# Automated Malware and Exploit Data Collection Tool Documentation

## version 1.0

**Software Practicum Team 3** 

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## Contents

welcome to Automated Malware and Exploit Data Collection Tool's documentation!	· ·
src	•
Entities package	•
Submodules	•
Entities.Entity module	•
Entities.Exploit module	•
Entities.NetworkSettings module	•
Entities.Program module	•
Entities.Provision module	2
Entities.Response module	2
Entities.Scenario module	2
Entities.VirtualMachine module	3
Entities.Vulnerability module	3
Module contents	2
MainServer module	2
Managers package	Ę
Submodules	Ę
Managers.ConfigManager module	Ę
Managers.DatabaseManager module	Ę
Managers.ExploitManager module	7
Managers.FileManager module	7
Managers.ScenarioManager module	3
Managers.VulnerabilityManager module	3
Module contents	Ş
Indices and tables	9
Index	11
Python Module Index	15

# Welcome to Automated Malware and Exploit Data Collection Tool's documentation!

#### src

### Entities package

#### Submodules

#### Entities. Entity module

```
class Entities.Entity.Entity
Bases: abc.ABC
```

#### abstract dictionary ()

Converts an entity object to a dictionary.

#### abstract objectFromDictionary (dict)

Creates an object from a dictionary. :param dict: Dictionary containing the object information

#### Entities. Exploit module

```
class Entities.Exploit.Exploit (name=", type=", download_link=")
Bases: Entities.Entity.Entity
```

#### dictionary()

Generates a dictionary for the Exploit object :return: A dictionary with Exploit's data

#### objectFromDictionary (dict)

Creates an Exploit object from a dictionary. :param dict: A dictionary containing the Exploit's data :return: An Exploit object

#### Entities.NetworkSettings module

```
class Entities.NetworkSettings.NetworkSettings (network_name=", network_type=", ip_address=",
auto_config=True)
```

Bases: Entities. Entity. Entity

#### dictionary()

Generates a dictionary for the NetworkSettings object :return: A dictionary with NetworkSettings' data

#### objectFromDictionary (dict)

Creates an NetworkSettings object from a dictionary. :param dict: A dictionary containing the NetworkSettings' data :return: A NetworkSettings object

#### Entities.Program module

```
class Entities.Program.Program (name=", location=")
Bases: Entities.Entity.Entity
dictionary ()
```

Generates a dictionary for the Program object :return: A dictionary with Program's data

#### objectFromDictionary (dict)

Creates an Program object from a dictionary. :param dict: A dictionary containing the Program's data :return: A Program object

#### Entities.Provision module

class Entities.Provision.Provision (name=", provision\_type='shell')

Bases: Entities.Entity.Entity

#### dictionary ()

Generates a dictionary for the Provision object :return: A dictionary with Provision's data

#### objectFromDictionary (dict)

Creates a Provision object from a dictionary. :param dict: A dictionary containing the Provision's data :return: A Provision object

#### setShellCommand (command)

Sets a new command to be executed as part of the provisioning :param command: Bash command intended for provisioning a virtual machine

#### Entities.Response module

```
class Entities.Response.Response (response=", reason=", status=", task_id=", body=")
```

Bases: Entities.Entity.Entity

#### dictionary()

Generates a dictionary for the Response object :return: A dictionary with Response's data

#### objectFromDictionary (dict)

Creates a Response object from a dictionary. :param dict: A dictionary containing the Response data :return: A Response object

#### setBody (body)

Sets the body of a request. :param: String containing the request's body

#### setReason (reason)

Sets success/fail reason of a request. :param reason: String containing the request's reason

#### setResponse (response)

Sets the response of a request. :param response: String containing the request's response

#### setStatus (status)

Set the status of a request. :param status: String containing the request's status

#### setTaskID (task\_id)

Sets the task ID of a request. :param task\_id: String containing the request's task id

#### Entities. Scenario module

```
class Entities. Scenario. Scenario (scenario_name)
```

Bases: Entities.Entity.Entity

#### addVM (vm)

Adds a new virtual machine to this scenario :param vm: Object which carries the virtual machine data

#### dictionary()

Generates a dictionary for the Scenario object :return: A dictionary with Scenario's data

#### objectFromDictionary (dict)

Creates a Scenario object from a dictionary. :param dict: A dictionary containing the Scenario's data :return: A Scenario object

#### setExploit (exploit)

Sets the exploit info for this scenario :param exploit: Object which carries the exploit info

#### setVulnerability (vulnerability)

Sets the vulnerability info for this scenario :param vulnerability: Object which carries the vulnerability info

#### Entities. Virtual Machine module

class Entities.VirtualMachine.VirtualMachine (name=", box='generic/alpine37', os="
base\_memory='1024', processors='2', is\_attacker=False, shared\_folders='./vmfiles', '/sharedfolder', uuid=")
Bases: Entities.Entity.Entity

#### addSharedFolder (hostPath, guestPath)

Adds the shared folder between the host and the guest :param hostPath: String with the host path :param guestPath: String with the guest path

#### dictionary()

Generates a dictionary for the Virtual Machine object :return: A dictionary with Virtual Machine data

#### enableGUI (isVisible)

Enables the GUI for this virtual machine :param isVisible: Boolean to enable or disable the GUI in a virtual machine

#### objectFromDictionary (dict)

Creates a VirtualMachine object from a dictionary. :param dict: A dictionary containing the VirtualMachine's data :return: A VirtualMachine object

setBaseMemory (base\_memory)

#### setName (name)

Sets the name for this virtual machine :param name: String with the virtual machine name

#### setNetworkSettings (network\_settings)

Sets the network settings for this virtual machine :param network\_settings: Object which carries the network settings data

#### setOS (OS)

Sets the OS for this virtual machine :param os: String with the virtual machine OS

#### setProvision (i, provision)

Sets the provision for this virtual machine :param provision: Object which carries the provision data

#### Entities. Vulnerability module

```
class Entities.Vulnerability.Vulnerability (name=", type=", cve_link=", download_link=")
Bases: Entities.Entity.Entity
```

#### dictionary ()

Generates a dictionary for the VulnerabilityInfo object :return: A dictionary with VulnerabilityInfo data

#### objectFromDictionary (dict)

Creates a Vulnerability object from a dictionary. :param dict: A dictionary containing the Vulnerability's data :return: A Vulnerability object

#### Module contents

#### MainServer module

MainServer.addBoxByName ()

MainServer.addBoxByOVAFile ()

MainServer.createExploit (exploit\_name)

Creates a new scenario which includes the folders and the scenario JSON file :param scenario\_name: String with the scenario name :return: True if the new scenario was successfully created

MainServer.createScenario (scenario\_name)

Creates a new scenario which includes the folders and the scenario JSON file :param scenario\_name: String with the scenario name :return: True if the new scenario was successfully created

MainServer.createVulnerability (vulnerability\_name)

Creates a new scenario which includes the folders and the scenario JSON file :param scenario\_name: String with the scenario name :return: True if the new scenario was successfully created

MainServer.deleteExploit (exploit\_name)

Edits a current scenario with a JSON file :param exploit\_name: String with the scenario name :return: True if the scenario has been successfully edited, otherwise False

MainServer.deleteFile (file\_name)

MainServer.deleteScenario (scenario\_name)

Edits a current scenario with a JSON file :param scenario\_name: String with the scenario name :return: True if the scenario has been successfully edited, otherwise False

MainServer.deleteVulnerability (vulnerability\_name)

Edits a current scenario with a JSON file :param vulnerability\_name: String with the scenario name :return: True if the scenario has been successfully edited, otherwise False

MainServer.editExploit()

Edits a current scenario with a JSON file :param scenario\_name: String with the scenario name :return: True if the scenario has been successfully edited, otherwise False

MainServer.editScenario()

Edits a current scenario with a JSON file :param scenario\_name: String with the scenario name :return: True if the scenario has been successfully edited, otherwise False

MainServer.editVulnearbility()

Edits a current scenario with a JSON file :param scenario\_name: String with the scenario name :return: True if the scenario has been successfully edited, otherwise False

MainServer.getAvailableBoxes()

Gets the available boxes in the Vagrant context :return: A list of string with the available boxes

MainServer.getExploit (exploit\_name)

Gets the scenario as a JSON file :param exploit\_name: String with the scenario name :return: JSON file with the scenario info

MainServer.getExploits()

Gets the available scenarios :return: A list of strings with the available scenarios

MainServer.getFileList()

MainServer.getScenario (scenario\_name)

Gets the scenario as a JSON file :param scenario\_name: String with the scenario name :return: JSON file with the scenario info

MainServer.getScenarios()

Gets the available scenarios :return: A list of strings with the available scenarios

MainServer.getSystemInfo()

MainServer.getTaskStatus (task\_id)

Requests the status of an ongoing task from the VagranServer :param task\_id: Task ID given by Celery :return: a ison response that denotes the status of the task

#### MainServer.getVulnerabilities ()

Gets the available scenarios :return: A list of strings with the available scenarios

#### MainServer.getVulnerability (vulnerability\_name)

Gets the scenario as a JSON file :param vulnerability\_name: String with the scenario name :return: JSON file with the scenario info

MainServer.removeBoxByName ()

#### MainServer.runVagrantUp (scenario\_name)

Executes the vagrant up command for each machine in the scenario :param scenario\_name: String with the scenario name :return: True if the vagrant up commands were successfully executed

#### MainServer.testPing (scenario\_name, source, destination)

Tests network connectivity between two virtual machines :param scenario\_name: String with the scenario name :param source: Source virtual machine :param destination: Destination virtual machine :return:

MainServer.uploadFile()

MainServer.vagrantCommand (scenario\_name, machine\_name, command)

### Managers package

#### Submodules

#### Managers.ConfigManager module

class Managers.ConfigManager.ConfigManager

Bases: object

#### mongoURL ()

Sets the machine's URL running the MongoDB database. :return: MongoDB's URL string

#### redisURL()

Sets the machine's URL running Redis. :return: Redis' URL string

#### uploadURL ()

Sets the machine's URL running the upload cloud. :return: Upload's URL string

#### vagrantURL ()

Sets the machine's url running vagrant. :return: Vagrant's URL string

#### Managers. Database Manager module

class Managers. DatabaseManager. DatabaseManager

Bases: object

#### addExploitsToDB()

Pre-populates the database with exploits. :return: None

#### addScenariosToDB()

Pre-populates the database with scenarios. :return: None

#### addVulnerabilitiesToDB()

Pre-populates the database with vulnerabilities. :return: None

#### deleteExploit (exploit\_name)

Deletes a exploit from the database. :param exploit\_name: Exploit's name string :return: Deleted document's id

#### deleteScenario (scenario name)

Deletes a scenario from the database. :param scenario\_name: Scenario's name string :return: Deleted document's id

#### deleteVulnerability (vulnerability\_name)

Deletes a vulnerability from the database. :param vulnerability\_name: Vulnerability's name string :return: Deleted document's id

#### editExploit (exploit\_json)

Edits an exploit in the database. :param exploit\_json: JSON file containing the exploit's data :return: Modified document's id

#### editScenario (scenario\_json)

Edits a scenario in the database. :param scenario\_json: JSON file containing scenario's data :return: Modified document's id

#### editVulnerability (vulnerability\_json)

Edits a vulnerability in the database. :param vulnerability\_json: JSON file containing the vulnerability's data :return: Modified document's id

#### getExploit (exploit\_name)

Gets an exploit from the database. :param exploit\_name: Exploit's name string :return: A list containing the exploit data

#### getExploitNames()

Gets the exploits names from the database. :return: A list containing the exploits' names

#### getExploits()

Gets the exploits stored in the database. :return: A list containing the stored exploits' data

#### getScenario (scenario\_name)

Gets a specific scenario from the database. :param scenario\_name: Scenario's name string :return: A list containing the scenario retrieved from the database

#### getScenarioNames ()

Gets the scenario's names. :return: A list containing the scenarios names

#### getScenarios ()

Gets the scenarios from the databases. :return: A list containing scenarios in the database

#### getVulnerabilities ()

Gets the vulnerabilities stored in the database. :return: A list containing the stored vulnerabilities' data

#### getVulnerability (vulnerability\_name)

Gets a vulnerability from the database. :param vulnerability\_name: Vulnerability's name string :return: A list containing the vulnerability's data

#### getVulnerabilityNames ()

Gets the vulnerabilities names from the database. :return: A list containing the vulnerability's names

#### insertExploit (exploit\_json)

Inserts a scenario in the database. :param exploit\_json: JSON file containing the exploit's data :return: Inserted document's id

#### insertScenario (scenario\_json)

Inserts a scenario into the database. :param scenario\_json: Scenario's JSON file to be inserted :return: Inserted document's id

#### insertVulnerability (vulnerability\_json)

Inserts a vulnerability in the database. :param vulnerability\_json: JSON file containing the vulnerability's data :return: Inserted document's id

#### Managers. Exploit Manager module

#### class

Managers.ExploitManager.ExploitManager

(db\_manager=<Managers.DatabaseManager.DatabaseManager object>)

Bases: object

#### deleteOne (exploit\_name)

Deletes an exploit from the database. :param exploit\_name: Exploit's name string :return: Response object containing the status of the request

#### editOne (exploit\_json)

Edits a current scenario with a JSON file :param exploit\_json: JSON file with the exploit's data :return: Response object containing the status of the request

#### getAll ()

Gets the available exploits :return: Response object containing the status of the request

#### getOne (exploit\_name)

Gets the scenario as a JSON file :param exploit\_name: Exploit's name string :return: Response object containing the status of the request

#### newEmpty (exploit\_name)

Creates a new exploit which includes the folders and the exploit JSON file :param exploit\_name: String with the exploit name :return: Response object containing the status of the request

#### Managers. File Manager module

#### class Managers.FileManager.FileManager

Bases: object

#### createMachineFolders (scenario\_json)

Creates a folder for each machine in the scenario :param scenario\_json: String with the scenario name :return: True if machine folders are created successfully

#### createSaltFiles (scenario\_json)

Creates the salt files per each machine in a scenario. :param scenario\_json: JSON containing the scenario data :return: Response object containing request info

#### createSaltStackFolder (scenario\_json)

Creates a folder for each machine in the scenario :param scenario\_json: String with the scenario name :return: True if machine folders are created successfully

#### createScenarioFolders (scenario ison)

Creates a scenario folder with the JSON, Exploit, Vulnerability and Machines subfolders :param scenario\_json: String with the scenario name :return: True if the scenario is created successfully

#### createSharedFolders (scenario\_json)

Creates the shared folder within a scenario. :param scenario\_json: JSON containing the scenario data :return: Response object containing request info

#### createVagrantFiles (scenario\_json)

Creates a vagrant file per machine in a scenario. :param scenario\_json: JSON containing the scenario data :return: Response object containing request info

#### deleteScenariosFolder (scenario\_name)

Deletes not used scenario folders. :param scenario\_name: Scenario name as a string :return: None

#### getCurrentPath()

test Gets the project folder path :return: String with the project path

#### getExploitJSONPath (exploit name)

Gets exploit JSON path. :param exploit\_name: Exploit name to search :return: Exploit path

#### getExploitsPath()

Gets the exploits folder path :return: String with the exploit project path

#### getScenarioJSONPath (scenario\_name)

Gets scenario JSON path inside a machine. :param scenario\_name: Scenario name string :return: JSON path folder

#### getScenariosPath()

Gets the scenarios folder path :return: String with the scenarios project path

#### getVulnerabilityJSONPath (vulnerability\_name)

Gets vulnerability JSON path. :param vulnerability\_name: Vulnerability name to search :return: Vulnerability path

#### purgeMachines (scenario\_name, safe\_machines)

Deletes machines that no longer exist within the scenario. :param scenario\_name: Scenario name as a string :param safe\_machines: Collection containing machines that must remain within the scenario :return: None

#### Managers. Scenario Manager module

#### class

Managers.ScenarioManager.ScenarioManager

(db\_manager=<Managers.DatabaseManager.DatabaseManager object>)

Bases: object

#### deleteOne (scenario\_name)

Deletes one scenario from the database. :param scenario\_name: Scenario's name string :return: Response object containing the status of the request

#### editOne (scenario\_json)

Edits a current scenario with a JSON file :param scenario\_json: JSON file with the new scenario :return: Response object containing the status of the request

#### getAll()

Gets the available scenarios :return: Response object containing the status of the request

#### getOne (scenario\_name)

Gets the scenario as a JSON file :param scenario\_name: String with the scenario name :return: Response object containing the status of the request

#### newEmpty (scenario\_name)

Creates a new scenario which includes the folders and the scenario JSON file :param scenario\_name: String with the scenario name :return: Response object containing the status of the request

#### scenarioExists (scenario\_name)

Check if a scenario exists. :param scenario\_name: String with the scenario name :return: False if the scenario JSON file does not exist and the path to the JSON file if it exist

#### Managers. Vulnerability Manager module

#### class

Managers. Vulnerability Manager. Vulnerability Manager

(db\_manager=<Managers.DatabaseManager.DatabaseManager object>)

Bases: object

#### deleteOne (vulnerability\_name)

Deletes a vulnerability from the database. :param vulnerability\_name: Vulnerability's name string :return: Response object containing the status of the request

#### editOne (vulnerability\_json)

Edits a current scenario with a JSON file :param vulnerability\_json: JSON file new vulnerability :return: Response object containing the status of the request

#### getAll()

Gets the available exploits :return: Response object containing the status of the request

#### getOne (vulnerability\_name)

Gets the scenario as a JSON file :param vulnerability\_name: VUlnerability's name string :return: Response object containing the status of the request

#### newEmpty (vulnerability\_name)

Creates a new vulnerability which includes the folders and the vulnerability JSON file :param vulnerability\_name: String with the vulnerability name :return: Response object containing the status of the request

#### **Module contents**

## Indices and tables

- genindex
- modindex
- search

## Index

## addBoxByName() (in module MainServer) addBoxByOVAFile() (in module MainServer) addExploitsToDB() (Managers.DatabaseManager.DatabaseManager method) addScenariosToDB() (Managers.DatabaseManager.DatabaseManager method) addSharedFolder() (Entities. Virtual Machine. Virtual Machine method) addVM() (Entities.Scenario.Scenario method) addVulnerabilitiesToDB() (Managers.DatabaseManager.DatabaseManager method) C ConfigManager (class in Managers.ConfigManager) createExploit() (in module MainServer) createMachineFolders() (Managers.FileManager.FileManager method) createSaltFiles() (Managers.FileManager.FileManager method) createSaltStackFolder() (Managers.FileManager.FileManager method) createScenario() (in module MainServer) createScenarioFolders() (Managers.FileManager.FileManager method) createSharedFolders() (Managers.FileManager.FileManager method) createVagrantFiles() (Managers.FileManager.FileManager method) createVulnerability() (in module MainServer) D in DatabaseManager (class Managers.DatabaseManager)

deleteExploit() (in module MainServer) (Managers.DatabaseManager.DatabaseManager method) deleteFile() (in module MainServer) deleteOne() (Managers.ExploitManager.ExploitManager method) (Managers.ScenarioManager.ScenarioManager method)

```
(Managers. Vulnerability Manager. Vulnerability Manager
  method)
deleteScenario() (in module MainServer)
    (Managers.DatabaseManager.DatabaseManager
    method)
deleteScenariosFolder()
(Managers.FileManager.FileManager method)
deleteVulnerability() (in module MainServer)
    (Managers.DatabaseManager.DatabaseManager
    method)
dictionary() (Entities.Entity.Entity method)
    (Entities.Exploit.Exploit method)
    (Entities.NetworkSettings.NetworkSettings
    method)
    (Entities.Program.Program method)
    (Entities.Provision.Provision method)
    (Entities.Response.Response method)
    (Entities.Scenario.Scenario method)
    (Entities. Virtual Machine. Virtual Machine method)
    (Entities. Vulnerability. Vulnerability method)
```

#### E

editExploit() (in module MainServer) (Managers.DatabaseManager.DatabaseManager method) editOne() (Managers.ExploitManager.ExploitManager method) (Managers.ScenarioManager.ScenarioManager method) (Managers. Vulnerability Manager. Vulnerability Manager method) editScenario() (in module MainServer) (Managers.DatabaseManager.DatabaseManager method)

editVulnearbility() (in module MainServer) editVulnerability() (Managers.DatabaseManager.DatabaseManager method)

enableGUI() (Entities. Virtual Machine. Virtual Machine method)

**Entities** 

module

**Entities.Entity** 

module

**Entities.Exploit** 

module

**Entities.NetworkSettings** 

module

**Entities.Program** getScenario() (in module MainServer) module (Managers.DatabaseManager.DatabaseManager method) **Entities.Provision** module getScenarioJSONPath() (Managers.FileManager.FileManager method) **Entities.Response** module getScenarioNames() (Managers.DatabaseManager.DatabaseManager **Entities.Scenario** method) module getScenarios() (in module MainServer) **Entities.VirtualMachine** (Managers.DatabaseManager.DatabaseManager module method) **Entities.Vulnerability** getScenariosPath() module (Managers.FileManager.FileManager method) Entity (class in Entities.Entity) getSystemInfo() (in module MainServer) Exploit (class in Entities. Exploit) getTaskStatus() (in module MainServer) ExploitManager (class in Managers.ExploitManager) getVulnerabilities() (in module MainServer) F (Managers.DatabaseManager.DatabaseManager method) FileManager (class in Managers.FileManager) getVulnerability() (in module MainServer) (Managers.DatabaseManager.DatabaseManager G method) getAll() (Managers.ExploitManager.ExploitManager getVulnerabilityJSONPath() method) (Managers.FileManager.FileManager method) (Managers.ScenarioManager.ScenarioManager getVulnerabilityNames() method) (Managers.DatabaseManager.DatabaseManager (Managers. Vulnerability Manager. Vulnerability Manager method) method) getAvailableBoxes() (in module MainServer) getCurrentPath() (Managers.FileManager.FileManager insertExploit() method) (Managers.DatabaseManager.DatabaseManager method) getExploit() (in module MainServer) insertScenario() (Managers.DatabaseManager.DatabaseManager (Managers.DatabaseManager.DatabaseManager method) method) getExploitJSONPath() insertVulnerability() (Managers.FileManager.FileManager method) (Managers.DatabaseManager.DatabaseManager getExploitNames() method) (Managers.DatabaseManager.DatabaseManager method) M getExploits() (in module MainServer) **MainServer** (Managers.DatabaseManager.DatabaseManager module method) **Managers** getExploitsPath() (Managers.FileManager.FileManager module method) Managers.ConfigManager getFileList() (in module MainServer) module getOne() (Managers.ExploitManager.ExploitManager Managers.DatabaseManager method) module (Managers.ScenarioManager.ScenarioManager Managers. Exploit Manager method) (Managers. Vulnerability Manager. Vulnerability Manager module method) Managers.FileManager

module Managers.ScenarioManager module Managers. Vulnerability Manager module module **Entities Entities.**Entity **Entities.** Exploit Entities.NetworkSettings Entities.Program **Entities.Provision** Entities.Response Entities.Scenario Entities.VirtualMachine **Entities.Vulnerability** MainServer Managers Managers.ConfigManager Managers.DatabaseManager Managers. Exploit Manager Managers.FileManager Managers.ScenarioManager Managers. Vulnerability Manager mongoURL() (Managers.ConfigManager.ConfigManager method) NetworkSettings (class in Entities.NetworkSettings) newEmpty() (Managers.ExploitManager.ExploitManager method) (Managers.ScenarioManager.ScenarioManager method) (Managers. Vulnerability Manager. Vulnerability Manager method)

objectFromDictionary() (Entities.Entity.Entity method)
 (Entities.Exploit.Exploit method)
 (Entities.NetworkSettings.NetworkSettings method)
 (Entities.Program.Program method)
 (Entities.Provision.Provision method)

(Entities.Response.Response method) (Entities.Scenario.Scenario method)

(Entities.VirtualMachine.VirtualMachine method) (Entities.Vulnerability.Vulnerability method)

#### P

Program (class in Entities.Program)
Provision (class in Entities.Provision)

purgeMachines() (Managers.FileManager.FileManager method)

#### R

redisURL() (Managers.ConfigManager.ConfigManager method)

removeBoxByName() (in module MainServer)

Response (class in Entities.Response)

runVagrantUp() (in module MainServer)

#### S

Scenario (class in Entities.Scenario)

scenarioExists()

(Managers.ScenarioManager.ScenarioManager method)

ScenarioManager (class in Managers.ScenarioManager)

setBaseMemory()

(Entities.VirtualMachine.VirtualMachine method)

setBody() (Entities.Response.Response method)

setExploit() (Entities.Scenario.Scenario method)

setName() (Entities.VirtualMachine.VirtualMachine method)

setNetworkSettings()

(Entities.VirtualMachine.VirtualMachine method)

setOS() (Entities.VirtualMachine.VirtualMachine method)

setProvision() (Entities.VirtualMachine.VirtualMachine method)

setReason() (Entities.Response.Response method)

setResponse() (Entities.Response.Response method)

setShellCommand() (Entities.Provision.Provision method)

setStatus() (Entities.Response.Response method)

setTaskID() (Entities.Response.Response method)

setVulnerability() (Entities.Scenario.Scenario method)

#### T

testPing() (in module MainServer)

#### U

uploadFile() (in module MainServer)
uploadURL()
(Managers.ConfigManager.ConfigManager method)

#### V

vagrantCommand() (in module MainServer)

vagrantURL()

(Managers.ConfigManager.ConfigManager method)

VirtualMachine (class in Entities.VirtualMachine)

Vulnerability (class in Entities. Vulnerability)

VulnerabilityManager (class in

Managers. Vulnerability Manager)

## **Python Module Index**

#### e

**Entities** 

**Entities.**Entity

Entities.Exploit

Entities.NetworkSettings

Entities.Program

**Entities.Provision** 

Entities.Response

Entities.Scenario

Entities.VirtualMachine

Entities.Vulnerability

#### m

MainServer

Managers

Managers.ConfigManager

Managers.DatabaseManager

Managers. Exploit Manager

Managers.FileManager

Managers.ScenarioManager

Managers.VulnerabilityManager