FCS- assignment - 1.2

Q4.a

```
fcs24@fcs01:~$ sudo apt-get install knockd
[sudo] password for fcs24:
Sorry, try again.
[sudo] password for fcs24:
Sorry, try again.
[sudo] password for fcs24:
Reading package lists... Done
Building dependency tree
Reading state information... Done
knockd is already the newest version (0.7-1ubuntu3.20.04.1).
0 upgraded, 0 newly installed, 0 to remove and 11 not upgraded.
fcs24@fcs01:~$
```

· installing knockd

- configuring knockd by changing user sequence from default to 10005,10006,10007 for openssh, and reversed sequence for closedSSh
- And changing command for iptables rule by insering only some ip which are alllowed to use ssh
 port, otherswise we removed all other application or program such as ssh to whitelisted to use port
 22.

```
ens32: flags=4163<UP,BROADCAST,RUNNING,MULTICAST> mtu 1500
       inet 192.168.3.42 netmask 255.255.252.0 broadcast 192.168.3.255
       inet6 fe80::20c:29ff:fef8:7cd2 prefixlen 64 scopeid 0x20<link>
       ether 00:0c:29:f8:7c:d2 txqueuelen 1000 (Ethernet)
       RX packets 52057406 bytes 4233358599 (4.2 GB)
       RX errors 0 dropped 2813231 overruns 0 frame 0
       TX packets 92370 bytes 8826211 (8.8 MB)
       TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
lo: flags=73<UP,LOOPBACK,RUNNING> mtu 65536
       inet 127.0.0.1 netmask 255.0.0.0
       inet6 :: 1 prefixlen 128 scopeid 0x10<host>
       loop txqueuelen 1000 (Local Loopback)
       RX packets 1234 bytes 123408 (123.4 KB)
       RX errors 0 dropped 0 overruns 0 frame 0
       TX packets 1234 bytes 123408 (123.4 KB)
       TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
fcs24@fcs01:~$
```

- using ifconfig to get network interface which required in next step
- configuring knock sudo nano /etc/default/knockd

```
control if we start knockd at init or not
# 1 = start
# anything else = don't start
# PLEASE EDIT /etc/knockd.conf BEFORE ENABLING
START_KNOCKD=1
# command line options
KNOCKD_OPTS="-i ens32"
```

```
RX errors 0 dropped 0 overruns 0 frame 0
TX packets 1234 bytes 123408 (123.4 KB)
TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0

fcs24@fcs01:~$ sudo nano /etc/default/knockd
fcs24@fcs01:~$ sudo nano /etc/default/knockd
fcs24@fcs01:~$ sudo systemctl start knockd
fcs24@fcs01:~$
```

· starting knockd service using systelctl

```
fcs24@fcs01:~$ sudo nano /etc/default/knockd
fcs24@fcs01:~$ sudo systemctl start knockd
fcs24@fcs01:~$ sudo systemctl enable knockd
fcs24@fcs01:~$ sudo systemctl enable knockd
Synchronizing state of knockd.service with SysV service script with /lib/systemd/systemd-sysv-install.
Executing: /lib/systemd/systemd-sysv-install enable knockd
fcs24@fcs01:~$
```

enable knockd service

```
fcs24@fcs01:~$ sudo ufw status numbered
Status: active
     To
                                Action
 1] Apache Full
                                ALLOW IN
                                            Anywhere
 2] 20/tcp
                                ALLOW IN
                                            Anywhere
 3] 21/tcp
                                ALLOW IN
                                            Anywhere
 4] Apache Full (v6)
                                ALLOW IN
                                            Anywhere (v6)
 5] 20/tcp (v6)
                               ALLOW IN
                                            Anywhere (v6)
 6] 21/tcp (v6)
                                ALLOW IN
                                            Anywhere (v6)
fcs24@fcs01:~$
```

- · removing ssh from whitelisted programs
- now in ip tables rules we are allowing only specific ip that can access 22 tcp port
- and if that user send reverse sequence then that ip rule is remove from the table

Q4-b Why should one prefer doing this over TCP instead of UDP?

- Because udp is stateless protocol
- While sending packets using udp the packet might dropped or come in unorder way.
- Since knockd what particular sequence hits, that cannot be possible using udp.

Q4-c What is the default choice of ports in the knockd configuration. Is it safe?

- no it is not safe, since it is default configuraion everyone knows the sequence, hence the we can say that anyone can hit same sequence if it is default one, and get the access.
- It is like you lock your house door with pinlock, but since their is default pinlock code you didnt change, everyone have little knowledge about it can unlock it.