Network Security Logbook

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CONTENTS

Lis	st of Figures	iii
1	WEEK 1: NETWORKING QUIZ	1
2	WEEK 2: MALWARE	
3	WEEK 3: DENIAL OF SERVICE	3
4	WEEK 4: CYBER PHYSICAL ATTACKS	4
5	WEEK 5: WEB SECURITY	5
6	WEEK 6: SOCIAL ENGINEERING & PHISHING	6
7	WEEK 7: CLOUD, BYOD AND INSIDER THREAT	7
8	WEEK 8: DEFENCE MEASURES	8
9	CONCLUSION	9
BI	BLIOGRAPHY	10

LIST OF FIGURES

Figure 1.1	Networking Quiz Results	1
Figure 2.1	Shellcode Zeus Gameover	2

WEEK 1: NETWORKING QUIZ

In the first week, there was no laboratory but an introduction to Networking with explanations of the various parts that led to Network Security. At the end of the lecture, we had access to a Quiz. My results are below.

Summary of your previous attempts						
Attempt	State	Grade / 19.00	Review			
1	Finished Submitted Wednesday, 29 September 2021, 12:42 PM	17.00	Review			
2	Finished Submitted Wednesday, 29 September 2021, 12:47 PM	18.00	Review			

Your final grade for this quiz is 18.00/19.00.

Figure 1.1: Networking Quiz Results

WEEK 2: MALWARE

There are several types of Malware that can be used to compromise a network or a computer. The propagation of a malware can also happen through social engineering, being phishing one of the most common examples (Greenberg, 2019). This lab objective is to discover and research different types of specific malwares.

2.1 ZEUS GAMEOVER

One of the most famous malware is Zeus Gameover. Zeus is a trojan that spreads itself through emails with malicious attachments (Wikipedia, 2021). This malware will then generate zombies that sit in an IRC server managed by a server administrator. This process is a continue and infinite loop and makes the battle against the botnets really hard (Firat, 2020). Zeus uses anAdobe Reader BMP/RLE heap corruption vulnerability CVE-2013-2729 that causes a buffer overflow to cause a DoS that makes the daemon crash and execute malicious code (Ismail et al., 2021). In the case of Zeus, most of the time, a PDF file is used to initialise everything and start the new botnet. It will use the vulnerabilities of the reader to declare previously where the shellcode is not even hidden, and that can be easily decrypted (Eternal, 2013). These discoveries are made using a python tool named peepdf that analyse a pdf file. The principal scope of the botnet is to steal banking informations where the victims are deprived of their money when the amount is worth to be taken (KnowBe4, 2020).

Figure 2.1: Shellcode Zeus Gameover

WEEK 3: DENIAL OF SERVICE

Where all Week 3 stuff will go

WEEK 4: CYBER PHYSICAL ATTACKS

Where all week 4 stuff will go

WEEK 5: WEB SECURITY

Where all week 5 stuff will go

WEEK 6: SOCIAL ENGINEERING & PHISHING

Where all week 6 stuff will go

WEEK 7: CLOUD, BYOD AND INSIDER THREAT

Where all week 7 stuff will go

WEEK 8: DEFENCE MEASURES

This is where all week 8 stuff goes.

CONCLUSION

This is the conclusion.

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