CNS LAB 2

PACKET SNIFFING AND SPOOFING USING PCAP

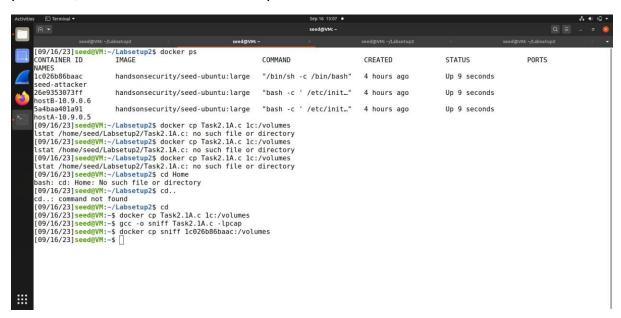
NAME: NAVYA PERAM

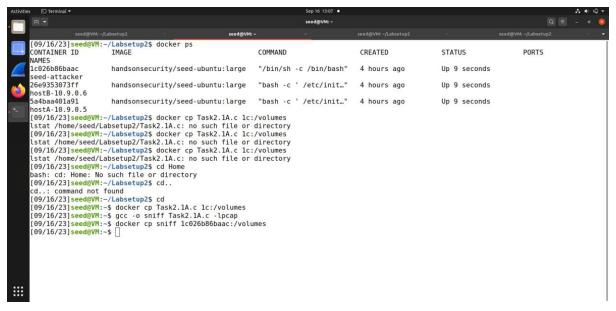
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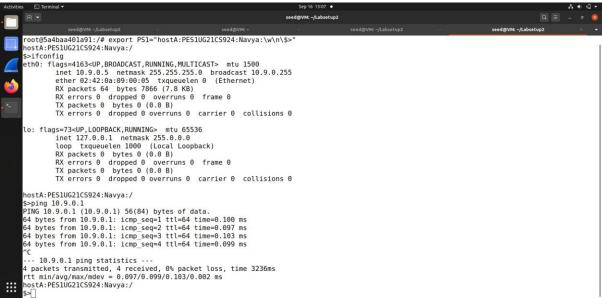
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Task 2.1 A

In this task, we are using a sniffer program with a pcap library to analyze and print the source and destination of each packet. The icmp packets sent and received are captured and various information, such as their header and IP protocol info are stored. Here, the ipheader and the ethheader are used to store information about the ip protocols and the ethernet header. The got_packet() function, then extracts information about the packet into the two structures and then displays various info about the packet such as the protocol, source and destination ip addresses.







1. The various functions are:

Pcap_open_live() - this is used to initiate the packet capture on the given interfaces.

Pcap_perror() – it is used to print error messages while debugging Pcap_compile - this reads the filter expression and then applies it to the packet capture

Pcap_loop() – this is used repeatedly throughout the code whenever we need to capture packets and process them

Pcap_close() – this function is used at the end, to stop packet capturing

2. Without root

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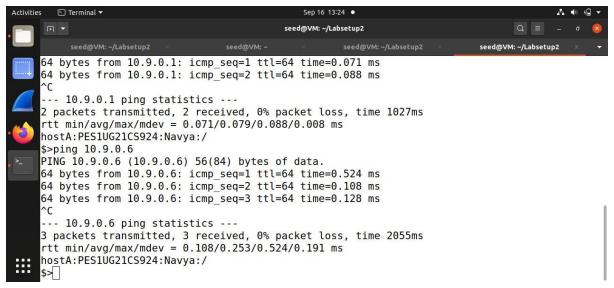
We cannot capture the packets in the absence of root privileges due to privacy and security concerns. There are no checks in this mode, which may allow unauthorized users from flooding the network with malicious or unnecessary packets. The program will not be able to access a raw socket.

PROMISCUOUS MODE

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       ✓ Text Editor ▼
                                                  Task2.1A.c
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        char errbut[PCAP_ERRBUF_S1ZE];
    64
        struct bpf_program fp;
        char filter_exp[] = "icmp";
    65
    66
        bpf_u_int32 net;
         // Step 1: Open live pcap session on NIC with name br-****
    68
         handle = pcap_open_live("br-cefa40c1837f", BUFSIZ, 0, 1000, errbuf);
    69
    70
    71
         // Step 2: Compile filter_exp into BPF psuedo-code
    72
         pcap_compile(handle, &fp, filter_exp, 0, net);
    73
         if (pcap_setfilter(handle, &fp) !=0) {
    74
             pcap_perror(handle, "Error:");
             exit(EXIT_FAILURE);
    75
    76
         }
    77
    78
         // Step 3: Capture packets
    79
        pcap loop(handle, -1, got packet, NULL);
    80
    81
        pcap_close(handle); //Close the handle
III
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    Saving file "/home/seed/Task2.1A.c"...
```

```
seed-attacker:PESIUG21CS924:Navya:/volumes
$>su seed
seed(WM:/volumes$ ./sniff
Segmentation fault (core dumped)
seed(WM:/volumes$ ./sniff
Segmentation fault (core dumped)
seed(WM:/volumes$ ./sniff
Segmentation fault (core dumped)
seed(WM:/volumes# ./sniff
From: 10.9.0.5
To: 10.9.0.1
Protocol: ICMP
From: 10.9.0.5
Protocol: ICMP
From: 10.9.0.5
To: 10.9.0.5
To: 10.9.0.1
Protocol: ICMP
From: 10.9.0.5
To: 10.9.0.1
Protocol: ICMP
From: 10.9.0.5
Protocol: ICMP

**Toot@VM:/volumes# ./sniff
```

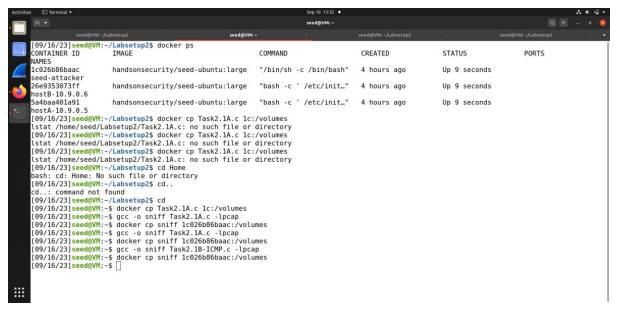


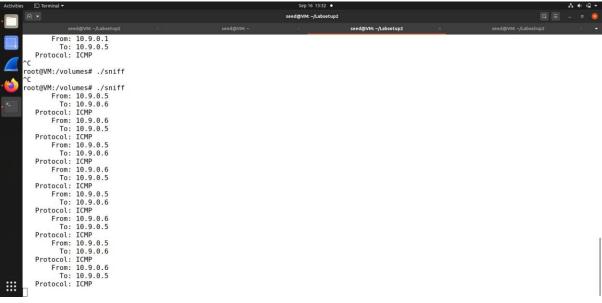
3. In the case of promiscuous mode, when it is turned on, all the packets sent in that particular network are captured. However, on turning it off, the packets which are sent between the host machine and the other machine are only captured.

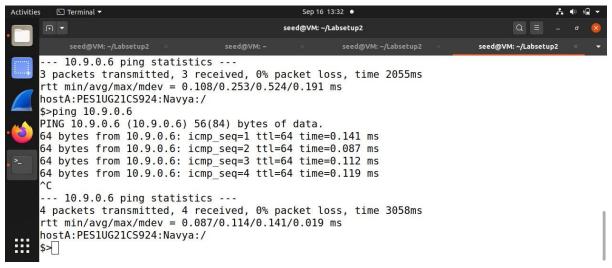
Task 2.1 B

ICMP

This process is similar to the previous process, where the packets sent and received are captured. However, here only the packets sent and received between the hosts A and B are captured and the rest are ignored.



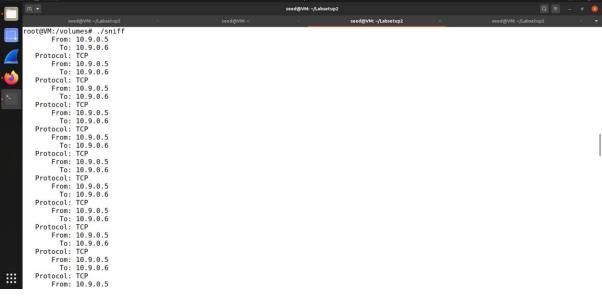




TCP

This process is also similar to the previous process, however, only the TCP packets sent between ports 10 and 100, between he given two machines are captured.

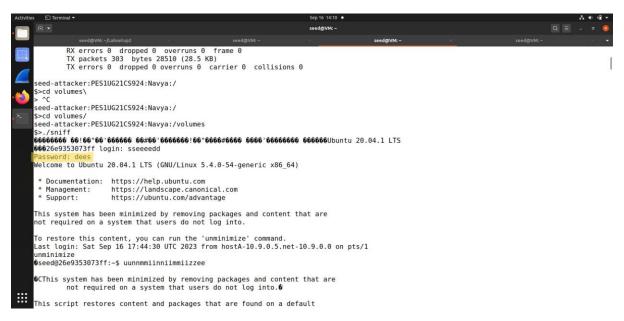


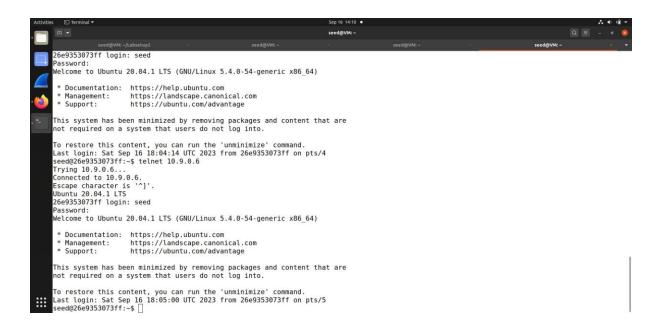




Task 2.1C: SNIFFING PASSWORDS

In the given process, the BPF filter is set to the telnet port, which is 23. Hence, only the telnet packets are captured and displayed. Since, telnet also has the ability of remote monitoring, we can view all the information on the Host A's screen along with the password given there, as shown in the photos.

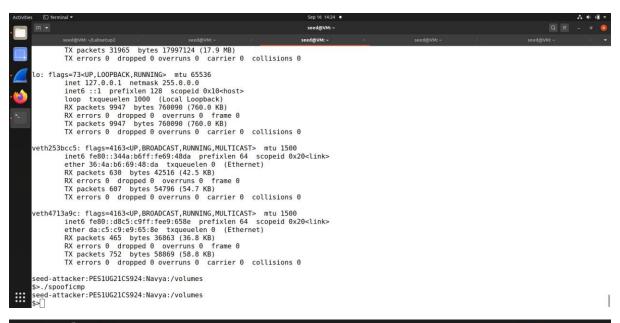


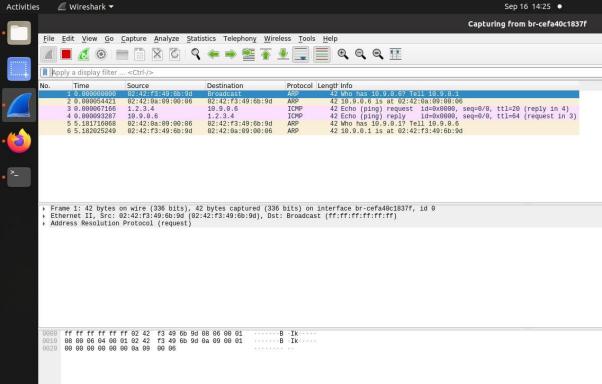


Task 2.2: SPOOFING

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In the above process, icmp packets are spoofed and are sent. We use the in_inchksum() function in the code, to calculate the checksum values of the icmp protocol. The packet we spoofed is ahown to have a source IP address of 1.2.3.4 and is shown to be sent to the destination 10.9.0.6, which is our host B.

- 4. No, we don't need to calculate the checksum for the IP headers as this is already done by the system. In case, there is an occurrence of an incorrect value, then the system would calculate and correct it and then replace it with the right value.
- 5. We need the root privilege to run the programs in promiscuous mode and to implement raw sockets. When we run a program in the absence of the root privilege, then it will fail at the socket setup stage .

Task 2.3: SNIFF AND SPOOF

In the given process, all the icmp packets which are sent and received are captured. We use various structures such as ipheader, ethheader and the icmpheader to store iformation about their respective protocols – ip, ethernet and icmp. Similar to the codes in the above processes, the in_chcksum() calculates the checksum for both the ip and icmp protocols and the got_packet() function once on receiving the packet, it extracts the information and displays the source and destination ip addresses along with the packet protocol. We also use the send_raw_ip_packet(), to spoof a packet by creating a raw socket and then sending the spoofed packet through it. Since, we have both the attacker and the hosts on the same network, an attacker can easily sniff any packet and spoof a reply immediately, which can be confused by the host as of an actual reply sent by the ip address it has pinged.

