

Workshop on Sniffing and Spoofing

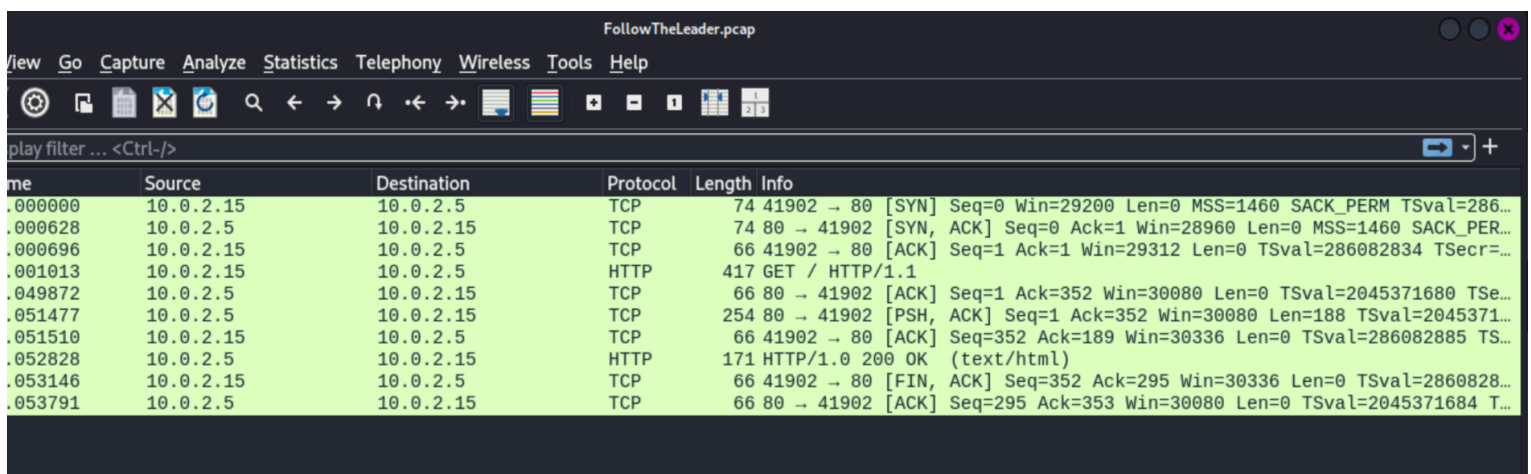
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Sniffing Tools

Wireshark

Today I'll be using wireshark to solve the challenge on this link:

<https://ctfacademy.github.io/network/challenge1/index.htm>



As seen in the picture above there are two HTTP protocols and one of them is sending a text/html. On inspecting that packet, we get:

```
Internet Protocol Version 4, Src: 10.0.2.5, Dst: 10.0.2.15
Transmission Control Protocol, Src Port: 80, Dst Port: 41902, Seq: 189, Ack: 352
[2 Reassembled TCP Segments (293 bytes): #6(188), #8(105)]
Hypertext Transfer Protocol
  HTTP/1.0 200 OK\r\n
    Server: SimpleHTTP/0.6 Python/3.7.3rc1\r\n
    Date: Sun, 14 Jul 2019 02:42:13 GMT\r\n
    Content-type: text/html\r\n
  Content-Length: 105\r\n
  Last-Modified: Sun, 14 Jul 2019 02:41:10 GMT\r\n
  \r\n
  [Request in frame: 4]
  [Time since request: 0.051815000 seconds]
  [Request URI: /]
  [Full request URI: http://10.0.2.5/]
  File Data: 105 bytes
Line-based text data: text/html (3 lines)
  <h1>My Flag Web Page</h1>\r\n
  <p>Hi there! Have a flag!</p>\r\n
```

Spoofing Tools

How Spoofing Works

1. **Reconnaissance:** Gathering information about the target.
2. **Impersonation:** Falsified data is created.
3. **Deception:** The data is sent to trick the victim.
4. **Exploitation:** Attacker gains access or data from the victim.

Ettercap

Ettercap can be used to find the IP and MAC addresses of all the hosts in the network then choosing any two communicating systems and setting them as target 1 and target 2.

Target 1 is the host you want to impersonate and target 2 is the one which is sending it.

Then, you can also perform ARP poisoning and other attacks to manipulate the packets and forward them.

We can simulate this by setting some sort of communication (like TCP using nc or netcat) and spoof the packets transferred between them.