### TCP Port Scan



Course Name: Principle of Computer network

experiment

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# Experiment 2

- Subject: Discover the TCP service opened by the remote host.
- Purpose: Through discovering the TCP service opened by the remote host, understand the working principle of C/S communication mode and port scanning.

#### Requirement:

- (1) Run as command: DOS>scanPort remote\_ip.
- (2) Output: TCP service port number opened by the remote host.

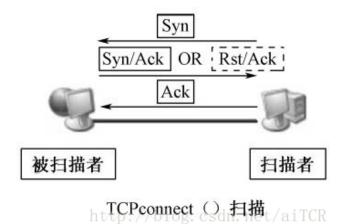


### Implementation principle

- Common methods: TCP connect, TCP SYN, TCP FIN;
- Method used in this experiment: The OS provides the connect() system call to establish a connection with a port of the remote host. If the port of the remote host is in listening, the connect() connection is successful; otherwise, the port is closed;
- Advantage: Do permission required. Any user can use the system call.

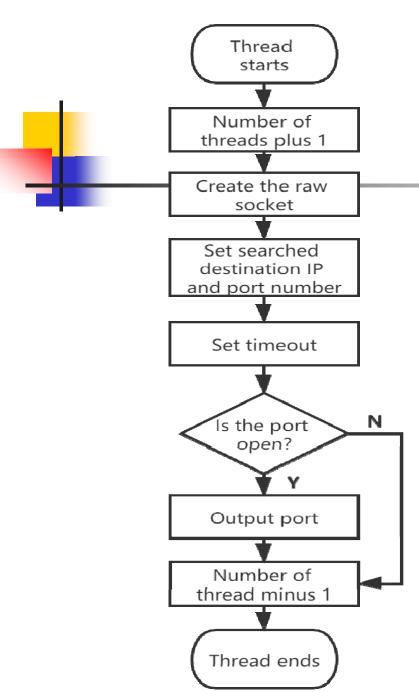
# TCP Connect() Scan

This is the most basic TCP scan, which use the connect() function provided by the system to connect to the target port and try to establish a complete three-way handshake process with the remote host. Therefore, this scanning method is also called "full scan". If the target port is in the listening state, connect() returns successfully, otherwise -1 is returned, indicating that the port is not accessible.



### Start Input parameter correctly? N Run Ws2 32.dll is searching port finished? Too many Sleep threads? N Create the new searching port threads Port adds 1 Still have unfinished Sleep threads Unbind with socket End

# Main program flowchart



### Sub-thread flowchart



```
#include "stdafx.h"
     #include(iostream)
    using namespace std;
    #include<winSock2.h>
    #pragma comment (lib, "ws2_32.lib")
    #define STAUS FALIED OxFFFF
                                     //Error code
     unsigned long server IP:
                                     //Scanned server address
     long MaxThread = 200:
                                    //Number of scan threads allowed
     long ThreadCount = 0:
                                   //Number of threads being scanned
     long *aa = &ThreadCount;
10
12
     //Thread scanning port
13
     DWORD WINAPI ScanPort(LPVOID 1pParam) {
14
         short Port = *(short*)1pParam;
         InterlockedIncrement(aa):
15
         //Create fluid socket words
16
        SOCKET sock = socket (AF INET, SOCK STREAM, 0);
17
         if (sock == INVALID SOCKET)
18
19
             cout << "Failed to create socket words" << endl:
20
21
             return 0:
22.
23
         e1se
24
25
             //Fill in the server address
26
             sockaddr in severAddr;
27
             severAddr.sin_family = AF_INET;
28
             severAddr. sin port = htons(Port):
29
             severAddr. sin addr. S un. S addr = serverIP:
30
             //Determine whether this machine is turned on
31
             connect(sock, (sockaddr*)&severAddr, sizeof(severAddr));
32
             struct fd_set write; //Write socket words set
33
             FD ZERO(&write):
34
             FD_SET(sock, &write);
35
             //Initialization timeout
36
             struct timeval timeout:
37
             timeout. tv_sec = 100 / 1000;
38
             timeout.tv usec = 0:
39
             if (select(0, NULL, &write, NULL, &timeout)>0)//Set timeout
40
                 cout << Port << ",":
41
42
             closesocket(sock):
43
44
         InterlockedDecrement(aa);
45
46
         return 0:
47
```

# Sample code for scanning port thread



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```
void main(int argc, char *argc[])
    if (argc != 2)
        cout << "Please enter the destination host IP address" << endl;</pre>
    //Establish a binding with the socket library
    WSADATA WSAData;
    if (WSAStartup(MAKEWORD(2, 2), &WSADATA) != 0)
        count << "WSAStartup falied!" << GetLastError() << endl;</pre>
        ExitProcess(STATUS FALIED);
    severIP = inet addr(argv[1]);
    count << "The following ports are open:" endl;</pre>
    for (int i = 1; i < 1024; i++) {
                                          //Scan server 1-1024 port
        //Exceed the maximum allowable thread waiting
        while (ThreadCount >= MaxThread)
            Sleep(10);
        //Create thread, scan port
        DWORD ThreadID;
        CreateThread(NULL, O, ScanPort, (LPVoID) new short(i), O, &ThreadID):
    //There are unfinished threads, waiting
    while (ThreadCount > 0)
        sleep(50);
    //Unbind with Socket library
    WSACleanup():
```

# Sample code for main program

## Result for Sample code

