from different program outputs, then they may not be within the same timestamp, and thus would not compare. In such a case, the `count_greater` operator should be used.

6.6.3 Compare value of a field from a selected line in an artifact file

Again refrence the labs/formatstring/instr_config/results.config file. The third non-comment line defines a result having the symbolic name "origsecret1value":

```
origsecret1value = vul_prog.stdout : 6 : STARTSWITH : The original secrets:
newsecret1value = vul_prog.stdout : 6 : STARTSWITH : The new secrets:
```

The timestamped results are found by looking at stdout from the "vul_prog" program, and finding the first line that starts with: "The original secrets:". The result is assigned the value of the sixth space-delimited token in that line. The "newsecret1value" assignment is similar. The goals.config file includes:

```
modify_value = matchany : string_diff : newsecret1value : result.origsecret1value
```

, which will be TRUE if any of the vul_prog stdout files include a "newsecret1value" that differs from its "oldsecret1value".

6.6.4 Was a log entry written while some command executed?

Consider these two entries in `results.config`:

```
# Time stamp of log entry containing IP address
log-from-w1 = w3:/var/log/myhttplogfile.txt : LOG_TS : 202.25.4.2
# Use of wget -- will result in time stamp range: start-finish
wget-w1 = w1:wget.stdin : CONTAINS : 202.25.4.2
```

The following `goals.config` entry will be true if the log entry was ever generated using wget from the w1 computer:

```
didit = time_during : log-from-w1 : wget-w1
```

6.6.5 My desired artifacts are not in stdin or stdout, the program outputs a file

See section 6.1.2

6.6.6 Delimiting time using log file entries

The LOG_RANGE result type generates a set of results having timestamp ranges that cover the period between specified log entries. For example, a results.config directive of:

```
syslog_slices = server:/var/log/messages : \
    LOG_RANGE : Started System Logging Service
```

would create a set of time ranges with periods between each start of the system logging service. The use of `time_during` and/or `time_not_during` and `boolean` in the goals.config could then assess whether two or more events occurred during a given system log configuration. For example, assume the results.config file also included these directives:

```
_did_first_thing = client1:did_this.stdout : CONTAINS : Did that thing
_did_second_thing = client2:did_other.stdout : CONTAINS : Did that other thing
```

We'd like to know if the above two results were ever achieved within one configuration of the logging system. This can be determined by first binning the above two results into the time ranges established by the `syslog_slices` result through use of `time_during` within the goals.config as follows.

```
_did_first_during = time_during : _did_first_thing : syslog_slices
_did_second_during = time_during : _did_second_thing : syslog_slices
```

That yields two sets of goals having time ranges defined by the `LOG_RANGE` results. We can then use a boolean operator to determine if those two goals were ever achived within the same established time range[22]:

```
did_both = boolean : (_did_first_during and _did_second_during)
```

See the centos-log2 lab for an example.

[22]Recall that the use of the boolean operator only makes sense for goals/results having matching timestamps

6.6.7 Delimiting time via program invocations

The TIME_DELIM result type is intended to identify some program whose invocation times will be used to create a set of time ranges. These results, like those from LOG_RANGE differ from other result types in that they define ranges between events. For example, a CONTAINS result set from stdout files would have timestamps reflecting the corresponding program start and stop time, while a TIME_DELIM result would have timestamps reflecting the periods **between** invocations of the program named in the directive.

Consider a lab that directs students to alter iptables on a component. The student is required to demonstrate a desired iptables configuration by running nmap on various other components. The instructor wants to confirm that some set of expected stdout from nmap running on different components all occurred within a single configuration of iptables, delimited by the running of the iptables command. In other words, the student cannot succeed by altering iptables between invocations of nmap on different components.

Note, that to be generally useful, we do not wish to simply look for invocations of iptables by the student. For example, using the command to view the configuration does not represent a change to the configuration. Also, the iptables may be called from a script, e.g., rc.local, and our typical use of stdout files would not see the running of iptables. It is therefore suggested that TIME_DELIM results be tied to files created as an effect of notify events described in 6.1.6. In this example, the notify event would be execution of /sbin/iptables, and the notify_cb.sh script would determine if a change were being made to the configuration.

Then, if the lab results.config were:

```
iptables = firewall:iptables : TIME_DELIM
_remote_nmap_443 = remote_ws:nmap.stdout : CONTAINS : 443/tcp open  https
_remote_nmap_sql = remote_ws:nmap.stdout : CONTAINS : 3306/tcp open  mysql
_local_nmap_443 = ws1:nmap.stdout : CONTAINS : 443/tcp open  https
_local_nmap_sql = ws1:nmap.stdout : CONTAINS : 3306/tcp open  mysql
```

The iptables result set would then include up to N+1 timestamped instances, where N is the quantity of times that iptables was executed to change the configuraion. The first possible timestamp would have a starting time of zero and an ending time of the very first consequential invocation of iptables. The nmap results would each have timestamps corresponding to their times of execution. Note the nmap results include results from two different computers, ws1 and remote_ws.

A goals.config file of:

```
remote_nmap_443 = time_during : _remote_nmap_443 : iptables
remote_nmap_sql = time_during : _remote_nmap_sql : iptables
local_nmap_443 = time_during : _local_nmap_443 : iptables
local_nmap_sql = time_during : _local_nmap_sql : iptables
remote_correct = boolean : ((remote_nmap_443 and_not remote_nmap_sql) \
                            and local_nmap_443 and local_nmap_sql)
```

would generate sets of nmap goals with timestamp ranges corresponding to the iptables results. The remote_correct boolean expression could then be read as: "Was there any single iptables configuration during which the student used nmap to demonstrate that:

- The remote workstation could reach the HTTPS port but not the SQL port, and,
- The local workstation could reach the HTTPS port and the SQL port.

The file identifiers for TIME_DELIM commands can be lists of container:file pairs separated by semicolons. This is useful when configuration changes are delimited by modifications made on more than one component or by more than one program

6.7 Debugging automated assessment in labs

Developing automated assessment for a new lab typically requires some amount of debugging. This section is intended to guide new developers through the process.

When the `gradelab` script is run from labtainers-instructor, the configuration files in labs/[lab name]/instr_config are validated. If syntax errors are found, error messages are displayed at the terminal and processing halts. The error messages identify the offending results.config or goals.config entry. Refer to sections 6.2 and 6.3 for the expected syntax of these files.

Once initial syntax checking is passed, the lab is graded for each student. If the grading table does not display, or it displays incorrects values, then find run the gradelab command with the `-d` option. At the resulting terminal, enter the `instructor.py` command. That may display diagnostics at the terminal. It will also generate a /tmp/instructor.log file of debugging messages.

At this point, the workflow is easiest if you edit/test from that container – just remember to transfer your revised .config files from the container before doing a `gradelab [lab] -r`! A copy of your config files are in `~/.local/instr\_config`. You can edit those and try running instructor.py again. The [lab].grades.json contains the results of the goals assessment. You can find the results assessment for each student beneath the directory whose name is prefaced with the student email. From there, look in .local/result to find json files reflecting intermediate results of assessing the student results. The actual student result arifacts can be found in `~/[student dir]/[lab].[container].student/.local/result`.

Another tool that may aid development and debugging of automated assessment for your lab is the web-based assessment interface. Using the `-w` switch to the `gradelab` command will start a Flask-based web server on the grading container that listens on port 8008 on the VM. Point a browser to `localhost:8008` to view the assessment data, which includes links to intermediate and raw result artifacts.

The mechanics of performing the lab (so that you can test grading for different outcomes) can be automated using the SimLab tool described in Appendix A.

7 Quizzes

Labs may include simple quizzes intended to re-enforce a student's understanding of concepts necessary to perform the lab. The quizzes are not intended to be a primary source of student assessment, rather, they are intended to help the student understand if they understand. No attempt is made to protect quiz answers, or to randomize or parameterize quizzes. An example application of quizzes is to allow the student to confirm his or her understanding of a security policy prior to trying to implement enforcement of that policy.

Quizzes are performed on the Labtainer host from within the `labtainer-student` directory using the `quiz` command. Use the `-h` option to see its usage.

A lab may have multiple quizzes. Each is defined in a file in the lab `config` directory within a file having an extension of `.quiz`. Each quiz includes a set of questions. Each question is defined by a comma separated list. If a line terminates without a comma or a backslash, it is treated as the end of the question, and the next line is treated as the beginning of the next question. Question types include the following:

7.1 True or False

A question whose answer is either true or false.

```
ID, TrueFalse, question, answer, right_response, wrong_response, prerequisit
```

Where:

- ID – any string identifier, must be unique. Currently only used to identify prerequisites as described below.
- TrueFalse – identifies this as a True or False question.
- question – The question, in double quotes.
- answer – Ether T or F.
- right_response – Message to display if a correct response is provided. All correct responses cause the word *Correct* to be display in bold font. Use empty double quotes of if that should be the only message.
- wrong_response – Message to display if a incorrect response is provided. All incorrect responses cause the word *Incorrect* to be display in bold font. Use empty double quotes of if that should be the only message.
- prerequisite – Optional ID of a another question. If provided, and that question was answered correctly, then this question will be skipped. This is intended to re-enforce concepts that the student previously answered incorrectly.

7.2 Preface

Text to display, e.g., prior to a set of questions.

```
ID, preface, text
```

Where:

- ID – any string identifier, must be unique.
- preface – identifies this as a preface whose text will be displayed.
- text – The text to be displayed. This text is intended to provide context for whatever questions follow.

Here is an example quiz question and prefix:

```
0, Preface,
"The following quiz is intended to help you determine if you are \
ready to perform the lab."
1, TrueFalse,
"In this lab, you will configure a firewall to use malware signatures to block \
 traffic destined for a server.", F,
"This lab will use iptables to filter network traffic destined for a server.",
"This lab will use iptables to filter network traffic destined for a \
 server based on IP packet addresses and port numbers."
```

8 Networking

Most networking is simply a matter of defining networks and assigning them to containers as described in 4.2.

In addition to networks properties defined in the start.config file, each container `/etc/host` file includes a "my_host entry" that names the host Linux. By Docker default, each container includes a default gateway that leads to the Linux host. This allows students to scp files to/from the container and host. It also allows the student to reach external networks, e.g., to fetch additional packages in support of student exploration.

In many instances, the lab designer will want to define a different default route for a container. The start.config definitions for each container include an optional `LAB_GATEWAY` parameter that, if set, will replace the default Docker gateway with the given gateway, and it will replace the resolv.conf entry and delete the route to the `my_host` address. That configuration setting is implemented using a *set_default_gw.sh*, which designers can optionally chose to directly use instead of `LAB_GATEWAY` in order to get more control over the setting of a default gateway, e.g., as part of parameterization. This script will automatically retain a route table entry so that the student can reach the "my_host" address. Additionally, those baseline images include a *togglegw.sh* script that the student can use to toggle the default gateway between one that leads to the host, and one defined for the lab. This allows students to add packages on components having lab-specific default gateways.

8.1 Network Taps

In general, Docker containers will only see network traffic addressed to the specific container, (or broadcast traffic). The behavior is consistent with use of a layer 2 network switch to interconnect containers on the same subnet. In some labs, the designer may wish to provide students with copies of all network traffic that occurs on one or more subnets. Labtainers supports network taps through use of two container base images: *tap* and *netmon*. The `tap` component should not be visible to the student, it exists to collect traffic off of all networks whose `start.config` definitions include the `TAP YES` attribute. The `netmon` component should be defined with a single network interface to a network called `TAP_LAN`. The `netmon` component should be the only one on the `TAP_LAN` network, (do not add the `tap` component to any network). The `tap` component must have the `TAP YES` attribute. A service runs on the `netmon` component that will receive network traffic sent by the `tap` component, and store it into the `/taps` directory within PCAP files named using the network name. See the `plc-traffic` lab as an example.

The `netmon` base is derived from the wireshark base. You may add other tools to that container as needed.

All containers attached to tapped networks will not be started until the tap and netmon containers are up and ready. This ensures that all startup traffic is captured in the PCAPs.

8.2 Realistic Network Routing and DNS

Some labs will strive to represent realistic networking environments, e.g., several networked components including gateways and DNS servers. To achieve that, you must override Docker, which automatically sets the container's /etc/resolv.conf file to use the host system DNS resolution. This is in addition to the default routes described above. While convenient, these mechanisms can distract and confuse students, particularly when routing and DNS resolution are central to the point of the exercise, (e.g., a DNS cache poisoning lab).

These Docker defaults can be easily overridden to present a more realistic networking environment. A worked example of such a topology can be seen in the *routing-basics* lab. This lab includes the following properties that can be reproduced in other labs:

- Default routes to gateway components.
- DNS definitions in /etc/resolv.conf that name gateway components.
- Use of `iptables` in gateway components to implement NAT.
- A hidden ISP component that exchanges network traffic with the host Linux system, thereby allowing all visible components to include routing, DNS and iptables entries that do not expose virtual networking tricks. See section 14.6 for additional information.

8.3 Communicating with external hosts or VMs

A container can be configured to support network communication hosts external to Labtainers. For example, consider a VirtualBox VMM that hosts a Linux VM that runs Labtainers and a Windows VM. Assume the Windows VM has a fixed IP of 192.168.1.12 and the container will be assigned a network address of 192.168.1.2. To permit network communication between a container on the Linux VM and the Windows VM:

- Define a host-only network in VirtualBox with ip address/mask 192.168.1.1/24, and assign that to the two VMs, configuring the VM network links to use promiscuous mode.
- Start both VMs. On the Linux VM, make note of the ethernet interface associated with the host-only network (assumed to be enp0s8 below).
- On the Linux VM, ensure the network interface is in promiscuous mode, `sudo ifconfig enp0s8 promisc`
- In the container start.config file, define a network as:

  ```
  NETWORK  LAN
       MASK 192.168.1.0/24
       GATEWAY 192.168.1.1
       MACVLAN_EXT 1
       IP_RANGE 192.168.1.0/24
  ```

  where the MACVLAN value is the Nth network interface (alphabetically ordered), that lacks an assigned IP address.
- Assign 192.168.1.2 to the container in the start.config

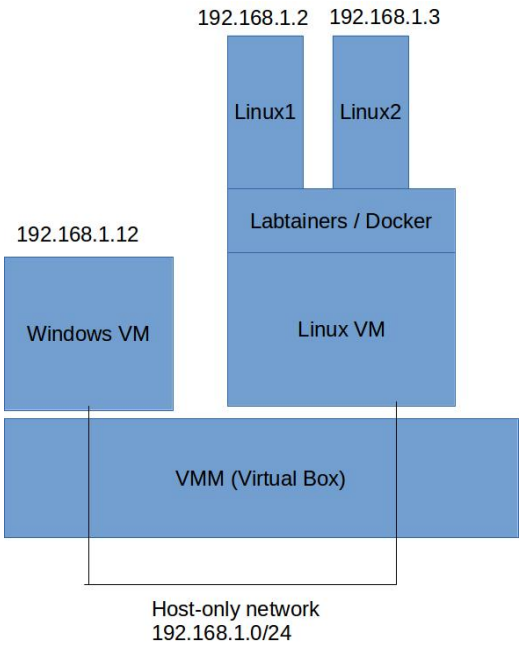

Figure 2: Networking with external hosts.

Also see the description of Multi-user labs in 12.

8.4 Network interface assignments

Docker appears to assign network connections to containers in alphabetical order. E.g., connecting networks LAN1 and LAN2 to a container would result in LAN1 being connected to device eth0 – regardless of the order in which LANs are defined within the start.config file. Understanding this ordering may be helpful for networking labs, e.g., when defining routes.

9 Building, Maintaining and Publishing Labs

This section describes how labs are built, maintained and published. Additional information on tools and strategies intended for use by outside developers are described in section 10

Typically, when a Labtainer is started, the container's associated Docker images are pulled from the Docker Hub if they are not already local on the Linux host. When building and editing labs, the designer desires to run images reflecting recent changes that have been made. The framework includes logic to identify dependencies within containers whose image content has changed, and it will rebuild those images, (using the Docker build command). The framework will only rebuild those images that have changed. The designer can force the rebuild of all images within a lab by appending the "-f" switch to the end of the "rebuild.py" command. That switch is not intended for routine use because it wastes time and masks errors in our dependency logic.

If you build a new Labtainer exercise, the container images will not be on the Docker Hub unless you put them there. If you create your own public repository on the Docker Hub (https://hub.docker.com/), you can populate that with your lab(s) by setting the "REGISTRY_ID" value in the start.config file for the lab(s). You would then use the distrib/publish.py script to build, tag and push your lab container images to your registry. Please refer to the section 10.

9.1 NPS Development Operations

When building lab images at NPS, please set the LABTAINER_NPS environment variable to "YES", e.g.,

```
export LABTAINER_NPS=YES
```

This will force packages to be retrieved from the local NPS mirrors (centosmirror.uc.nps.edu or ubuntumirror.uc.nps.edu). Refer to section 9.4 for additional information. If builds fail with this environment set, it is likely due to trying to install packages not present in the mirror. In those cases, edit the Dockerfile to remove this line:

```
ENV APT_SOURCE $apt_source
```

That will force use of the original apt-sources for that container.

Labs must be checked into the Git repository in order to be distributed. After creating and testing a new lab, use the scripts/designer/bin/cleanlab4svn.py script to remove temporary files that do not belong in git.

See the *Labtainers Framework Development Guide* for information on integration, testing and release management.

Labtainer base images are built and published from the scripts/designer/bin directory. Prior to publishing baseline images, it is suggested that all local images be purged from the development machine, e,g.,

```
/trunk/setup_scripts/destroy-docker.sh
```

This will ensure that new baseline images do not incorporate layer remnants.

All new images should be first built and pushed onto the test registry, i.e., using the `./publish_image.sh <image> -t`

Framework modifications made to support changed or new functions within container images must be evaluated with respect to their impact on compatibility. If a new lab image requires an updated Labtainers framework, then the "framework_version" must be incremented within the bin/labutils.py script **before** the image is built and published. This will prompt users to run update-labtainer.sh prior to running any newer lab image. Also insure that these lines are present in the container dockerfile:

```
ARG version
LABEL version=$version
```

And, be sure to publish the revised framework before publishing the revised lab(s).

9.2 Alternate registry for testing

If the environment variable `TEST_REGISTRY`, is set to TRUE, labs to be pulled and pushed into an alternate registry defined in the trunk/config/labtainer.config file test_registry entry. Also, the `build_lab.py`, `labtainer`, and `publish.sh` scripts include `-t` flags to force the system to reference the test registry instead of the Docker Hub. It is easy to set up a registry (it is a container!), `https://docs.docker.com/registry/deploying/` Use the `trunk/setup_scripts/prep-testregistry.` script to prepare a test system to use a test registry.

9.3 Large lab files

Consider storing the authoritative source of large files (e.g., pcaps) or directories in external locations, e.g., nps.box.com. This has two advantages: 1) Reduces the size of the lab designer distribution tar; 2) avoids putting large files into github. Note this issue does not affect container images, which will always include the large files regardless of how they are stored. The question is simply the location of the source of the large files for purposes of rebuilding a specific lab. Our model is to provide potential lab developers with a distribution that is not gigabytes, but also contains whatever is needed to rebuild existing labs – or at least links that are automatically followed when building the lab.

A file named `<lab>/config/bigexternal.txt` with entries as follows:

```
<url> <relative_path>
```

will cause a rebuild to look for a file at `relative_path` relative to the lab directory, and fetch it from the `url` if it is missing. Note that the date/times of these files are not referenced for rebuild dependencies due to limitations in product such as box.com which fails to provide file modification times. Instead, the modification time of the bigexternal.txt file is used to control rebuilds. Thus, if you update one of the large files, you will want to make a gratuitous change to the bigexternal.txt file to force a rebuild (for you and others who may extend your lab.)

9.3.1 Reuse of large file sets

The use of "sys_tar" and "home_tar" described in 4.3.1 facilitates sharing of common baselines of large or numerous files. New labs can incorporate tar files from existing labs through the use of "external-manifest" files, (see the xsite/victim/home_tar as an example). The syntax of the external-manifest is shown below, and it may contain multiple entries, one per line:

```
lab:container
```

Where "lab" is the name of the lab, and "container" is the name of the container whose tar file is to be included.

The framework will include content of tar archives referenced within these files when creating an archive for the new lab. This allows the sys_tar to include lab-specific files as well as files from other labs. Designers should avoid adding duplicate tar files to the SVN repository. This will avoid duplication of the files when a new distribution is created.

9.4 Package sources for apt and yum

Labtainer base images include configuration files to use local NPS mirrors when creating derivative images. The original apt or yum sources are restored to an image if it is built without an environment variable of `LABTAINER_NPS=YES` The original sources are also restored when any container is first run. See the baseline Labtainer Dockerfiles in `trunk/scripts/designer/base_dockerfiles` to understand how the sources files are manipulated.

The `apt_source` entry in the trunk/config/labtainer.config file will set the `$apt_source` environment variable in a Dockerfile, and this can be used by lab designers to force image builds to use alternate sources. By default, the value of the variable is "archive.ubuntu.com". This hostname can be overridden via the trunk/config/labtainer.config file apt_source entry, and having the following in your Dockerfile:

```
RUN sed -i s/archive.ubuntu.com/$apt_source/ /etc/apt/sources.list
```

9.5 Locale settings

The locale settings, (e.g., used when interpreting character encodings) are set to en_US.utf-8 as can be seen in

`trunk/scripts/labdesigner/base_dockerfiles/Dockerfile.labtainer.base`

Similar Dockerfile entries in new or existing labs can provide alternate locale settings.

9.6 Lab versions

Substantive changes to an existing published lab should be made in a new named lab. A *substantive* change is defined as one that would break any existing installation in a manner that could not be corrected with a framework update. Issues with compatibility between two lab versions is often due to there being lab-specific files on the framework, (i.e., from where the lab is run) as well as within the Docker images that make up the lab. When a newer version of a lab image is published, it must be able to work with existing installations. If that requires an update to the framework, then that update cannot break any existing labs present in that installation, i.e., labs that have already been started.

For example, **never** change container names for existing labs. If such a change is needed, create a new lab, and assign version numbers to it and the old lab.

Lab version numbers are kept in the optional `labs/[lab]/config/version` file. There is no need to have such a file until there are two or more versions of the same lab. (Note if you want two versions of a given lab to be runnable and to appear in the list of labs, then they are not versions of the same lab. They are different labs.) The format of a lab version file is:

```
lab-base version
```

where `lab-base` is a name to associate with the multiple versions. It can be anything and does not appear at the user interface. The `version` is an integer.

To create a new version of a lab:

- Create a new lab using `new_lab_setup.py` (perhaps with the clone option).
- Create a version file for the old lab (if it does not already have one).
- Create a version file for the new lab, giving it a version numerically greater than the old version.
- Add the old lab name to the trunk/publish/skip-labs list.

When the user types the `labtainer` command with no arguments, the list will then only include the latest version of that lab. An exception is if the old lab already has been run in this installation, in which case both lab versions will display.

9.7 Creating new base images

Labtainer base images are managed using scripts and configuration files in the `scripts/designer` directory. The `bin` subdirectory includes a set of scripts that create various base images, and the `base_dockerfiles` contain their Dockerfiles. Use those as a template.

Typically, new base images are created to support a new lab. Proper Labtainer lab Dockerfiles have `FROM` directives that include the `$registry/` qualifier, however your new base image might not yet be published to a registry as you test it, and tagging the new base image with the registry name may complicate your desired workflow. Use the `-L` option to the `rebuild` command to direct the build to use unqualified image names if needed.

9.8 Importing labs: Warning!

Avoid the use of "shared folders" in VMWare and VirtualBox as a means of copying lab directories. Use tar and/or scp instead. Otherwise permissions of directories may be changed, e.g., no x access to /etc for other.

10 Labtainer Instructor Modules (IModules)

This guide describes how instructors can add content to Labtainers. Instructors extend Labtainers with new labs or customized versions of existing labs by defining IModules and directing their students to enable the IModules within their individual Labtainers instances.[23] Students simply type: `imodule <path>` to add a given URL to their Labtainers instance. The scope of instructor-generated extensions can range from modified lab manuals to new Labtainer exercises. The Labtainers framework provides tools to assist instructors in creating and publishing these extensions.

10.1 Labtainers distribution strategy

To understand how IModules are distributed, it is helpful to first review the general Labtainers distribution strategy. A Labtainers installation, (e.g., the initial content of a Labtainers VM appliance, or the results of installing from the distribution), includes the scripts and configuration files needed to run all Labtainers exercises. The installation initially only includes a small number of Docker container images that provide the core of container images for each of the labs. When a student first starts a given lab, the framework retrieves all Docker image layers required for that lab. These layers are retrieved from the Docker Hub, and build upon the core images present in the initial distribution. The scripts and configuration files are published as a tar archive on the Labtainers website. Whenever a Labtainers installation is updated, the archive is retrieved from the website and used to update the installation.

Files needed to create Docker images are typically not distributed in Labtainers distributions, but are installed when the user runs the update-designer script. These files are drawn from a separate tar archive on the Labtainers website.

10.2 Imodule distribution strategy

Instructors place archives on a web server and student instances of Labtainers retrieve those archives from the web server while retrieving other Labtainer updates. When creating new labs, instructors publish the lab Docker images to DockerHub, where they'll be retrieved by the framework when students run that lab. While the publishing of extensions does not depend on any particular source control system, supporting tools that simplify archive creation are built around git.

Archives published by instructors are tar files that include only changed and new files, relative to the Labtainers baseline. Inclusion of unchanged (relative to the Labtainers baseline) files is discouraged, as is publishing only deltas from previous IModule publications. Put another way, an IModule will contain any and all files necessary for running, (not building), all new labs – or to modify existing labs, relative to the Labtainers baseline as defined by the GitHub master repository.

Support tools simplify creation of IModule tar files through use of git attributes. Instructors who chose not to use git are responsible for creating a tar of selected files – which may be trivial, e.g., if the IModule consists of lab manual modifications or new lab guides. Paths within tar

[23] Or, instructors can enable IModules in VMs, and direct students to use those.

files will be relative to the labtainers/lab directory. For example, a revised telnet-lab manual would have the path:

```
telnet-lab/docs/telnet-lab.pdf
```

Note the modified source, e.g., docx files, need not be included in the IModule archive, though the support tools do include them.

Typically, each participating instructor will publish a single archive (i.e., a tar file) at a publically accessible URL specific to the instructor or institution. The URL is distributed to students and entered into their Labtainers instance using the `imodule` command [24]. For example, if the instructor publishes at `https://myschool/mystuff/labtainers/imodule.tar`, the students would each issue this command to Labtainers:

```
imodule myschool/mystuff/labtainers/imodule.tar
```

The student labs will be updated to include those IModules. Student labs will be updated whenever the student runs either `update-labtainer.sh` or `imodule -u`.

IModule support tools rely on instructor contributions existing in local git repositories. The tools do not reference remote repositories. IModule repositories have no relationship to the main Labtainers repository, and should be managed within Labtainer distributions rather than within local repo copies of the main Labtainer repository. [25]

10.3 Testing IModules

Use a separate VM to test your IModules, i.e., not the VM used to develop the lab. A separate Labtainer VM is suggested. Use this independent VM to mimic what a student will see and do. If you'd prefer to test an IModule prior to publishing the imodule.tar file, place the file on the test system and use the `file://` URL syntax, e.g.,

```
imodule file://home/student/imodules/imodule.tar
```

Use of SimLab, as described in A is encouraged to ensure the lab behaves as intended.

10.4 Custom lab manuals

The easiest way to provide your students with a custom version of a lab manual that they can reference from Labtainers is described below. This does not require that you use the Labtainer VM or git. The example assumes you are customizing the telnet-lab manual.

- Create your version of the manual in the pdf format (if the manual source is docx, export it as pdf).
- Put that manual in a file with the original name, in a directory whose name is the lab, e.g.,

  ```
  telnet-lab/telnet-lab.pdf
  ```

- Create a tar file of the manual including the lab name in the path.

[24] The full URL is published because many web hosting systems, e.g., box.com make it impossible to construct URLs from relative paths

[25] In general, instructors and lab designers are encourage to work from Labtainer distributions rather than repos pulled from the Labtainers repo at GitHub to avoid git repository conflicts.

- Publish that tar file onto a web server, i.e., something that responds to `http get` commands.
- Instruct your students to provide that URL to the `imodule` command.

If you wish to publish multiple custom lab manuals, put them all in the same tar file.

10.5 Imodule examples

These examples assume the instructor is working from a Labtainers distribution, e.g., one of the VM appliance.

10.5.1 Modify a lab manual for the telnet-lab

In this example, the instructor wants his or her students to work with a customized version of the telnet-lab manual.

- Change directory to `$LABTAINER_DIR/labs`
- Initialize the git archive:

  ```
  git init
  ```

  (Do this only once, no need to repeat for each IModule.)
- Add the original Labtainer file as the baseline:

  ```
  git add telnet-lab/docs/telnet-lab.docx
  ```

- Edit the telnet-lab/docs/telnet-lab.docx file
- Commit your change:

  ```
  git commit telnet-lab/docs/telnet-lab.docx
  ```

This change has no effect on any Docker container, so we need only generate the updated tar:

```
create-imodules.sh
```

Then publish the imodule.tar to the website.

10.5.2 Create a new lab

In this example, the instructor wants to create a new lab for use by his or her students. This example assumes the instructor has created a DockerHub registry that is publicly accessible.

- Change directory to labtainer/labs
- Initialize git archive: git init (Do this only once, no need to repeat for each IModule.)
- Create the lab per the Lab Designer User Guide, for this example, we assume the lab is my-new-lab.

- Include the name of your Docker Hub registry the lab config/start.config file `REGISTRY` attribute.
- Complete development and testing of the lab, e.g., build a SimLab test.
- While in the my-new-lab directory, run `cleanlab4svn.py` to remove temporary files that should not be under source control.
- While in the lab directory (parent of my-new-lab), add the lab to source control:

  ```
  git add my-new-lab
  git commit my-new-lab -m "Adding an IModule"
  ```

- Publish the lab container images:

  ```
  cd $LABTAINER_DIR/distrib
  ./publish.py -d -l my-new-lab
  ```

  This will rebuild the lab container images and publish them to your DockerHub registry. Your `start.config` files for your labs name this registry, and that allows student Labtainer implementations to retrieve your lab images without having to rebuild them. Note the `-d` option directs the function to publish to the DockerHub registry named in your lab start.config file. Otherwise, it will try to publish to a test registry. Use of test registries is optional, and are described in the *Lab Designer User Guide*.

- Generate the updated IModule tar:

  ```
  create-imodules.sh
  ```

  This creates a tar that contains all of your IModule labs, i.e., those you have added to your git repo. If you do not use git to manage your lab source, you will have to create the IModule.tar yourself.

- Then publish the imodule.tar to your website and distribute the URL to whoever you want to have access to your labs.

11 Remote access and control of Labtainer exercises

This section describes features intended for use within structured environments in which one or more students are performing a lab exercise under supervision of an instructor or red-team member. This does not apply to environments in which students individualy run Labtainers on dedicated computers at their own pace.

The environment may have one of two forms:

1. Each student has a dedicated computer upon which a Labtainer VM resides, and the instrutor has network access to each computer; or,
2. Multiple Labtainer VMs (or custom-built VMs containing Labtainers) run on one or more servers that are networked together. Students interact individually with their allocated VM using a tool such as VMWare Horizon or Apache Guacamole, which presents the student with the Linux desktop of their allocated VM via a browser or client application.

We assume that something within the infrastructure allows remote network access by an instructor to each VM, e.g., via port forwarding. The instructor will use this network access to manage aspects of the lab exercise, and/or remotely access selected containers, e.g., as a red-team activity.

11.1 Remote management

Labtainer remote management functions allow instructors to query and change the state of the Labtainers exercise currently running on each VM. The remote access functions available to instructors currently include:

- **status** – Display the name of the lab running on a specific VM.
- **copy** – Copy files into a Labtainer container per a copy directive defined in:

  `<lab>/config/copy.config}`

11.1.1 File copying

The `copy.config` file contains one or more directives, one per line as follows:

```
<directive> <container> <source> <destination>
```

Where:

- *directive* is a arbitrary string identifier that names the directive.
- *container* is the name of the container into which the files are to be copied.
- *source* is a source path upon the VM. If this path starts with `$LAB`, the path is relative to the lab directory. Otherwise, a full pathname is expected, e.g., the path to a folder shared with all VMs on a host.
- *destination* is the destination path upon the target container. Permissions are retained if possible, e.g, if the source files are owned by `root:root`, that will be maintained on the destination.

The semantics of source and destination are per the Unix `cp -a` command. Please see the discussion of `SRC_PATH` and `DEST_PATH` in `https://docs.docker.com/engine/reference/commandline/cp/`

11.1.2 Client and server setup

The python service at `scripts/remote/remote.py` should be started on each Labtainers VM with the `--daemon` option.

The python client at `host_scripts/remote/remote.py` should be copied to whatever host the instructor will work from.

Port forwarding for each VM should be defined such that some host port is forwarded to port 60000 on the VM. You would assign each VM on a given host a different host port number. That host port number will be how the instructor names different VMs on the same host. For example, on VirtualBox, the port forwarding entry for one VM might look like:

```
Host IP     Host Port   Guest IP  Guest Port
0.0.0.0     60003       0.0.0.0   60000
```

Then, if the instructor is working from the computer that hosts the VM, the following command would cause a copy directive named `one` to occur on that VM if it is running a lab named `tlab`:

```
./remote.py -l tlab -c one -p 60003
```

11.2 Remote access to containers

This section describes environments in which an instructor or red team member is to interact with containers within the lab, e.g., to perform penetration testing. This interaction would occur via computers external to the lab exercise, e.g., networked to a server hosting VMs. The strategy employed to achieve this depends on whether the lab utilizes GNS3, (which manages the virtual networks without relying on Docker networking).

11.2.1 Remote access without GNS3

Docker port publishing provides external network access to containers. For example, remote ssh access to a specific container within the lab can be achieved as follows:

- Use the `PUBLISH` directive in the start.config to bind a container port to a host VM port, e.g.,

  ```
  PUBLISH 0.0.0.0:60020:20/tcp
  ```

- Use port forwarding to bind the VM port to a server port. Here, the host port would differ for each VM on a server as a means of naming the VM whose lab is to accessed. For example, on VirtualBox, a port forwarding entry might be:

  ```
  Host IP     Host Port   Guest IP  Guest Port
  0.0.0.0     61022       0.0.0.0   60022
  ```

The above example would then allow an external computer to ssh into the selected container using port 60122, assuming the container has SSH enabled (see the telnet-lab server container for an example). Authentication to control who can SSH into a given container could be provided through use of SSH keys. This remotely accessed container can be hidden from the student, and provide the instructor or red-team participant with a means to probe and attempt to compromise the other computers within the Labtainers exercise network.

11.2.2 Remote access with GNS3

For labs that run in the GNS3 environment, remote network access is provided through use of the GNS3 *cloud* endpoint device, which interacts with an Ethernet network interface. In this example, access is provided from external to the VM – with no network access to the container from within the VM.

The following assumes your VM has a virtual Ethernet interface named `enp0s3`, with IP an address on the `10.0.2.0/24` subnet. On your VM, find the Ethernet interface that has an assigned IP address. Alternately you could define the VM to share a physical host network, but that is outside the scope of this example.

Define a component within your Labtainers lab that is be remotely accessed, e.g., a workstation or router, and assign it an IP address on the `enp0s3` interface subnet, e.g., `10.0.2.100`. Within the start.config file, provide the container with the `KICK_ME <LAN>` attribute, where LAN is the name of the network intended to be connected to the cloud component. Then, when defining the GNS3 network topology, i.e., creating and connecting links:

- Select a `Cloud` component from the `Browse End Devices` menu, and drag it to the desktop. (computer terminal icon).

- Right click, select `Configure` and confirm that the Ethernet interface that you selected (e.g., enp0s3) is in the list. If it is not there, select the device from the pull-down list and click the `Add` button. Then click `OK`.
- Use the network links to connect the cloud to the desired component.
- Use port forwarding as described earlier to map host ports to ports on the VM. When defining port forwarding, enter `0.0.0.0` as the "Host IP", and the container IP address, e.g., `10.0.2.100` as the "Guest IP".
- You should now be able to ssh to the container from outside of the VM using the mapped port.

Alternately, to provide access from the VM (but not from external sources), pick virbr Ethernet interface and:

- Select a `Cloud` component from the `Browse End Devices` menu, and drag it to the desktop. (computer terminal icon).
- Right click, select `Configure` and delete the default Ethernet interface if any is selected.
- Click the `Show special Ethernet interfaces` checkbox in the lower left. That should add devices to the pull-down list.
- Select the `virbr0` device from the pull-down list and click the `Add` button. Then click `OK`.
- Use the network links to connect the cloud to the desired component.
- When the lab is started, you should be able to ping the connected container from the VM.
- Use port forwarding as described earlier to map host ports to ports on the VM. When defining port forwarding, enter the container IP address as the "Guest IP".

Note that the subnet used for this remote access is defined by the VM's Ethernet device. Putting multiple lab computers on that subnet as part of the lab network topology may be awkward and confusing to students since 192.168 addresses are private.

When a GNS3 Labtainer is run with the `--student` option, the Cloud components are hidden, as are any Labtainer components whose `start.config` entries include `HIDE YES`. Links to hidden devices are also hidden.

12 Multi-user Labtainers

Labtainer exercises can support multiple concurrent users, such as students collaborating or competing on a shared set of networked components. A multi-user lab can be operated in any one of three modes:

1. Dedicated to a single student, e.g., on a laptop or a VM allocated to the student from a VM farm.
2. Shared by multiple students, each running Labtainers on a per-student VM with shared componets running on separate Labtainers VM. This is illustrated in Figure 3
3. Shared by multiple students, each SSHing from a non-Labtainer VM into a per-student Labtainer computer on a single VM running Labtainers. This is illustrated in Figure 4

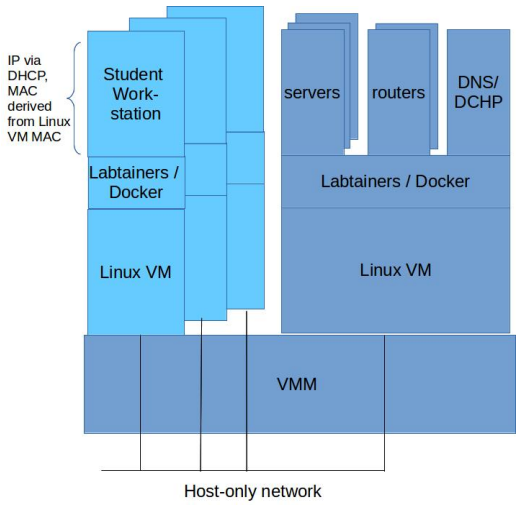

Figure 3: Multi-user Labtainers with multiple instances of Labtainers.

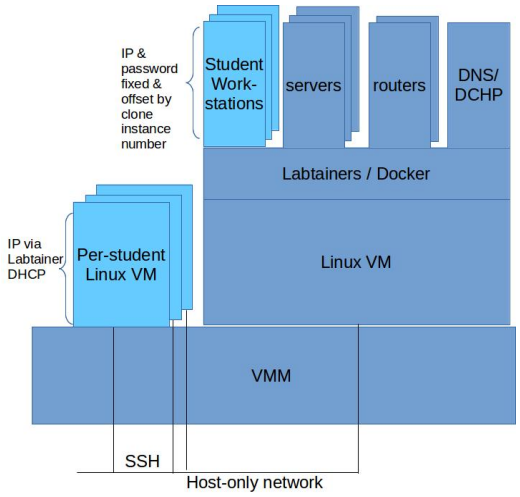

Figure 4: Multi-user Labtainers via SSH.

Both of the multiuser modes require a host-only network defined by the VMM. This network should be defined before it is allocated to any VM, and the DCHCP server on the host-only network should be disabled within the VMM.

12.0.1 Multi-user Labtainers, one Labtainer VM per student

In this approach, each student is assumed to have been allocated an individual VM upon which Labtainers is installed. The student has access to that VM, e.g., via ssh or a vSphere client. Each student VM runs a single per-student workstation Labtainer component. The remaining containers, e.g., vulnerable servers, all run on a single VM, which we refer to herein as the "server VM". Provisioning a lab to run in this mode is summarized below.

- Allocate the host-only network to each Labtainers VM. Be sure to disable the IPv4 networking for this network on each Labtainers VM, and set the network interface to promisuous mode (within the Linux host as well). For example:

```
sudo ifconfig ethx 0.0.0.0
sudo ifconfig ethx promisc
```

- Start the lab on the server VM using the labtainer command with the –server (-s) switch. This causes Labtainers to start each container in the lab that is not tagged as a "CLIENT".
- Students then start the lab on their individual VMs using the labtainer command with the –workstation switch, which will cause the student VM to only start the container identified as the "CLIENT" in the start.config file.

When conformant labs (see 12.1) are started, the workstation containers use DHCP to optain IP addresses from a Labtainers DHCP server. The MAC address of the workstation container is derived from the MAC address of the Linux VM host-only network interface (to avoid duplicate MAC addresses on the host-only network).

12.0.2 Single Labtainers VM with multiple students

In this approach all the Labtainer containers will run on a single VM. Students have access to one or more other VMs hosted on the same VMM as the VM that hosts Labtainers. Students will SSH from these VMs into the container workstation allocated to the student via the host-only network. The ssh command may include the "-X" option to permit X11 forwarding, thus allowing students to run GUI-based applications on their workstation containers.

- Allocate the host-only network to the Labtainers VM. Be sure to disable the IPv4 networking for this network on the Labtainers VM, and set the network interface to promisuous mode (within the Linux host as well).
- Allocate the host-only network to each VM used by students to SSH into their Labtainers workstation. Configure the network on the VM to use DHCP (the host-only DHCP server should be disabled, the VM will get an IP from a Labtainer DHCP server.)
- Start the lab on the server VM using the labtainer command with the –clone_count (-n) switch, specifying the quantity of per-student client containers to start.
- Students then ssh into their respective containers over the host-only network.

Conformant labs will assign each student workstation component an IP address in a sequence, starting from a fixed value. These IP addresses are allocated to the students.

12.1 Creating conformant multi-user labs

The following suggestions are intended to yield labs that can be started in any of the three operating modes.

- The lab should include a "client subnet" via which multiple VMs will communicate.
- Within the `start.config` file, identify this subnet as either a MACVLAN or a MACVLAN_EXT. The MACVLAN_EXT option will create a MACVLAN for this interface regardless of what mode the lab is started in, and is only intended for use if the lab includes an external host as described in 8.3.
- Itentify the client component within the `start.config` file using:

```
CLIENT YES
```

- Define the client component network address for the client subnet using the +CLONE_MAC option, e.g.,

  ```
  LAN 192.168.1.10+CLONE_MAC
  ```

  When run in single user mode, the +CLONE_MAC suffix is ignored. When run with multiple Labtainer instances, the last four bytes of the network MAC address for each client is cloned from the network interface tied to the MACVLAN. When all multi-user Labtainer workstations run on a single VM, then the IP address is incremented by one less than the clone instance number.

- Include a dhcp server as one of your containers, e.g., per the dhcp-client lab. The labtainer.network base includes the dnsmasq service, which includes a DHCP server. Reconfigure dnsmasq to start the DHCP service, e.g., in your fixlocal.sh script.

- Edit the dhcp container's _system/etc/dnsmasq.conf file to include the range of DHCP addresses you wish to allocate to the clients. When multiple instances of Labtainers are run, then "client" is the per-student Labtainer workstation. When there is a single Labtainers VM, then "clients" are the VMs from which students SSH into their Labtainer workstations. An example dnasq.conf entry is:

  ```
  dhcp-range=192.168.1.10, 192.168.1.99, 12h
  ```

- Enable dhcp on the client workstation components by installing isc-dhcp-client (via the Dockerfile), and putting this in the workstation _system/etc/rc.local:

  ```
  /sbin/dhclient-labtainer eth0
  ```

  Note the dhclient-labtainer invokes the dhclient program and then manually sets the ip address. This is a workaround for a Docker limitation.

- Include an SSH server in the workstation container, e.g., by deriving it from the labtainer.network base. Include a _system/etc/ssh/sshd_config file for the workstation container that permits X11 forwarding (if desired), e.g., by copying the file from the kali-test lab.

- Password management (only has an effect in multiuser mode when all Labtainers components are on a single VM). Assuming you'd like to allocate each student a unique (insecure) password for purposes of further ensuring one student does not accidently ssh into some other student's workstation, put this in the workstation's _bin/fixlocal.sh file:

  ```
  newpwd=studentCLONE\_NUM
  user=$2
  /usr/bin/passwd $user <<EOF
  $1
  $newpwd
  $newpwd
  EOF
  ```

  Add, this in the labs/[your lab]/config/parameter.config

  ```
  PASSWD : CLONE_REPLACE : .local/bin/fixlocal.sh : CLONE_NUM : CLONE
  ```

13 Limitations

The labtainers framework limits labs to the Linux execution environment. However, a lab designer could prescribe the inclusion of a separate VM, e.g., a Windows system, and that VM could be networked with the Linux VM that hosts the Docker containers as described in 8.3. Future work would be necessary to include artifacts from the Windows system within the framework's automated assessment and parameterization.

The user does not see the /etc/fstab file. Only virtual file systems can be mounted (or those mounted when the container is created.)

Kernel logs do not appear in `/var/log/kern.log`. For logging events such as iptables, consider using ulogd and a "NFLOG" directive in place of a "LOG" directive. See the dmz-lab as an example.

The available Docker network drivers do not permit IP address overlap between virtual networks. For example, you cannot define two 192.168.1.0/24 LANs.

Student use of the shell directive "source" will cause stdin/stdout to not be captured.

Inquisitive students will see evidence of artifact collection. Home directories on containers includes a `.local` directory that includes Labtainer scripts that manage capturing and collection of artifacts, and that directory contains the stdin and stdout files generated by student actions. Additionally, when the student starts a process that will have stdin and stdout captured, the student will see extra processes within that process tree, e.g., the `tee` function that generates copies of those data streams. All of the containers share the Linux kernel with the Linux host. Changes to kernel configuration settings, e.g., enabling ASLR, will be visible across all of the containers.

14 Notes

14.1 Firefox

14.1.1 Profile and configuration changes

The labtainer.firefox image includes a /var/tmp/home.tar which is expanded into the user home directory when parameterize.sh is run. This tar includes a profile in .mozilla that avoids firefox starting with its welcome pages and privacy statements. The labtainer.firefox image includes a customized /usr/bin/firefox that starts the browser in a new instance so it does not share existing browsers. The `about:config` was altered to disabled insecure field warnings for the labs that do not use SSL connections to web servers.

14.1.2 Browser history

If you wish to assess places a browser has visited, e.g., use a pregrade.sh to extract sites from the firefox places.sqlite file, put `places.sqlite` into the lab's /_bin/noskip file.

14.1.3 Slow browser startup

Some html, e.g., for the softplc, want to visit fonts.googleapis.com. If no gateway/dns is available, there is a long timeout. Try adding

```
ADD-HOST fonts.googleapis.com:127.0.0.1
```

to start.config to avoid the timeout.

14.1.4 Crashes in SimLab

See A.4 for information on avoiding firefox crashes when it is restarted in SimLab.

14.2 Wireshark

Wireshark will not run as root in Labtainer containers. The wireshark installion in the labtainer.wireshark image is configured to not require root to collect network packets:

When using the wireshark image, after the existing

```
RUN adduser $user_name sudo
```

add:

```
RUN adduser $user_name wireshark
```

14.3 Elgg

The xsite/vuln-site/myelgg.sql file needs to be loaded for elgg to run. First edit it to change xsslabelgg.com to your site name (two changes). Copy the sys_tar/var/www/xsslabelgg.com/elgg to your new lab. Note the elgg/views/default/output files have been modified to permit cross site scripting.

14.4 Host OS dependencies

On rare occations, performance of a lab may depend on the host Linux OS. An example is some kernel tuning parameters viewed and set via sysctl are not visible within containers on eariler versions of Ubuntu. If your lab has such OS dependencies, you can check the OS and warn the student/instructor via a script named "hostSystemCheck.py" placed withe the _bin directory of any of the lab's containers. This script shall return the value '0' if dependencies are met, and '1' if dependencies are not met. In the latter case, the startup.py will prompt the use to continue or abort. Your script should explain the situation to the student. An example of such a script is in the labs/tcpip/server/_bin directory.

14.5 Login Prompts

See the centos-log lab for an example of a lab that prompts users to login to the virtual terminal. In particular, you will need the `bin/student_startup.sh` script, and the `_system/sbin/login` program and the `_system/etc/login.defs` and `securetty` files.

14.6 Networking Notes

14.6.1 SSH

The labtainer.network baseline Dockerfile includes the following:

```
ADD system/var/run/sshd /var/run/sshd
RUN sudo chmod 0755 /var/run/sshd
```

For containers derived from the kali base, and others non-labtainer bases, use this line in your dockerfile to enable ssh into the box.

```
RUN sed -i 's/UsePAM yes/UsePAM no/' /etc/ssh/sshd_config
```

14.6.2 X11 over SSH

The scripts/designer/system/etc/ssh/sshd_conf allows X11 tunneling over ssh, e.g., from a remote VM connected to the same host-only lan as a container running the GUI application. Use `ssh -X container_ip` to enable X11 tunneling in the ssh session.

14.6.3 Traffic mirroring

Send copies of traffic from one ethernet port to another using the iptables TEE operation, e.g.,

```
iptables -t mangle -A PREROUTING -i eth1 -j TEE --gateway 172.16.3.1
```

will send copies of all incoming traffic on eth1 to the component with address 172.16.3.1. Note that gateway must be a next hop, or you will have to configure the nexthop to forward it further. This is useful for IDS labs, e.g., snort. Mirroring all incoming traffic into a component will let you reconstruct TCP sessions within that component. Mirroring output from components is not always reliable. Besides potential for duplicate traffic, Docker networks seem to sometimes gratuitously replace destination addresses with those of the Docker network gateway, i.e., the gateway to the host.

14.6.4 DNS

Install bind9 in Dockerfile. Add zone files to /etc/bind and db files to ../_system/var/cache/bind/. Add reference to the /etc/bind/named.conf.local as seen in local-dns/_bin/fixlocal.sh

14.6.5 Overriding Docker routing and DNS

Realistic network topologies require components to have /etc/resolv.conf and routing table entries that do not depend on Docker gateways and related magic. However, at some point you may want components to be able to reach the outside world. If you've fiddled resolv.conf and routing, you likely broke the default Docker method for doing this. One solution is to define an *isp* component that has a default gateway and resolv.conf as Docker defines them. Then route all traffic and DNS queries to that (making use of dnsmasq and your own resolv.conf entries). Note you will also have to set up your own NAT on that ISP component. See the dmz-example lab ISP component .local/bin/fixlocal.sh as a worked example of a simple NAT setup.

As a worked example, the dmz-example lab components (other than the ISP), typically use the .local/bin/fixlocal.sh script to delete the Docker-generated route:

```
sudo route del -host 172.17.0.1
```

And the fixlocal.sh also replaces the resolv.conf entry with either a local DNS component, or a gateway running the dnsmasq utility. The /etc/rc.local script generally sets the default gateway, and configures iptables.

14.7 User management and sudo

The Dockerfile should make the initial user, i.e., the user named in the start.config file, a member of sudoers. Otherwise, the fixlocal.sh script will not be unable to modify the environment. If desired, that user can be removed from sudoers at the end of the fixlocal.sh script.

Only the initial user (and that user's actions taken as root) are monitored. Additional users can be added, e.g., in the Dockerfile, but their actions are not monitored or recorded in artifacts.

14.8 DNS fixes for rebuild problems

When building a container, Docker uses its Daemon's default DNS addresses, which are the external Google DNS. Some sites disallow use of external DNS, and this results in rebuilds failing when yum/apt are unable to resolve host names. The script at `setup_scripts/dns-add.sh` will update those default DNS entres to include the DNS used by the host.

14.9 Suggestions for Developers

14.9.1 Testing assessment directives

The result and goals configuration files can be revised and tested within a running grader container by starting grader with the `-d` option. This saves time because you do not need to rebuild the container for each iteration of the development of configuration files. However, be sure to scp the configuration files from the container to your host Linux system. The files are in `.local/instr_config`. See the tt /tmp directory for logs.

Most result and goal assessment can occur once you have generated a suitable sample of expected student artifacts. In other words, adding new goal does not typically require that you go back and re-perform student actions. Exceptions to this are:

1. Adding new system commands to a "treataslocal" file;
2. Identifying new system files to be parsed as results. For example, results in a log file will not be collected unless that log file has been named in the results.config file.

14.9.2 3rd party applications

Some applications that you may wish to include in your lab may already have Docker container instances. Bringing those into Labtainers can sometimes be challenging because such containers often lack execution environment elements required by Labtainers for configuration steps, e.g., sudo. Most such applications are traditional Docker images whose purpose is to package an application. In contrast, Labtainer Docker containers are intended to look like computers running applications – not as applications packaged as containers. Is is therefore often easier, (and less disruptive to what students see), to include the 3rd party installation procedures, (e.g., what they publish to allow you to install their application on a Linux system), within your lab's Labtainer Docker file.

14.9.3 Msc

Use `TERMINAL_GROUPS` in the start.config file to organize terminals if you have more than a few. Otherwise the student will spend time trying to find each terminal.

14.9.4 Docker cache

By default, a `rebuild` will make use of the Docker cache to speed up the image building process. Use the `-N` option to supress use of the cache. This may be needed if you expect the results of a `RUN` command within a Dockerfile to change between builds. When using the `publish.py` command, the cache is disabled by default.

14.10 Container isolation

Docker provides namespace isolation between different containers, and between the containers and the host platform. Note however, that all containers and the host share the same operating system kernel. Some kernel configuration changes will affect all containers and the host. For example, use of sysctl to modify Address Space Layout Randomization (ASLR) will effect all containers and the effects will persist in the host after the containers are stopped. However, some tuning parameters such as net.ipv4.ip_forward are isolated, i.e., local to the container. These do get reset in ways that are hard to predict, so it is suggested that sysctl tuning be done in rc.local scripts so that they happen on each boot.

Note also, that the Docker group (in which containers execute) is root equivalent, and thus a hostile container can do damage to the Linux host.

14.11 Test registry setup

The test registry is a Docker container that runs on the host, i.e., native OS upon which the VMs run. The same test registry is shared by multiple development VMs. The test registry is created via `host_scripts/registry/start_reg.sh`. It listens to port 5000 on the localhost.

A VM is configured to use the test registry via `setup_scripts/./prep-testregistry.sh`

The test registry is populated using publish.py -t

14.12 CentOS containers

CentOS base containers do not run 32-bit binaries. Add the following to your dockerfile to do that:

```
RUN yum install -y compat-libstdc++-296.i686 compat-libstdc++-33.i686
```

A
SimLab for testing labs

SimLab is a testing tool used to simulate a user performing a lab. It utilizes the xdotool utility to generate keyboard input and window selections. The SimLab tool is driven by a sequence of directives stored in a file at this location:

`labtainer/simlab/<labname>/simthis.txt`

The `simlab` directory is at the same level as `$LABTAINER_DIR`, i.e. at `$LABTAINER_DIR/../simlab`. Note that simlab files are not in the github repository. These files essentially contain lab solutions, and thus should not be openly published. files essentially contain lab solutions, and thus should not be openly published. [26]

With SimLab, you can fully automate the performance of a lab, including the use of GUIs. This facilitates regression testing, and the initial development of labs – particularly the debugging of automated assessment.

Full automation of regression testing is achieved using the `smoketest.py` utlity described below in A.5

A.1 Preparations Before Running SimLab

- Ensure that you have 'xdotool' install. Run this to install if you haven't :
  `sudo apt-get install xdotool`
- Ensure your system's $PATH includes $LABTAINERS_DIR/testsets/bin

A.2 Running SimLab

This is all run from the '../scripts/labtainer-student' directory.

1. Start targeted lab with the redo flag, '-r'.
2. Run SimLab.py on targeted lab.
3. Do not click or type anything on the computer. This will disrupt the simulation.
4. The process ends when the user prompt comes back. If the simulation hangs up, 'ctrl + C' and run stoplab.

A.3 SimLab Directives

Directives within a `simthis.txt` file name windows to select, (i.e., gain focus), and keystrokes to generate as described in the list below. The SimLab utility includes limited synchronization features to pause the input stream. These currently include a directive to wait until some named process has completed execution; and a directive to wait until network connections with a given host have terminated.

The SimLab directives are as follows:

- **window** <text> – Selects the window having a title that contains. Note that tabs within windows are selected by first selecting the window, and then use `key "ctrl+Next"` to tab over to the desired terminal tab. the given text. Will timeout and fail after 20 seconds.

[26] If you require simlab files for existing labs, contact me and try to convince me you actually need them (mfthomps@nps.edu).

- **window_wait** <text> – Like window, but no timeout. Intended for use when the xterm title is changed by a program.
- **type_line** <text> – Types the given text followed by a newline.
- **type_lit** <text> – Types a sequence of keys, replacing grave, minus and space with X11 keysims. Followed by a newline.
- **key** <keysym> – Performs a keypress for the given X11 keysim, see `http://xahlee.info/linux/linux_show_keycode_keysym.html` and `https://www.in-ulm.de/~mascheck/X11/keysyms.txt`
- **rep_key** <count> <keysym> – Repeats a keypress for the given X11 keysim <count> times.
- **sleep** <seconds> – Sleeps for the given number of seconds.
- **wait_proc** <text> – Delays until a `ps au <text>` returns nothing. Intended for use to wait for a command to complete. This runs on the Linux host, so do not be vauge, or it may never return. Note: If the command was added to the keyboard buffer, then wait_proc may not catch a command.
- **type_command** <text> – Types the given text and uses wait_proc to wait for the command to finish.
- **wait_net** <container>:<text> – Delays until network connections to a given remote host have terminated. The given <text> is searched for as a substring within the host name ouput from a `netstat` command run on the given container.
- **type_file** <file name> – Reads and types each line in the named file. Blank lines will cause a 2 second sleep. Note: Each line is typed into a keyboard buffer and a line commnd will not wait for the previous line to complete its process before running itself. Refer to command_file for this function.
- **command_file** <file name> – Intended for use in issuing a series of commands from the shell. This reads and types each line in the named file. A `wait_proc` function is then automatically performed on the line.
- **key_file** <file name> – Reads each line in the named file, and performs a keypress. The lines should contain X11 keysims. Blank lines cause a 2 second sleep.
- **replace_file** <source file> <container>:<dest file> – Copies content of a source file on the Linux host relative the simlab directory, to a destination path on the named selected container.
- **add_file** <source file> <dest file> – Will append text from the source file to the end of the destination file. The destination file will be accessed from the currently selected virtual terminal. This uses a simple VI scheme to append text, and thus assumes the window and cwd are as needed.
- **include** <file> Reads the named file and treats each line as a SimLab directive, and then continues processing the next directive in the source file. This is similar to the C include directive.
- **type_function** <command> – Will execute the given command, read stdout from the command and then type that.

A.4 SimLab application notes

Most GUI's have shortcut keys that can be used to automate their inclusion in a lab.

Firefox is brittle when it restarts. See the `fixfirefox.txt` SimLab script for the snort lab for an example of avoiding errors when Firefox restarts.

A.5 Regression testing with smoketest.py

The `smoketest.py` utility automates regression testing of labs. It will automatically:

- Start a lab
- Use SimLab to perform the lab
- Stop the lab
- Use `gradelab` to assess the lab
- Compare the results of gradelab to those stored in the directory at:

  `labtainer/simlab/<labname>/expected/`

Populate the expected results with the results from the labtainer_xfer directory after you've manually determine the results you desire. If `smoketest.py` is started with no parameters, it will iterate through each lab in the labs directory. The that lab lacks `simthis.txt` file, then the lab is simply started and stopped (hence the tool's name). The tool will stop upon encountering the first error. If a lab's simlab includes an expected directory it will compare the results and report on whether they match. If no expected results are found, no status is displayed (unless an error is encountered.)

If you are using smoketest to check against archived expected results from NPS, make sure the saved email used for each lab is 'frank@beans.com'. You can do this by modifying `~/.local/share/labtainers/email.txt` with only 'frank@beans.com' at the top.