



CYBERIUM ARENA
— SIMULATOR —



PROJECT **PENETRATION TESTING**

VULNER



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Objective

Create a script that maps network devices for ports, services, and vulnerabilities.

Functions

1. Getting the user input

The user enters the network range, and a new directory should be created.

```
kali@kali: ~  
File Actions Edit View Help  
kali@kali:~$ ./vulner.sh 192.168.10.0/24  
[*] Mapping the range 192.168.10.0/24  
[+] Directory created: 192.168.10.0
```

2. Mapping ports and services

The script scans and maps the network, saving information into the directory.

Available tools: nmap, masscan

```
GNU nano 5.8 vulner.sh *  
  
function SCAN()  
{  
#scan for ports and services; saving results to filter and analyze  
}
```



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3. Mapping vulnerabilities

The script will look for vulnerabilities using the **nmap scripting engine**, **searchsploit**, and **finding weak passwords** used in the network.

Available tools: nmap, searchsploit, hydra, medusa

```
kali@kali: ~  
File Actions Edit View Help  
GNU nano 5.8 vulner.sh *  
function NSE()  
{  
#use the scanning results, and run NSE to extract more information  
}  
  
function SEARCHSPLOIT()  
{  
#use the service detection results to find potential vulnerabilities  
}  
  
function BRUTEFORCE()  
{  
#use the scanning results, and find via brute force login services with weak passwords  
}  
|  
  
^G Help      ^O Write Out  ^W Where Is   ^K Cut        ^T Execute    ^C Location  
^X Exit      ^R Read File  ^\ Replace    ^U Paste      ^J Justify    ^_ Go To Line
```

The logo for Cyberium Arena Simulator features a shield with a green left half and a blue right half, set against a teal background with binary code and a network diagram. Below the shield, the text "CYBERIUM ARENA" is written in a bold, blue, sans-serif font, with "— SIMULATOR —" in a smaller, black, sans-serif font underneath.

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4. Displaying results

At the end of the scan, show the user the general scanning statistics.

```
kali@kali: ~  
File Actions Edit View Help  
GNU nano 5.8      vulner.sh *  
  
function LOG()  
{  
#display general statistics from the scan  
}  
  
## check the first argument is not empty  
  
SCAN          #scan the given network; save results into the directory  
NSE           #check for extra information using Nmap Scripting Engine  
SEARCHSPLOIT  #use searchsploit to find potential vulnerabilities  
BRUTEFORCE    #use brute force tools to find weak passwords on the network  
LOG           #display scan information  
█  
  
^G Help      ^O Write Out  ^W Where Is   ^K Cut        ^T Execute    ^C Location  
^X Exit      ^R Read File  ^\ Replace    ^U Paste      ^J Justify    ^/_ Go To Line
```




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Comments

1. Use comments in your code to explain.
2. If you are using code from the internet, add credit and links.

Submitting

1. Submit the source code (.sh) and a pdf file with the screenshots proving the functions work.
2. Send the project to the trainer email.
3. In the email subject type **project: Vulner <student name>**.