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- **Active Reconnaissance:**

So , at starting the lab tells details like what is active reconnaissance and its tools . so for active reconnaissance we need to have some contact to target like if we have to open a door we have to check the key hole properly or lock properly by making contact with it.

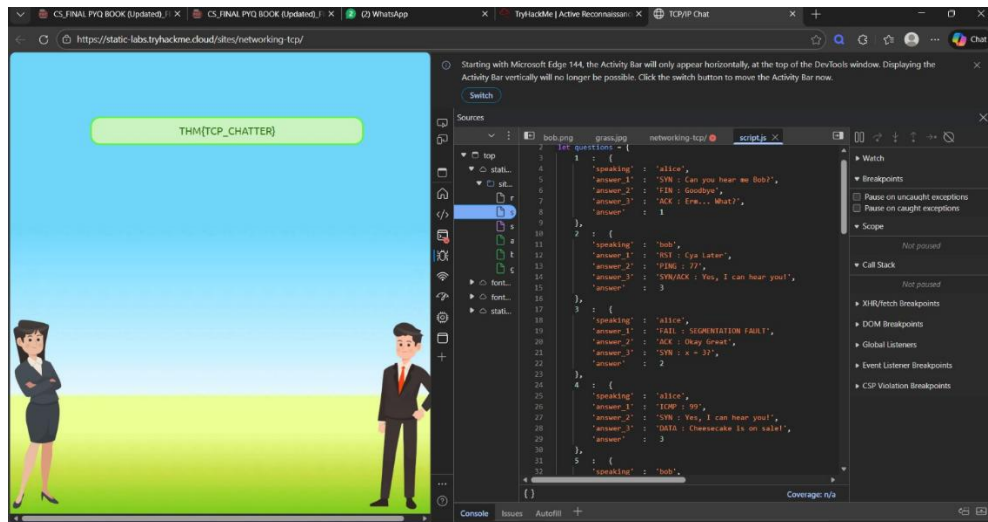
In this room we use many tools for active reconnaissance like.

- Browser developer Option
- Ping
- telnet
- netcat
- traceroute

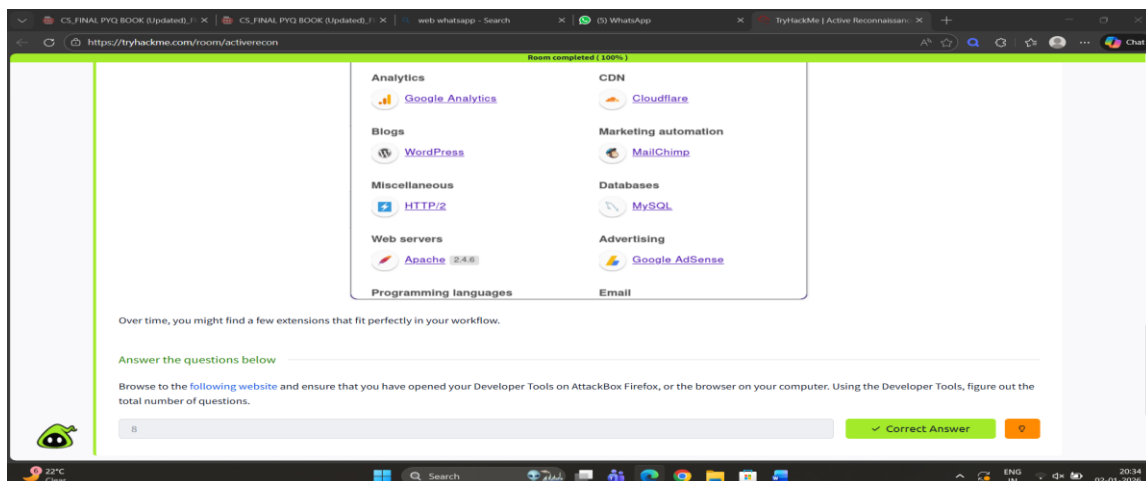
so , lets deep dive in tools to get more details about it and how they works,

1) Browser developer option:-

So first lets know how to open this in linux or windows , By clicking Ctrl+Shift+I so it opens a inspect window by which we can inspect a webpage on which we has opened the inspect window it shows details like , source codes ,files, images used in webpage , networks etc. lets go though the webpage provided in the task on the room



So as in above pic we can see a webpage alice is asking some questions to bob and each question have 3 options so to select correct answers we have to check the code of the site i.e script in this webpage so we will get the correct answers for each so we open inspect window and check the file in source option so, there script.js is present in which we can see the questions with options and correct answer is given so by solving this at the end we will get the flag THM{TCP_CHAPTER} which is the end we have to get. So by this inspector window we can check codes and styles data and

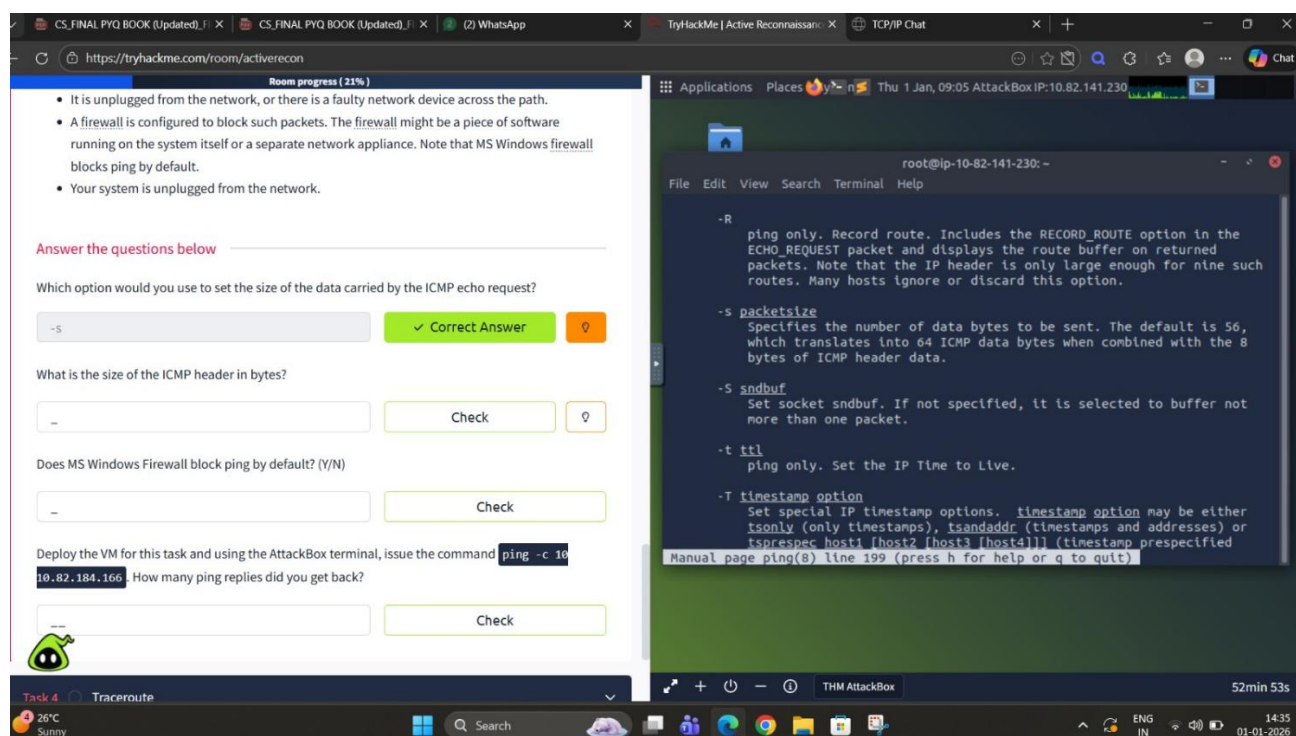


So the question in the lab asks how many total number of questions are there so by inspecting we can see there 8

questions in script.js so correct answer is 8 . by this way we can solve this first lesson now move on next lesson

2)Ping:-

ping is a tool we can use to check if we are connected to the system or not we can ping the ip address of the system and our system will send packets to the system if we receive all sent packets then we are connected . so in this lab they have also given some commands like `ping -n 11 <host-ip>` we can use this to send 11 packets by using `-n` we can tell how many no. of packets we want to send . to see whole manual to check which commands are used for what purpose in ping we can use simple command like **man ping** linux to open whole manual. Lets move forward to questions



The screenshot shows a web browser window with the URL `https://tryhackme.com/room/activercon`. The page displays a quiz question: "Which option would you use to set the size of the data carried by the ICMP echo request?". The answer field contains `-s`, and a green button indicates it is the "Correct Answer". Below this, there are two more questions: "What is the size of the ICMP header in bytes?" and "Does MS Windows Firewall block ping by default? (Y/N)". To the right, a terminal window shows the `man ping` output, highlighting the `-s packetsize` option: "Specifies the number of data bytes to be sent. The default is 56, which translates into 64 ICMP data bytes when combined with the 8 bytes of ICMP header data."

1. Which option would you use to set the size of the data carried by the ICMP echo request?

-> so , the answer is `-s` as we see in manual opened in the above picture that `-s` is use to specify the number of data bytes to be sent so the correct answer is `-s`.

2. What is the size of the ICMP header in bytes?

-> in manual under command **-s packetsize** we see the last line mention ICMP header size as 8 bytes.

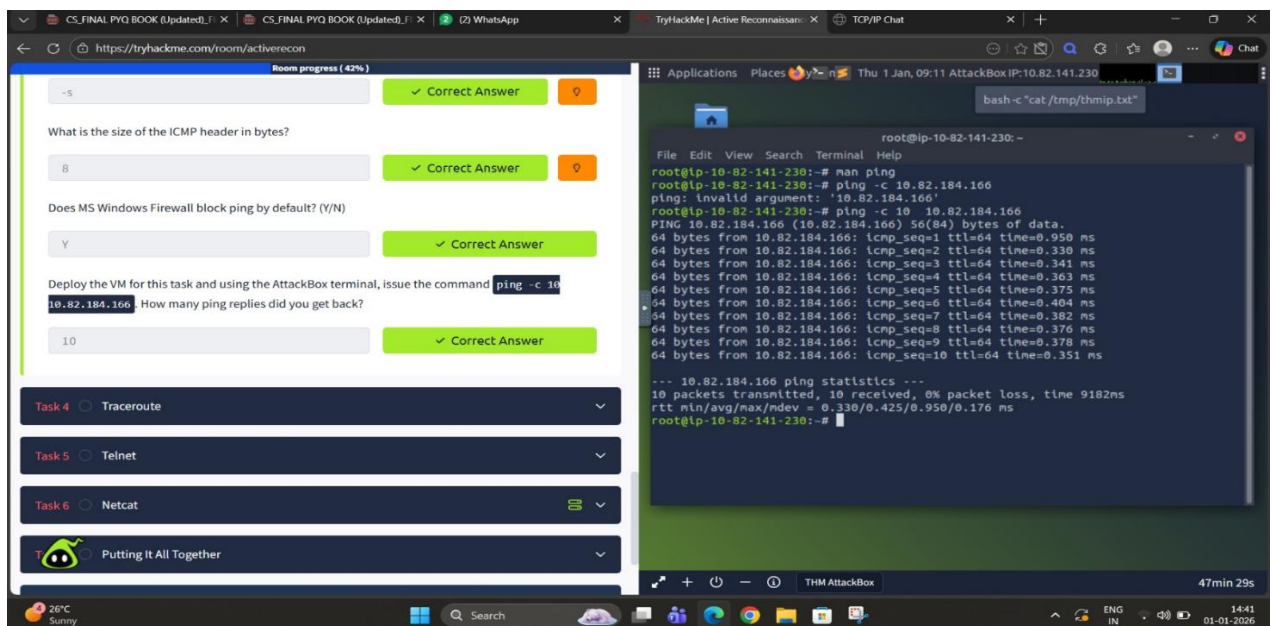
So, the correct answer is 8.

3) Does MS Windows Firewall block ping by default? (Y/N)

-> Y(yes), MS Windows Firewall blocks ping it is given in the lesson while teaching , but if tried to run ping on windows terminal it blocks it so yes MS Windows Firewalls blocks ping.

4) Deploy the VM for this task and using the AttackBox terminal, issue the command `ping -c 10 10.82.184.166`. How many ping replies did you get back?

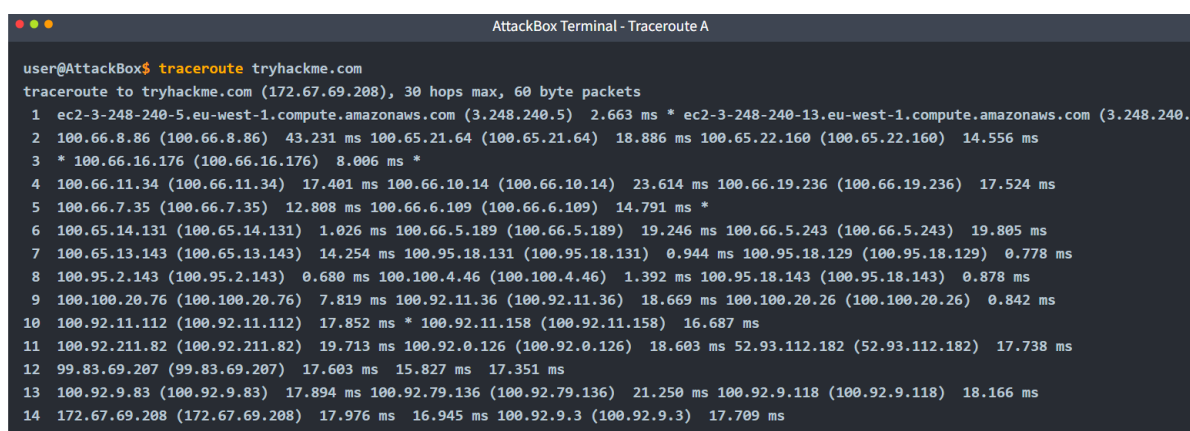
-> so in below window we can see we have opened attackbox and has run `ping -c 10 10.82.184.166` and it has pinged 10 times the ip so the correct answer is 10 also at end we can see it is written on terminal that 10 packets transmitted, 10 received.



So with this first lesson has ended let's move forward to next lesson.

3) traceroute:-

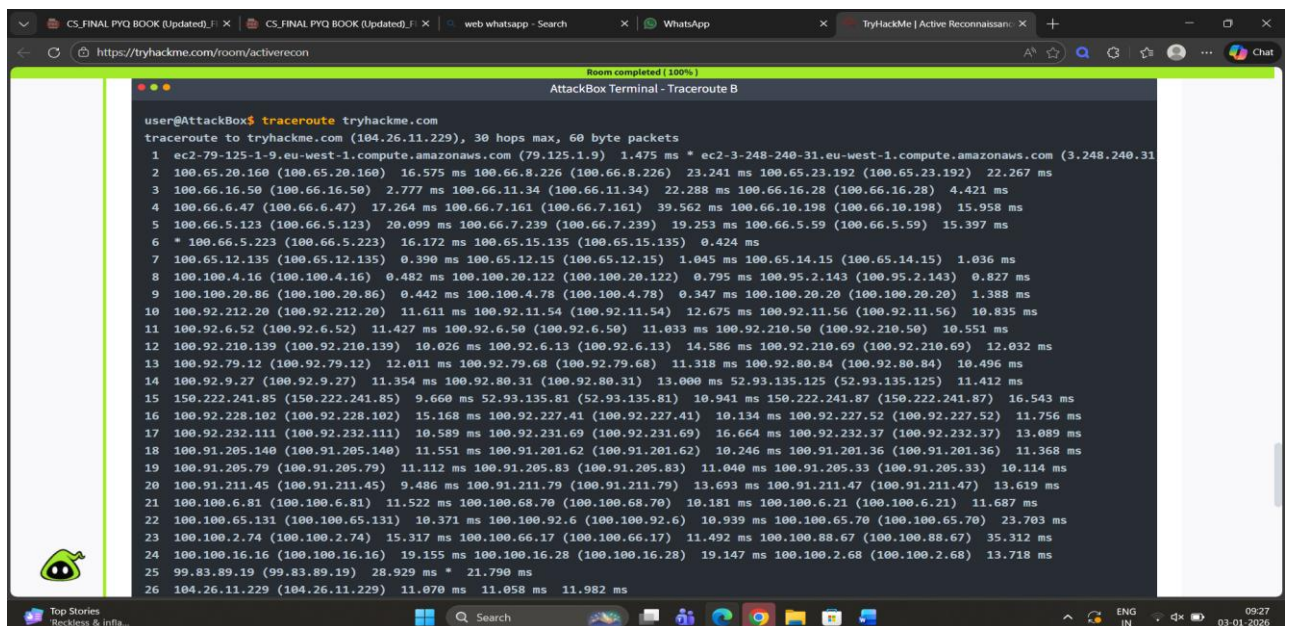
So, first check what traceroute helps in, by using traceroute we can see how many routers are there between host and server, so basically it finds the IP address of the routers intermediate between host and servers or two connected hosts. By using command **traceroute server_ip** as given in below picture let's go by picture and question in the lesson to get better understanding.



```
AttackBox Terminal - Traceroute A
user@AttackBox$ traceroute tryhackme.com
traceroute to tryhackme.com (172.67.69.208), 30 hops max, 60 byte packets
 1  ec2-3-248-240-5.eu-west-1.compute.amazonaws.com (3.248.240.5)  2.663 ms * ec2-3-248-240-13.eu-west-1.compute.amazonaws.com (3.248.240.13)  2.663 ms
 2  100.66.8.86 (100.66.8.86)  43.231 ms 100.65.21.64 (100.65.21.64)  18.886 ms 100.65.22.160 (100.65.22.160)  14.556 ms
 3  * 100.66.16.176 (100.66.16.176)  8.006 ms *
 4  100.66.11.34 (100.66.11.34)  17.401 ms 100.66.10.14 (100.66.10.14)  23.614 ms 100.66.19.236 (100.66.19.236)  17.524 ms
 5  100.66.7.35 (100.66.7.35)  12.808 ms 100.66.6.109 (100.66.6.109)  14.791 ms *
 6  100.65.14.131 (100.65.14.131)  1.026 ms 100.66.5.189 (100.66.5.189)  19.246 ms 100.66.5.243 (100.66.5.243)  19.805 ms
 7  100.65.13.143 (100.65.13.143)  14.254 ms 100.95.18.131 (100.95.18.131)  0.944 ms 100.95.18.129 (100.95.18.129)  0.778 ms
 8  100.95.2.143 (100.95.2.143)  0.680 ms 100.100.4.46 (100.100.4.46)  1.392 ms 100.95.18.143 (100.95.18.143)  0.878 ms
 9  100.100.20.76 (100.100.20.76)  7.819 ms 100.92.11.36 (100.92.11.36)  18.669 ms 100.100.20.26 (100.100.20.26)  0.842 ms
10  100.92.11.112 (100.92.11.112)  17.852 ms * 100.92.11.158 (100.92.11.158)  16.687 ms
11  100.92.211.82 (100.92.211.82)  19.713 ms 100.92.0.126 (100.92.0.126)  18.603 ms 52.93.112.182 (52.93.112.182)  17.738 ms
12  99.83.69.207 (99.83.69.207)  17.603 ms 15.827 ms 17.351 ms
13  100.92.9.83 (100.92.9.83)  17.894 ms 100.92.79.136 (100.92.79.136)  21.250 ms 100.92.9.118 (100.92.9.118)  18.166 ms
14  172.67.69.208 (172.67.69.208)  17.976 ms 16.945 ms 100.92.9.3 (100.92.9.3)  17.709 ms
```

1) In Traceroute A, what is the IP address of the last router/hop before reaching tryhackme.com?

-> above image shows the traceroute A in which we can see the last IP as the last router IP before reaching tryhackme.com and in above image it is **172.67.69.208** so it's the correct answer.



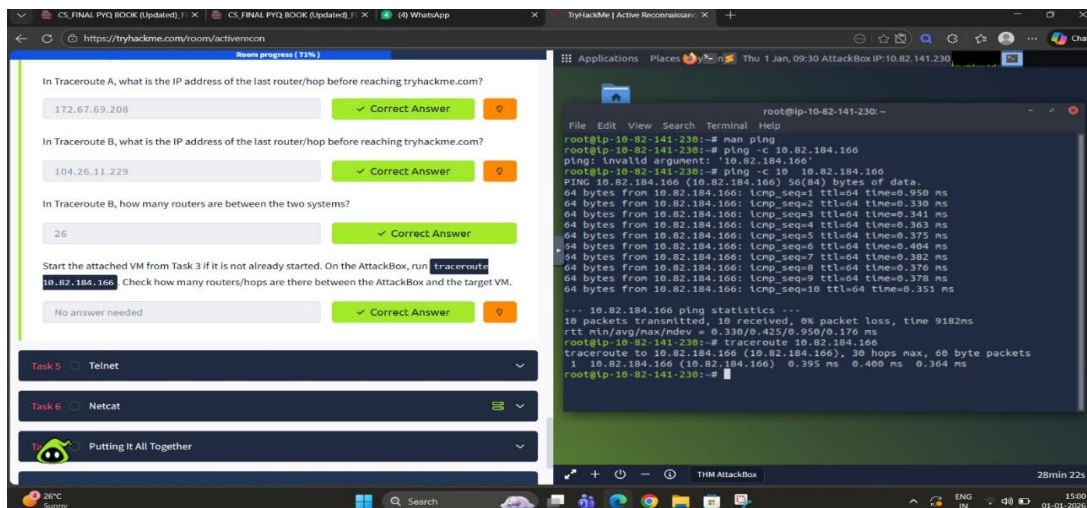
```
user@AttackBox$ traceroute tryhackme.com
traceroute to tryhackme.com (104.26.11.229), 30 hops max, 60 byte packets
 1  ec2-79-125-1-9.eu-west-1.compute.amazonaws.com (79.125.1.9)  1.475 ms * ec2-3-248-240-31.eu-west-1.compute.amazonaws.com (3.248.240.31)
 2  100.65.20.160 (100.65.20.160)  16.575 ms 100.66.8.226 (100.66.8.226)  23.241 ms 100.65.23.192 (100.65.23.192)  22.267 ms
 3  100.66.16.50 (100.66.16.50)  2.777 ms 100.66.11.34 (100.66.11.34)  22.288 ms 100.66.16.28 (100.66.16.28)  4.421 ms
 4  100.66.6.47 (100.66.6.47)  17.264 ms 100.66.7.161 (100.66.7.161)  39.562 ms 100.66.10.198 (100.66.10.198)  15.958 ms
 5  100.66.5.123 (100.66.5.123)  20.099 ms 100.66.7.239 (100.66.7.239)  19.253 ms 100.66.5.59 (100.66.5.59)  15.397 ms
 6  * 100.66.5.223 (100.66.5.223)  16.172 ms 100.65.15.135 (100.65.15.135)  0.424 ms
 7  100.65.12.135 (100.65.12.135)  0.390 ms 100.65.12.15 (100.65.12.15)  1.045 ms 100.65.14.15 (100.65.14.15)  1.036 ms
 8  100.100.4.16 (100.100.4.16)  0.482 ms 100.100.20.122 (100.100.20.122)  0.795 ms 100.95.2.143 (100.95.2.143)  0.827 ms
 9  100.100.20.86 (100.100.20.86)  0.442 ms 100.100.4.78 (100.100.4.78)  0.347 ms 100.100.20.20 (100.100.20.20)  1.388 ms
10  100.92.212.20 (100.92.212.20)  11.611 ms 100.92.11.54 (100.92.11.54)  12.675 ms 100.92.11.56 (100.92.11.56)  10.835 ms
11  100.92.6.52 (100.92.6.52)  11.427 ms 100.92.6.50 (100.92.6.50)  11.033 ms 100.92.210.50 (100.92.210.50)  10.551 ms
12  100.92.210.139 (100.92.210.139)  10.026 ms 100.92.6.13 (100.92.6.13)  14.586 ms 100.92.210.69 (100.92.210.69)  12.032 ms
13  100.92.79.12 (100.92.79.12)  12.011 ms 100.92.79.68 (100.92.79.68)  11.318 ms 100.92.80.84 (100.92.80.84)  10.496 ms
14  100.92.9.27 (100.92.9.27)  11.354 ms 100.92.80.31 (100.92.80.31)  13.000 ms 52.93.135.125 (52.93.135.125)  11.412 ms
15  150.222.241.85 (150.222.241.85)  9.660 ms 52.93.135.81 (52.93.135.81)  10.941 ms 150.222.241.87 (150.222.241.87)  16.543 ms
16  100.92.228.102 (100.92.228.102)  15.168 ms 100.92.227.41 (100.92.227.41)  10.134 ms 100.92.227.52 (100.92.227.52)  11.756 ms
17  100.92.232.111 (100.92.232.111)  10.589 ms 100.92.231.69 (100.92.231.69)  16.664 ms 100.92.232.37 (100.92.232.37)  13.089 ms
18  100.91.205.140 (100.91.205.140)  11.551 ms 100.91.201.62 (100.91.201.62)  10.246 ms 100.91.201.36 (100.91.201.36)  11.368 ms
19  100.91.205.79 (100.91.205.79)  11.112 ms 100.91.205.83 (100.91.205.83)  11.040 ms 100.91.205.33 (100.91.205.33)  10.114 ms
20  100.91.211.45 (100.91.211.45)  9.486 ms 100.91.211.79 (100.91.211.79)  13.693 ms 100.91.211.47 (100.91.211.47)  13.619 ms
21  100.100.6.81 (100.100.6.81)  11.522 ms 100.100.68.70 (100.100.68.70)  10.181 ms 100.100.6.21 (100.100.6.21)  11.687 ms
22  100.100.65.131 (100.100.65.131)  10.371 ms 100.100.92.6 (100.100.92.6)  10.939 ms 100.100.65.70 (100.100.65.70)  23.703 ms
23  100.100.2.74 (100.100.2.74)  15.317 ms 100.100.66.17 (100.100.66.17)  11.492 ms 100.100.88.67 (100.100.88.67)  35.312 ms
24  100.100.16.16 (100.100.16.16)  19.155 ms 100.100.16.28 (100.100.16.28)  19.147 ms 100.100.2.68 (100.100.2.68)  13.718 ms
25  99.83.89.19 (99.83.89.19)  28.929 ms * 21.790 ms
26  104.26.11.229 (104.26.11.229)  11.070 ms 11.058 ms 11.982 ms
```

2) In Traceroute B, what is the IP address of the last router/hop before reaching tryhackme.com?

-> so , like traceroute A , we have to see the ip address of last router in the Traceroute B and here it is **104.26.11.229** so it is tge correct answer .

3) In Traceroute B, how many routers are between the two systems?

-> so , here they has asked how many routers are between two systems in tarcerouteB so we can see there are 26 result present on the traceroute b terminal i.e 26 ip addresses , so these are of routers therefore , there are 26 routers in between so **26** is the correct answer.



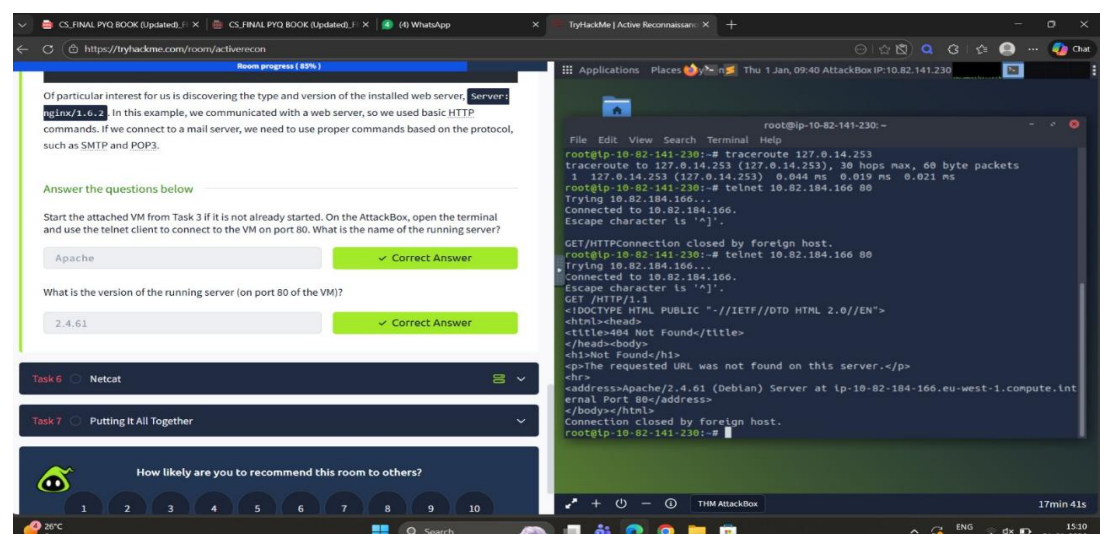
4) Start the attached VM from Task 3 if it is not already started. On the AttackBox, run `tracert 10.82.184.166`. Check how many routers/hops are there between the AttackBox and the target VM.

-> so we have to start attackbox for this task they does not want any answer just want that we should try it once practically so open attackbox and run command **tracert 10.82.184.166** after that we gwt only one output so there is only one intermediate router present in between as we can see in above picture.

4) Telnet :-

so by telnet we can connect to any running services by tcp protocol and can listen and exchange messages until it uses encryption , therefore it is not secure and not used more enough so, we have ssh (secure shell protocol) which is secure and used ore by everyone then telnet because it uses encryption so if any user try to get data it will be in encrypted form and not as it is like telnet . telnet works on port 23 .

so lets see question in the lesson



1) Start the attached VM from Task 3 if it is not already started. On the AttackBox, open the terminal and use the telnet client to connect to the VM on port 80. What is the name of the running server?

-> so we have to open a terminal on attackbox and have to connect to port 80 and have to check the running server so let's do it

so to connect on port 80 we should type command

"telnet 10.82.184.166 80" so here 10.82.184.166 is the IP address of the machine and 80 is the last the port number. After running this press enter and type **GET /HTTP/1.1** we use this because we are connecting to the HTTP server so by using this we can get the data after that we see the data where we can see the server is **Apache 2.4.61 (Debian)** so the server is Apache (for reference see above image).

2) What is the version of the running server (on port 80 of the VM)?

-> so, as I say we can see server **Apache 2.4.61 (Debian)** here **2.4.61** is the version of the running server.

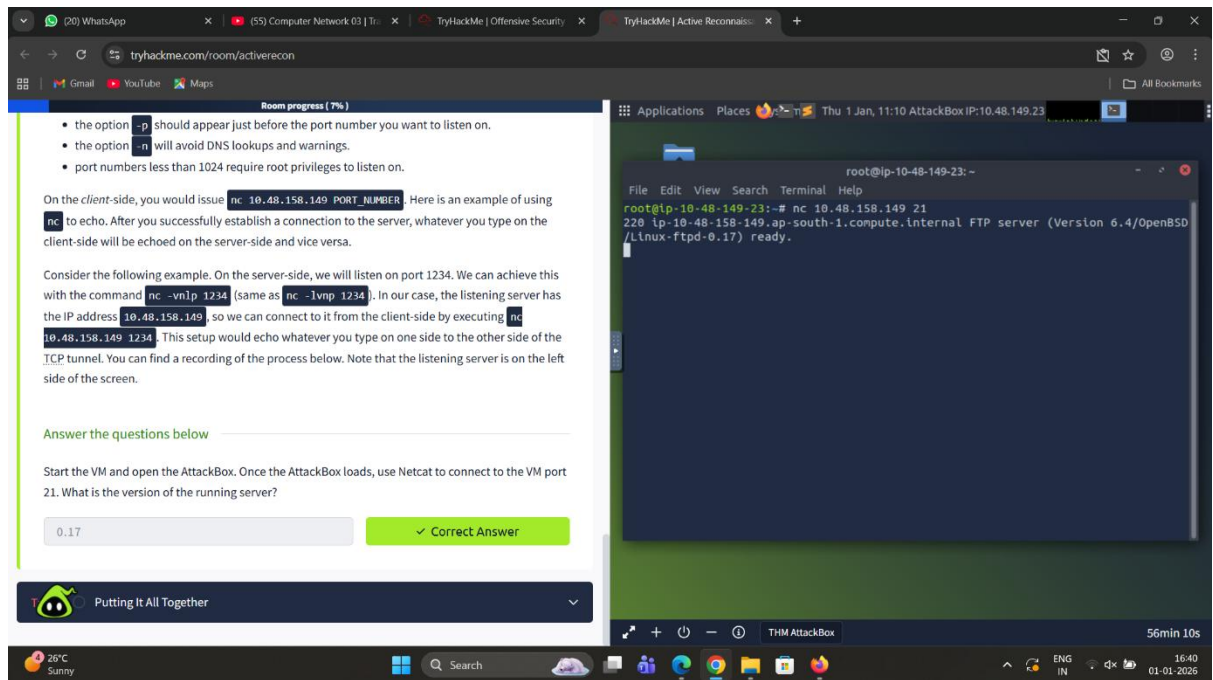
5) Netcat :-

Netcat (nc) is a tool which we can use as client or server on TCP and UDP ports because it works for both and it can listen on ports so, it is like telnet, so to listen first we need to connect so we connect like **nc 10.82.184.166 80 (i.e nc machine_ip port)**, it is similar to telnet after that we have to use GET line to listen on the port as GET/HTTP/1.1 after that press shift + enter. When we want to listen on server side we can give command **nc -vlp 2345** to listen on port 2345. And to listen on client-side we can give command **nc machine_ip 2345** to listen on port 2345 on client-side. There are many options available on netcat like

-l	Listen mode
-p	Specify the Port number
-n	Numeric only; no resolution of hostnames via DNS
-v	Verbose output (optional, yet useful to discover any b
-vv	Very Verbose (optional)
-k	Keep listening after client disconnects

- Make sure that, the option -p should appear just before the port number you want to listen on.
- Also we need root privileges to listen on ports less than 1024.

Let's move towards question part



- 1) Start the VM and open the AttackBox. Once the AttackBox loads, use Netcat to connect to the VM port 21. What is the version of the running server?
 -> so , we have to see the version of server so we give command nc machine_ip port as in above image we have given in terminal nc 10.48.158.149 21 here 21 is port number where we have to see server version so the version we can see there is 0.17 don't misunderstood version 6.4 because it is a version of ftp server not main one the 0.17 is the version of linux server which is what we needed so **0.17** is correct answer .

So , as thi our last lesson we conclude here the 1st lab of Active Reconnaissance and lets move towards next Passive Reconnaissance.

• Passive Reconnaissance:

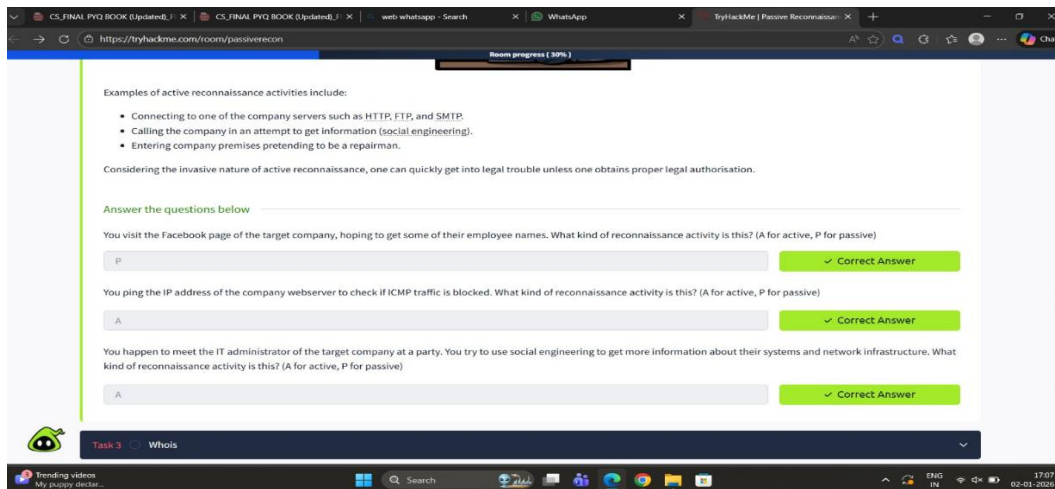
At the beginning, the lab explains what passive reconnaissance is and the tools used for it. In passive reconnaissance, we do **not directly interact with the target**. Instead of touching or contacting it, we silently observe and collect publicly available information. You can think of it like **watching a house from a distance** to understand its structure, number of people, timing patterns, etc., without actually going near the door or touching the lock. So, everything is done quietly and indirectly.

In this room, we use many tools and techniques for passive reconnaissance such as:

- **WHOIS Lookup**
- **nslookup/dig**
- **DNS Dumpster / Online DNS tools**

• Shodan

So, let's dive deep into these tools to understand how they work and how they help us gather information **without alerting the target**.



1) You visit the Facebook page of the target company, hoping to get some of their employee names. What kind of reconnaissance activity is this? (A for active, P for passive)

-> so the correct answer is P (Passive) because we are not directly contacting just getting information which is already present .

2) You ping the IP address of the company webserver to check if ICMP traffic is blocked. What kind of reconnaissance activity is this? (A for active, P for passive)

-> so the correct answer is A (Active) because we are pinging i.e asking contact with server which is active reconnaissance.

3) You happen to meet the IT administrator of the target company at a party. You try to use social engineering to get more information about their systems and network infrastructure. What kind of reconnaissance activity is this? (A for active, P for passive)

-> so the correct answer is A (Active) because we are making contact with peoples which also a part of active reconnaissance.

1) Whois :-

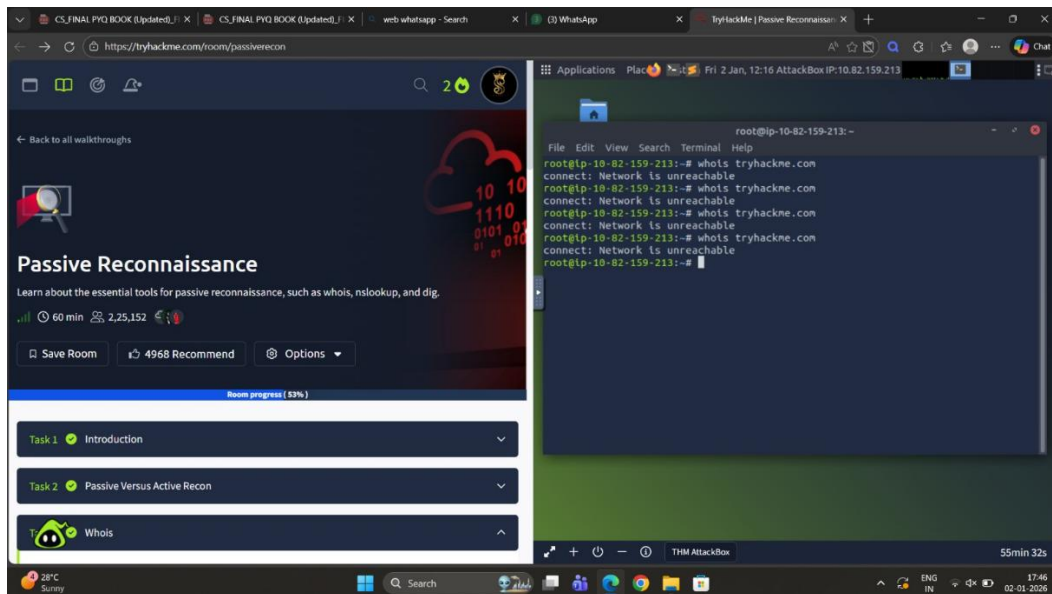
_It is a request and response protocol which works on tcp port 43 , it listens for incoming requests on that port it replies with various information related to the domain requested. such as

- Registrar: Via which registrar was the domain name registered?
- Contact info of registrant: Name, organization, address, phone, among other things. (unless made hidden via a privacy service)
- Creation, update, and expiration dates: When was the domain name first registered? When was it last updated? And when does it need to be renewed?

- Name Server: Which server to ask to resolve the domain name?

To get details of domain we just type **whois domain_name** and we will get above details.

lets go for the question of this lesson for better understanding:-



So I tried on the attackbox but it shows unreachable everytime I guess because it is not connected to internet as I don't have premium so , for this specific task I moved to my termux on my smartphone , I am sharing image of the result I get

```
5:42 5G 34%
Welcome to Termux
Docs:      https://doc.termux.com
Community: https://community.termux.com

Working with packages:
- Search: pkg search <query>
- Install: pkg install <package>
- Upgrade: pkg upgrade

Report issues at https://bugs.termux.com
- $ whois tryhackme.com
  Domain Name: TRYHACKME.COM
  Registry Domain ID: 2282723194_DOMAIN_COM-VRSN
  Registrar WHOIS Server: whois.namecheap.com
  Registrar URL: http://www.namecheap.com
  Updated Date: 2025-05-11T14:06:02Z
  Creation Date: 2018-07-05T19:46:15Z
  Registry Expiry Date: 2034-07-05T19:46:15Z
  Registrar: NameCheap, Inc.
  Registrar IANA ID: 1068
  Registrar Abuse Contact Email: abuse@namecheap.com
  Registrar Abuse Contact Phone: +1.6613102107
  Domain Status: clientTransferProhibited https://icann.org/epp#clientTransferProhibited
  Name Server: KIP.NS.CLOUDFLARE.COM
  Name Server: UMA.NS.CLOUDFLARE.COM
  DNSSEC: unsigned
  URL of the ICANN Whois Inaccuracy Complaint Form: https://www.icann.org/wicf/
  >>> Last update of whois database: 2026-01-02T12:08:35Z <<<

For more information on Whois status codes, please visit https://icann.org/epp

NOTICE: The expiration date displayed in this record is the date the registrar's sponsorship of the domain name registration in the registry is currently set to expire. This date does not necessarily reflect the expiration date of the domain name registrant's agreement with the sponsoring registrar. Users may consult the sponsoring registrar's Whois database to view the registrar's reported date of expiration for this registration.

TERMS OF USE: You are not authorized to access or query our Whois database through the use of electronic processes that are high-volume and automated except as reasonably necessary to register domain names or modify existing registrations; the Data in VeriSign Global Registry Services' ("VeriSign") Whois database is provided by VeriSign for information purposes only, and to assist persons in obtaining information about or related to a domain name registration record. VeriSign does not guarantee its accuracy. By submitting a Whois query, you agree to abide by the following terms of use: You agree that you may use this Data only for lawful purposes and that under no circumstances will you use this Data to: (1) allow, enable, or otherwise support the transmission of mass unsolicited, commercial advertising or solicitations via e-mail, telephone, or facsimile; or (2) enable high volume, automated, electronic processes that apply to VeriSign (or its computer systems). The compilation, repackaging, dissemination or other use of this Data is expressly prohibited without the prior written consent of VeriSign. You agree not to use electronic processes that are automated and high-volume to access or query the Whois database except as reasonably necessary to register domain names or modify existing registrations. VeriSign reserves the right to restrict your access to the Whois database in its sole discretion to ensure operational stability. VeriSign may restrict or terminate your access to
```

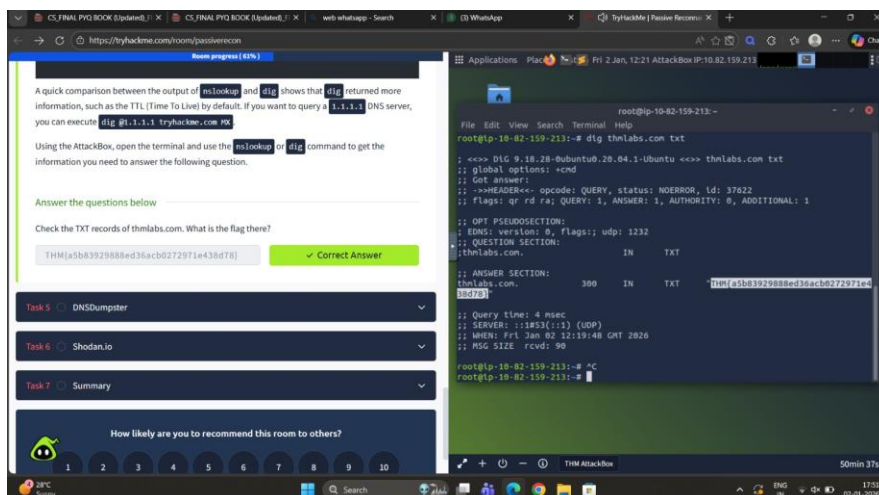
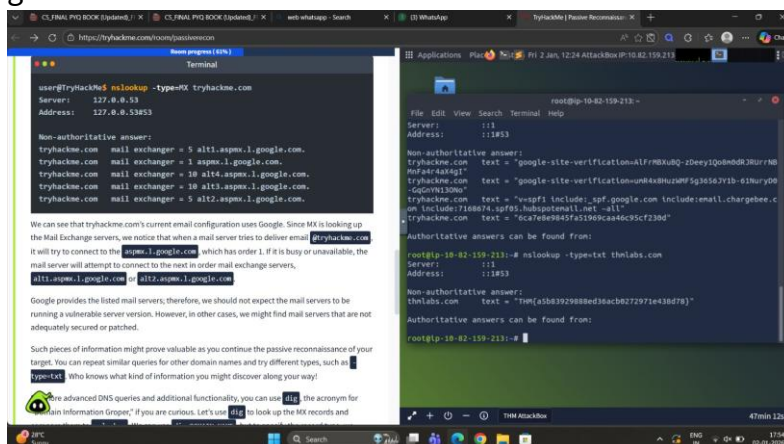
- 1) When was TryHackMe.com registered?
-> so in above image we can see the creation date as 2018-07-05 so it is the answer for the question (note:- type answer a yyyymmdd)
- 2) What is the registrar of TryHackMe.com?
-> so , we can see the registrar as Namecheap so the correct answer is namecheap.com
- 3) Which company is TryHackMe.com using for name servers?
-> we can see name server there so they are using cloudflare.com as name server

2)Nslookup/dig :-

So , by using nslookup and dig we can find the ip addresses of dns servers and also we can see different files like txt or mx files there are many options available to see such as

A	IPv4 Addresses
AAAA	IPv6 Addresses
CNAME	Canonical Name
MX	Mail Servers
SOA	Start of Authority
TXT	TXT Records

For ex:- nslookup type=A domain_name it gives ipv4 address and if we use type = AAAA it gives ipv6 address, txt gives Txt records, etc.
 same as nslookup, dig also give same thing but dig is more detailed than nslookup and gives more info



Check the TXT records of thmlabs.com. What is the flag there?
 -> THM{a5b83929888ed36acb0272971e438d78}

According to Shodan.io, what is the first country in the world in terms of the number of publicly accessible Apache servers?

->United States

Based on Shodan.io, what is the 3rd most common port used for Apache?

->8080

Based on Shodan.io, what is the 3rd most common port used for nginx?

-> 888

