CS447 Network and Data Communication

Project 3 Report: TLS

Intro:

In this report, I am going to walk you thru the process of sending and receiving emails in my application down to every command. I will walk thru how to start the server and client, how to authenticate and how to send an email in detail.

For the sender server and client(Send emails after authentication**)**:

First how to start the server type "make senderserver PORT=" and type the port number after the '=' "make senderserver PORT=9000" and type the port number after the '='

Do the same in a separate terminal for the client type "make senderclient PORT=" e.g. "make senderclient PORT=9000". The number that you pick MUST match up.

Limitation:

To start one of the most prevalent limitations of this implementation of TLSv1.3 STMP Is that when using Python, you must enter the PEM password to verify their certificates. The password I used and that you need to type in Is "cs447". This is the same password anytime you are prompted to type in a PEM password. I believe to get around this in Python You need to use Pem formatting instead of the .key and .crt. If I had more time, I would try out different certificate formats, but due to major time limitations I had to stick with what was working for me at the time. Also, for limitation in implementation, the receiver server (I think should be called retriever instead) does not auth the users but it does fetch the emails based on user. It is also not multi-threaded. This could have been easily implemented because it's the exact same as the sender but due to the time constraint I didn't want to break what was already running perfectly in TLSv1.3 which is the major focus in this project. I did not want to risk not being able to get my program to compile for a minor requirement when I have the major requirement working with valid proof.

When correctly starting their server and client as stated above and entering the correct PEM password then you will be asked as a client to type "Connect" after doing so you will be prompted with the menu. This menu corresponds to SMTP commands that was referenced in the RFC. these commands should be entered in the correct order RFC explains. If a command is entered out of sequence error code 503 is shown. Otherwise a 200 OK is printed in the server

log. The client must first type the command "HELO" after receiving the welcome message from the server the client next must authenticate he or her user email with the server that cross references new and returning users with the hidden file in password given to you upon first authenticating. to authenticate type the command "AUTH" and follow through the prompt. The first time you authenticate you will be given a random 5-digit number password that ends in "447" Making it 8-digit password altogether. You MUST reconnect both client and server to a NEW PORT at this point. Do this by typing. "make senderserver PORT=9001" for server and "make senderclient PORT=9001" for client and typed the same password for each. Go thru the same steps as before and when AUTH enter your same email and password that was given to you. Follow the order of command for SMTP (MAIL FROM, RCTP TO, DATA). After which a status code 250 SENT should be sent as well as your message to the specify user email that was giving in the command "RCTP TO".

Here is the screenshot of the above process improve of the protocol that is use while doing this process in Wireshark format.

```
4 6.853322848
                                                                                                                   68 46844 - 5003 [ACK] Seq=1 Ack=1 Win=65536 Len=0 TSval=42909178...
                                                                                                TLSV1.3 585 Client Hello
TCP 68 5003 - 46844 [ACK] Seq=1 Ack=518 Win=65024 Lene 75val=333588...
TLSV1.3 2540 Server Hello, Change Cipher Spec, Application Data, Application
TCP 68 46844 - 5003 [ACK] Seq=518 Ack=2473 Win=63744 Lene 75val=429...
                            127.0.0.1
127.0.1.1
                                                              127.0.1.1
127.0.0.1
  5 6 853463584
  6 6.853467172
  7 6.857659420
                            127.0.1.1
                                                              127.0.0.1
127.0.1.1
                                                                                                TCP 68 46844 - 5003 [ACK] Seq=518 ACK-2473 MIN-0574 Lens 1 Color TLSV1.3 2320 Change Cipher Spec, Application Data, Application Data, Application Data, Application Data 68 5003 - 46844 [ACK] Seq=2473 ACK-2770 Win-63872 Lens TSVal=33...
TLSV1.3 103 Application Data
  9 6.862767434
                            127.0.0.1
                                                              127.0.1.1
                                                              127.0.0.1
127.0.1.1
11 6.862950411
                            127.0.0.1
12 6.862953990
13 6.863100146
                                                              127.0.0.1
127.0.0.1
                                                                                                 TCP 68 5003 - 46844 [ACK] Seq=2473 Ack=2805 Win=63872 Len=0 TSval=33... TLSv1.3 1923 Application Data
                            127.0.1.1
                            127.0.1.1
14 6.863102342
15 6.863164150
                            127.0.0.1
                                                              127.0.1.1
127.0.0.1
                                                                                                 TCP 68 46844 ~ 5003 [ACK] Seq=2805 Ack=4328 Win=64000 Len=0 TSval=42...
TLSv1.3 1923 Application Data
                            127.0.1.1
                                                                                                                68 46844 - 5003 [ACK] Seq=2805 Ack=6183 Win=63104 Len=0 TSval=42...
107 Application Data
                                                              127.0.1.1
127.0.1.1
16 6 863166332
                            127.0.0.1
                                                                                                 TCP
                                                                                                 TLSv1.3
 17 18.465269338
                                                                                                                68 5003 - 46844 [ACK] Seq=6183 Ack=2844 Win=64896 Len=0 TSval=33...
105 Standard query 0x01a6 PTR _CA5E8412._sub._googlecast._tcp.loc...
104 Application Data
18 18.465278600
                            127.0.1.1
                                                               127.0.0.1
                                                                                                 MDNS
     20.002645850
                            192.168.1.5
                                                               224.0.0.251
                                                                                                 TLSv1.3
20 21.655172277
                            127.0.0.1
                                                               127.0.1.1
21 21.655187846 127.0.1.1
22 21.655436695 127.0.1.1
                                                                                                                                   46844 [ACK] Seq=6183 Ack=2880 Win=64896 Len=0 TSval=33...
                                                                                                 TCP 68 5003 → 46844 [AC
TLSv1.3 112 Application Data
                                                              127.0.0.1
```

As you can see, I am running the program on a localhost because my hard drive was wiped doing a failed attempt of dual booting Linux on my windows machine. the dual boot now works but due to partitioning errors all my hard drive data was wiped. Luckily I have backup copies when the schools server I could retrieve but SSH tunneling was not set up anymore so for quick proof I ran the program on my local machine what should be more than efficient enough to prove be protocol that is being run. As you can see TLSv1.3 is definitely being run by my application without a doubt. In the screenshot above the first TLS message being "Client Hello" followed by the "Server Hello". You can see full detailed captures in the file "Wiresharkcaptures.txt". In the same file you can see the same process being run As TCP a not TLS. I will only provide 1 example because you can simply look in the "Wiresharkcaptures.txt" for more.

```
No. Time Source Destination Protocol Length Info 27 26.691387077 127.0.0.1 127.0.1.1 TCP 68 46844 \rightarrow 5003 [ACK] Seq=2916 Ack=6272 Win=65536 Len=0 TSval=4290937728 TSecr=333590898 Frame 27: 68 bytes on wire (544 bits), 68 bytes captured (544 bits) on interface any, id 0 Linux cooked capture Internet Protocol Version 4, Src: 127.0.0.1, Dst: 127.0.1.1 Transmission Control Protocol, Src Port: 46844, Dst Port: 5003, Seq: 2916, Ack: 6272, Len: 0
```

Output of sample run:

Here are Screenshots of me running the exact same process myself

```
Type a Command
rctp to
What is the receivers email?
'@447.edu' will be added. Do not include when entered
nu2@447.edu
What is the email subject title?
lih

Type a Command
data
What is the meaasge you want to send?
What is your message?
sdfusdpo ufsduf sdpufpsd fsd fsd
Status Code: 250 - Mail was sent
```

For the receiver server and client (To retrieve sent emails open a new terminal):

Start the server by typing "make receiverserver PORT=" and type the port number after the '=' "make receiverserver PORT=9100" and type the port number after the '='

Do the same in a separate terminal for the client type "make receiverclient PORT=" e.g. "make receiverclient PORT=9100". The number that you pick MUST match up.

To retrieve your emails from here is simple. Type the HTTP(now HTTPS) "GET" command and you will prompted to enter you email that you want to read emails from as shown below.

```
| Service | Serv
```