

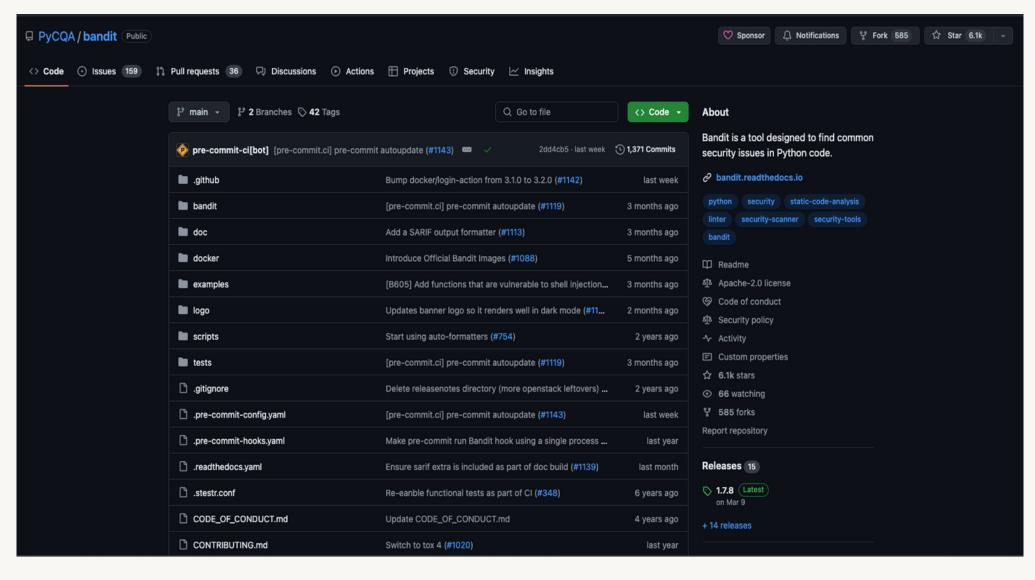
Overview

- 相關知識介紹
- 架構圖
- 程式碼演示
- 時間排程
- 遭遇的困難以及挑戰
- 心得





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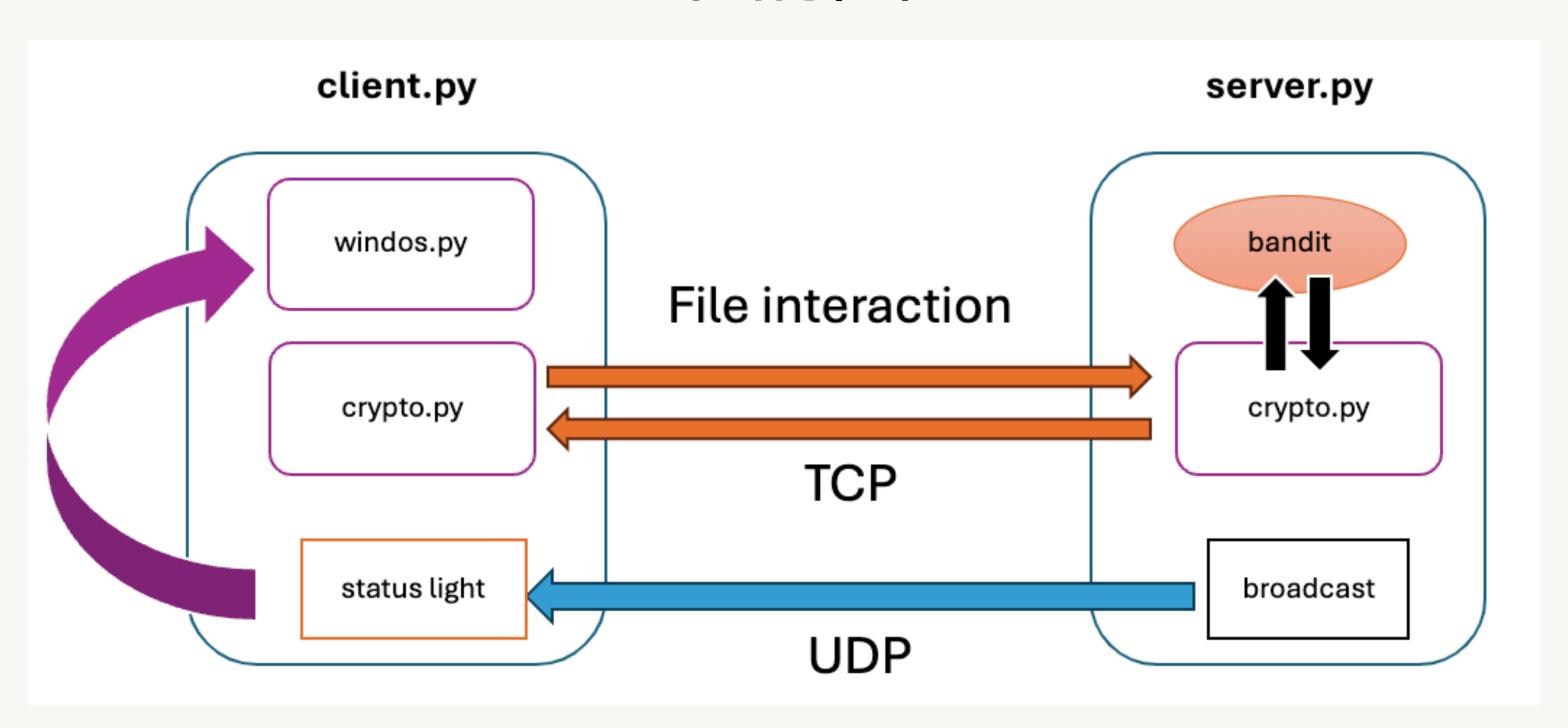
- 1.開源
- 2.安全漏洞檢測
- 3.用戶可編寫自定義規則
- 4.詳細的報告
- 5.可自動化掃描

混合加密法

- 1.一方生成公私鑰以及對稱金鑰。
- 2.另一方拿到公鑰後,先拿對稱金鑰對資料加密。
- 3. 資料加密完後利用公鑰對對稱金鑰加密,將兩者都傳給對方。
- 4.一方拿到兩者後,先用私鑰對對稱金鑰解密,拿解密後的對稱金鑰對資料進行解密。

	對稱加密	非對稱加密		
優點	加密快	金鑰儲存安全		
缺黑占	金鑰容易被人知道	加密慢		

架構圖



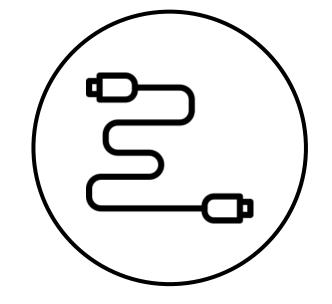
專案檔案結構



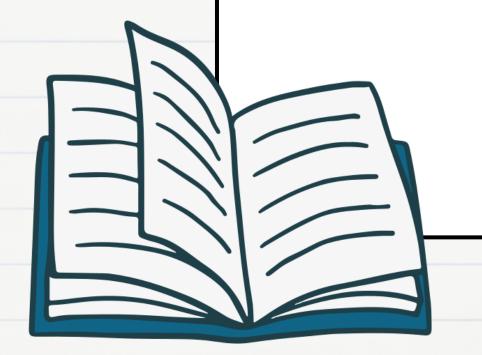
windows.py



- crypto.py
- public_key
- private_key



- client.py
- server.py

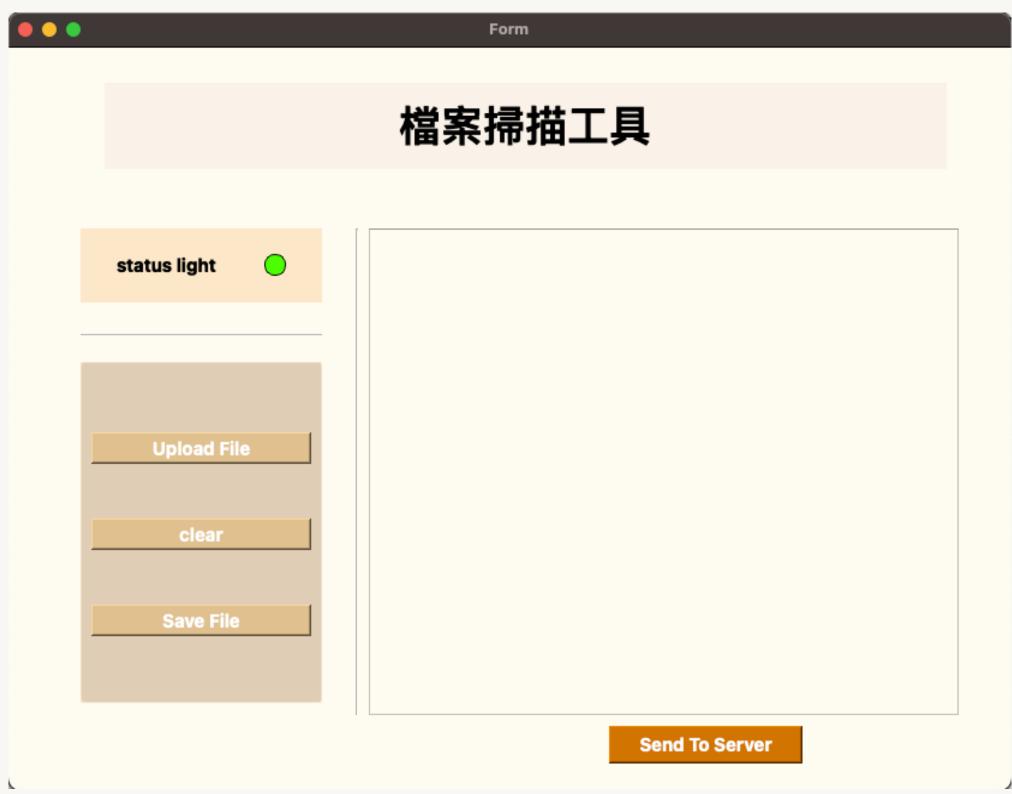




測試檔案

- 1.bad.py -> command injection
- 2.cominj.py -> command injection
- 3.SQLinj.py -> SQL injection
- 4.xss.py -> XSS

執行過程



達成條件 (基本要求)

- 1.須用到TCP與UDP
- 2. 須用到broadcast(廣播)與multicast(群播)擇一
- 3. server須用到多工技術擇一使用:non-block,select,multi-thread
- 4. client須用GUI 可使用c#或python tkinter或pyQt

時間規劃

	6/2	6/3	6/4	6/5	6/6	6/7	6/8
初版視窗以及想法構思							
檔案傳輸的過程以 及信號連結							
狀態燈 (broadcast功能)							
重新設計視窗							
新增其他按鈕功能							
加密模塊							



遭遇的困難以及挑戰



客戶端的寄送與收到資訊 (累積兩天)



GUI設計頁面的版面配置



Gui要在parent thread 才能做更改

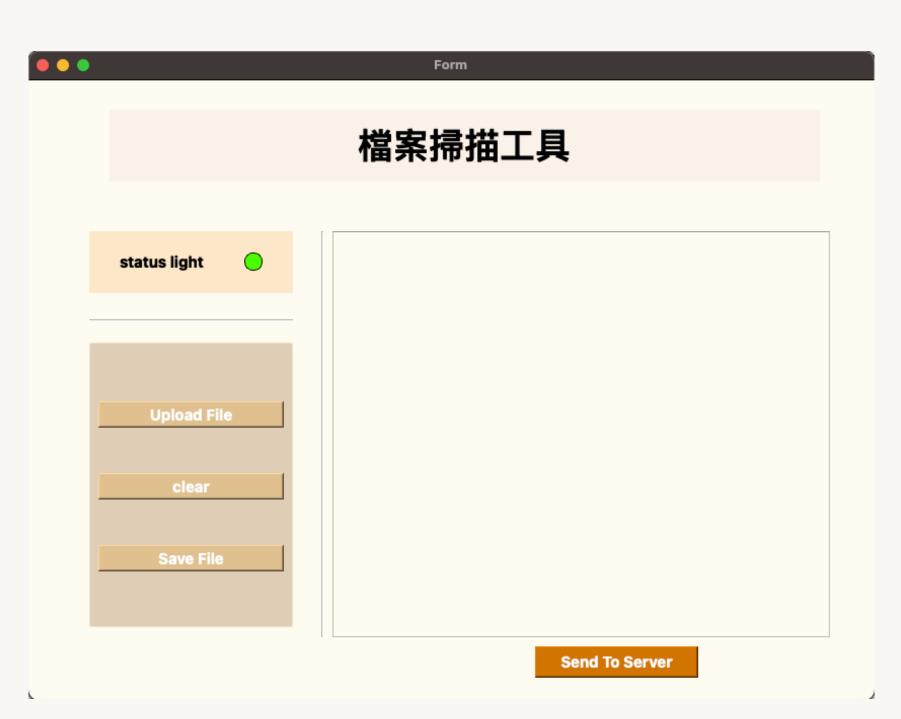


Gui重做object name抓不到(累積5hr)



GUI設計頁面的版面配置(累積一天)





Gui要在main thread 才能做更改(8hour)

QObject: Cannot create children for a parent that is in a different thread.
(Parent is QTextDocument(0x13a720460), parent's thread is QThread(0x14a656180), current thread is QThread(0x13a752900)
[1] 22564 segmentation fault python client.py



```
1 Answer
                                                     Sorted by: Highest score (default)
                                                                                            ‡
       You should not directly modify the GUI from another thread, one way to modify the GUI
       indirectly from another thread is to use the Qt signals:
         import threading
        from PyQt5 import QtCore, QtGui, QtWidgets
         from mcstatus import MinecraftServer
        class Ui_MainWindow(object):
            def setupUi(self, MainWindow):
         class Worker(QtCore.QObject):
             logged = QtCore.pyqtSignal(str)
            statusChanged = QtCore.pyqtSignal(bool)
                 threading.Timer(0.2, self._execute, daemon=True).start()
             def _execute(self):
                 threading.Timer(0.2, self._execute, daemon=True).start()
                 ip = "..."
                port = 25565 # Server 1
                 server = MinecraftServer(ip, port)
                     filepath = "..."
                     with open(filepath, "r") as f:
                         contents = f.read()
                         self.logged.emit(contents)
                 except IOError as e:
                     self.statusChanged.emit(False)
                     self.statusChanged.emit(True)
```

自學的技術



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- pyQt
- Qt designer





參考資料

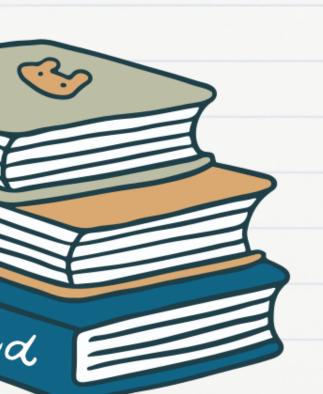
- https://steam.oxxostudio.tw/category/python/pyqt5/start.html
- https://www.youtube.com/watch?
 v=wWyWFULmxj4&list=PL0uF99K6uCYPp2hv99pcUPpkUtiDWjGdW&index=1
- https://zhung.com.tw/article/%E7%94%A8qtdesigner%E4%BE%86%E8%A8%AD%E8%A8%88pyqtgui%E6%87%89%E7%94%A8%E7%A8%8B%E5%BC%8F%E7%95%8C%E9%9D%A2/
- https://www.cnblogs.com/dechinphy/p/bandit.html
- https://cwe.mitre.org/

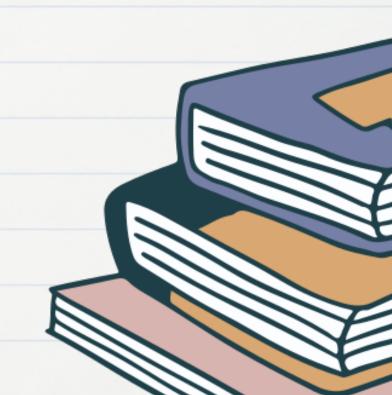




有時間可以延伸

- 自己寫一個靜態分析器。
- 可以做一個多用戶系統,具有登入頁面, 用來控制用戶權限以及控管使用次數。
- 圖形界面具有更高的可讀性以及美化。







感謝段聽



