MIT World Peace University

Wireless Devices and Mobile Security
Third Year B. Tech, Semester 5

Installation and Configuation of Network Simulator 2 (NS2)

Lab Assignment 1

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November 26, 2023

Contents

1 Aim

Install and Configure Network Simulator tool such as Network Simulator 2 or NetSim or QualNet and study its components and eco system.

2 Theory

2.1 Simulation

Simulation is an invaluable methodology for comprehending complex real-world phenomena by creating and studying theoretical models in a controlled digital environment. It facilitates learning through experimentation and can be applied across various domains.

2.2 Computer Simulation

Computer simulation is a specialized branch of simulation that focuses on designing theoretical physical systems and processes on digital computers. Key aspects include:

1. **Model Creation** Computer simulation begins with the creation of mathematical or algorithmic models that represent the behavior of a real-world system. These models define the relationships between various components and variables within the system.

2. **Execution** The model is implemented in software, allowing it to run on a computer. The simulation software calculates the system's behavior over time, considering inputs, parameters, and initial conditions.

3. **Analysis** Simulations generate vast amounts of data, enabling in-depth analysis. Researchers can observe the system's behavior, identify patterns, and draw conclusions about its performance and characteristics.

4. **Applications** Computer simulation finds applications in diverse fields, including physics, engineering, economics, biology, and social sciences. It helps researchers, engineers, and decision-makers test hypotheses, optimize designs, and make informed choices without costly real-world experimentation.

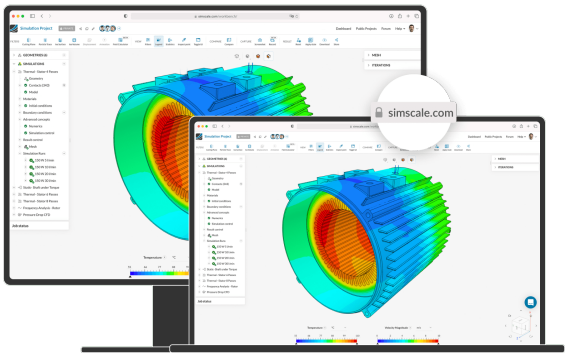

Figure 1: Computer Simulation

2.3 Network Simulation

Network simulation is a subset of computer simulation that concentrates on modeling and assessing the behavior of computer networks, such as local area networks (LANs) and wide area networks (WANs). Key considerations in network simulation include:

1. **Topology Modeling** Network simulators allow users to create intricate network topologies by defining nodes, links, routers, switches, and their interconnections. These models closely mimic real-world network structures.

2. **Traffic Generation** Simulators enable the generation of network traffic, simulating data transmission, routing, and congestion scenarios. Users can specify the type and volume of traffic to assess network performance.

3. **Protocol Evaluation** Network simulation tools assist in evaluating network protocols, including routing, transport, and application-layer protocols. Researchers can analyze how different protocols interact and impact network behavior.

4. **Scenario Testing** Network simulation provides a controlled environment for testing various network scenarios, such as load balancing, fault tolerance, and security measures. This helps in identifying vulnerabilities and optimizing network configurations.

5. **Predictive Analysis** By running simulations with different parameters and configurations, network professionals can predict how changes will affect network performance, aiding in informed decision-making.

2.4 Network Simulator (NS2)

Network Simulator, commonly referred to as NS2, is a widely used open-source software tool designed for network simulation. It has become an essential platform for researchers, engineers, and educators working on network-related projects. NS2 offers an array of features and capabilities, including:

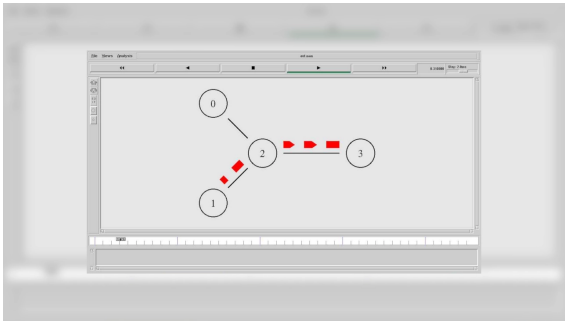

Figure 2: Network Simulator 2

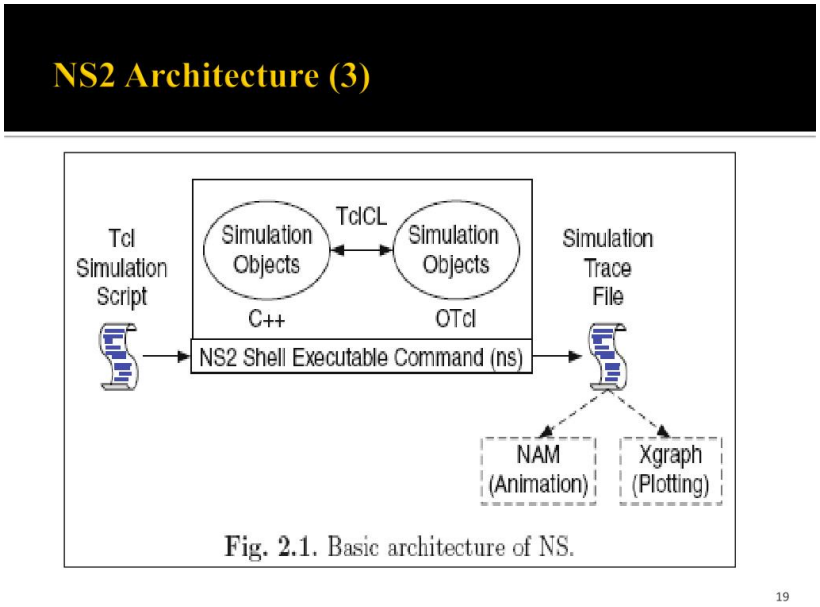

Figure 3: Network Simulator 2 Architecture

2.4.1 Features of NS2

NS2 encompasses a range of features that make it a powerful choice for network simulation:

1. **Protocol Support** NS2 supports a wide variety of network protocols, making it versatile for simulating different types of networks, including wired and wireless.
2. **Modularity** The simulator's modular architecture allows users to extend and customize its functionality by adding new modules and protocols.
3. **Visualization Tools** NS2 includes visualization tools like NAM (Network Animator), which aids in visualizing network topologies and real-time simulation results.
4. **Community Support** NS2's open-source nature has fostered a vibrant community of users and developers who contribute scripts, patches, and extensions, enhancing its capabilities.
5. **Integration** NS2 integrates both C++ for internal mechanisms and OTcl (Object-oriented Tool Command Language) for configuration and simulation setup. This integration provides flexibility and efficiency.
6. **Backward Compatibility** NS2 maintains backward compatibility with scripts written for its predecessor, NS-1, ensuring the continued use of existing simulation scenarios.

NS2 is widely used for research, educational purposes, and network protocol development, making it an indispensable tool in the field of network simulation.

2.5 TCL Scripting

TCL (Tool Command Language) is a powerful scripting language commonly used for various tasks, including configuration, automation, and simulation. In the context of NS2 (Network Simulator-2) and network simulations, TCL scripting plays a crucial role in defining and configuring simulation scenarios. Here are key aspects of TCL scripting:

1. **Scripting Language** TCL is a versatile scripting language known for its simplicity and flexibility. It provides a convenient way to specify actions and configurations in a readable and concise manner.

2. **Simulation Scenario Definition** In NS2, TCL scripts are used to define simulation scenarios, including network topologies, node configurations, traffic patterns, and simulation parameters. Researchers and network engineers write TCL scripts to create custom simulations.

3. **Modular Configuration** TCL scripts in NS2 allow for modular configuration. Users can define different components and their properties, making it easy to modify and reuse parts of the simulation setup.

4. **Event Scheduling** TCL scripting enables event scheduling within NS2 simulations. Events such as packet transmissions, node movements, and protocol behaviors can be scheduled at specific simulation times.

5. **Customization** TCL scripts can be customized to simulate a wide range of network scenarios, from simple point-to-point connections to complex multi-hop wireless networks. Customization is essential for studying specific network behaviors.

6. **Integration with NS2** TCL scripting seamlessly integrates with NS2's C++ backend. TCL scripts configure and control the simulation, while C++ handles the internal mechanisms and communication between simulation objects.

7. **Error Handling** TCL provides error-handling mechanisms to catch and respond to errors during simulation execution. This ensures that simulations run smoothly and accurately.

8. **Visualization** TCL scripts often include commands for visualization tools like NAM (Network Animator). These tools allow users to visualize the simulation in real-time, helping with debugging and analysis.

9. **Community Contributions** The NS2 community has created a wealth of TCL scripts and libraries that can be used as building blocks for various network simulations. These scripts cover a wide range of network scenarios and applications.

10. **Learning TCL** Proficiency in TCL scripting is essential for NS2 users. Learning resources, tutorials, and documentation are available to help users become proficient in TCL scripting for network simulations.

TCL scripting in NS2 empowers researchers and network professionals to create and customize network simulations, enabling them to study, analyze, and optimize network behaviors and protocols effectively.

2.6 Steps to Install NS2 on Ubuntu

Installing NS2 on Ubuntu involves several steps. This guide will walk you through the process to ensure a successful installation.

1. **Update Package List:**

```
- Open a terminal by pressing Ctrl + Alt + T.
- Update the package list to ensure you have the latest
information about available packages. Run the following command:
    sudo apt-get update
```

2. **Install Essential Packages:**

```
- NS2 requires essential packages to be installed on your
system. Install them by running the following command:
    sudo apt-get install build-essential autoconf automake
    libxmu-dev
```

3. **Download NS2 Source Code:**

```
- Visit the official NS2 website to download the NS2 source
code: [NS2 Official Website](https://www.nsnam.org/)
- Choose the version of NS2 that you want to install and
download the source code archive.
```

4. **Extract the Downloaded Archive:**

```
- Navigate to the directory where you downloaded the NS2 source
code archive.
- Extract the archive using the tar command. Replace ns2-version.tar.gz
with the actual filename you downloaded.
    tar -xzvf ns2-version.tar.gz
```

5. **Navigate to the NS2 Directory:**

```
- Change your current directory to the NS2 source code directory
using the cd command. Replace ns2-version with the actual directory name.
    cd ns2-version
```

6. **Build and Install NS2:**

```
- NS2 uses the autoconf and automake tools to configure and build
the software. Run the following commands:
    ./configure
    make
    sudo make install
- This process may take some time as NS2 is compiled and installed
on your system.
```

7. **Test the Installation:**

```
- After the installation is complete, you can test NS2 by running
a simple simulation. Create a TCL script (e.g., mysimulation.tcl)
that defines a basic network scenario and run it using NS2:
    ns mysimulation.tcl
- If NS2 runs the simulation without errors, your installation was
 successful.
```

8. **Optional: Install NAM (Network Animator):**

```
- NAM is a visualization tool for NS2 simulations. You can install
 it using the following command:
    sudo apt-get install nam
- NAM allows you to visualize your network simulations in real-time.
```

9. **You're Done:**

```
- NS2 is now installed on your Ubuntu system, and you're ready to
use it for network simulations.
```

Please note that NS2 installation can be a complex process, and you may encounter dependencies or issues specific to your system. Refer to NS2 documentation and forums for troubleshooting if needed.

3 Platform

Operating System: Ubuntu 22.04 x86-64
IDEs or Text Editors Used: Visual Studio Code
Compilers or Interpreters: NS2, NAM 1.4

4 Screenshots

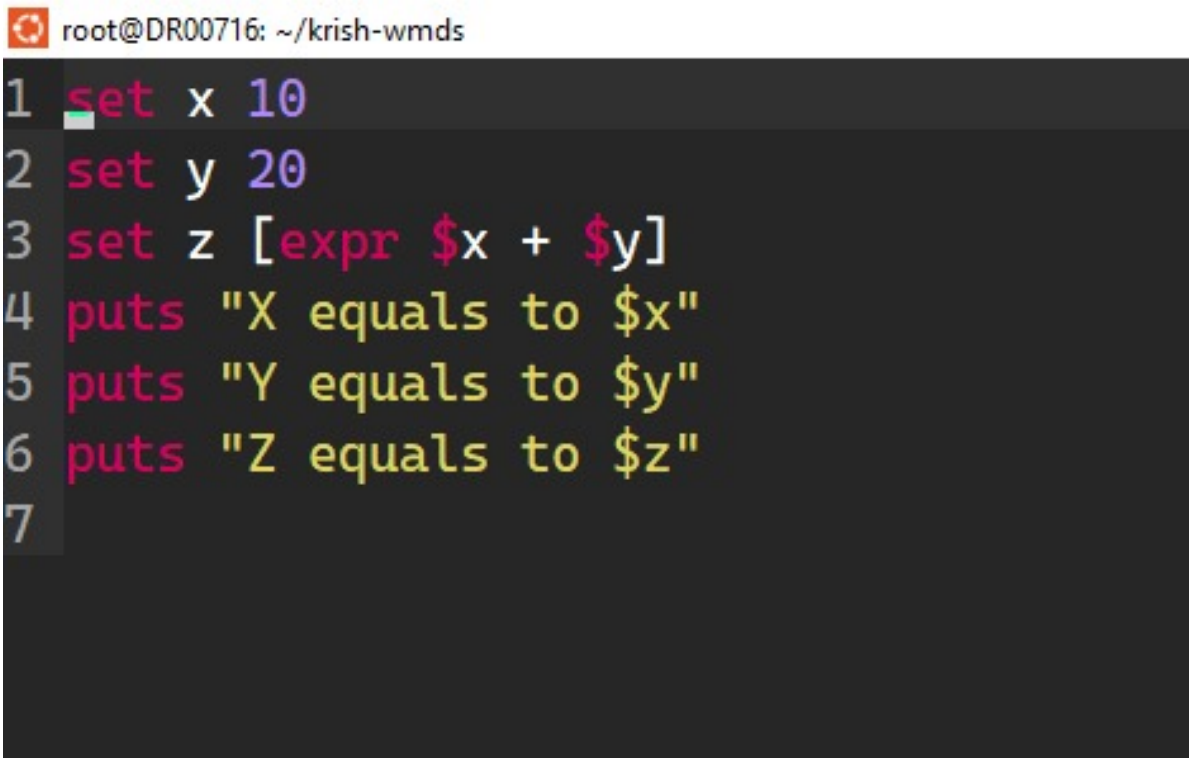

Figure 4: First TCL Script

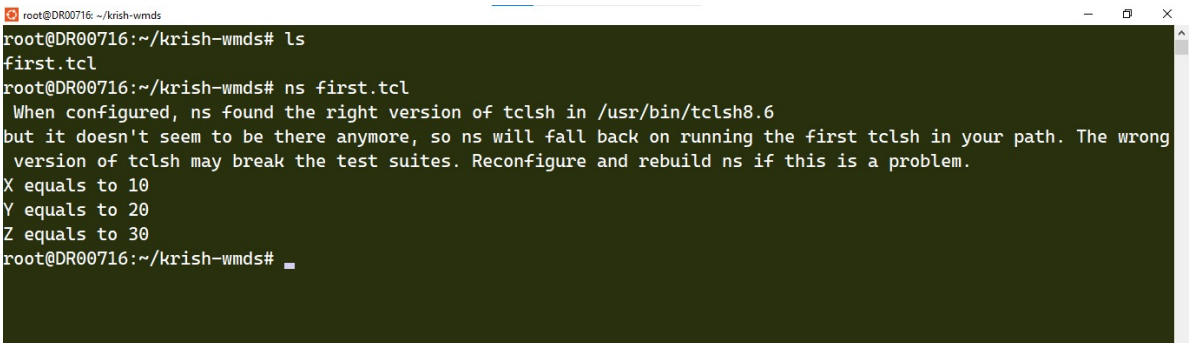

Figure 5: Running the First TCL Script

5 Conclusion

Thus, we studied, install and configure NS2 on ubuntu.

6 FAQ

1. **Distinguish Emulation and Simulation with Example**

   Emulation and simulation are both techniques used in computer science and engineering but have distinct differences.

   - **Emulation** Emulation involves replicating the behavior of one system or device using another, typically with different hardware or software. It aims to make one system mimic the functions of another. For example, running a PlayStation game on a computer using an emulator software is emulation. The emulator mimics the PlayStation's hardware and software to run the game.

   - **Simulation** Simulation, on the other hand, involves creating a model or representation of a real-world system or process to study its behavior under various conditions. It doesn't necessarily aim to replicate a specific existing system. For example, simulating traffic flow in a city to analyze congestion patterns is simulation. There's no emulation of existing traffic systems; instead, a model is created to understand traffic behavior.

2. **Compare Compiler and Interpreter**

   Compilers and interpreters are both tools used to process and execute code, but they function differently:

   - **Compiler** - Converts the entire source code into machine code or an intermediate code at once. - Produces a separate executable file. - Typically has a longer initial compilation time. - Executes the code faster since it's already translated. - Examples include GCC (GNU Compiler Collection) for C/C++ and Java Compiler for Java.

   - **Interpreter** - Processes and executes code line by line or statement by statement. - Does not produce a separate executable file; it directly interprets the source code. - Usually has a shorter startup time. - Slower execution as it translates and executes code simultaneously. - Examples include Python Interpreter for Python and JavaScript Engine for JavaScript.

3. **List Different Simulation Tools and Compare with NS-2**

   There are several simulation tools available, each with its strengths and weaknesses. Let's compare some of them with NS-2:

   - **NS-2 (Network Simulator-2)** - Focuses on network simulations, making it suitable for studying network protocols and behaviors. - Offers flexibility in creating custom network scenarios. - Provides a large library of built-in network components. - Utilizes both OTcl and C++ for configuration and implementation. - Open-source and widely used in academia and research.

   - **MATLAB/Simulink** - General-purpose simulation tool used for various domains, including control systems and signal processing. - Provides a graphical user interface for model building. - Extensive toolboxes for various applications. - Proprietary software with licensing costs.

   - **AnyLogic** - A multimethod simulation tool suitable for modeling complex systems, including agent-based, discrete event, and system dynamics simulations. - Offers 3D simulation and animation capabilities. - Supports Java-based modeling. - Commercial software with a free Personal Learning Edition.

   - **OMNeT++** - A discrete event simulation framework for network simulations. - Focuses on modeling communication networks. - Supports multiple programming languages, including

C++ and NED (Network Description Language). - Open-source and widely used in the networking community.

- **SimPy** - A Python library for discrete event simulation. - Lightweight and easy to use. - Suitable for small to medium-sized simulations. - Ideal for Python enthusiasts and quick prototyping.

4. **Why Two Languages (OTcl and C++) Used by NS2**

   NS-2 employs both OTcl (Object-oriented Tool Command Language) and C++ for specific purposes:

   - **OTcl** Used for simulation configuration and setup. It provides a high-level, easy-to-use interface for defining network topologies, scenarios, and simulation parameters. OTcl allows quick experimentation and configuration changes without recompiling the entire simulator.

   - **C++** Used for implementing the internal mechanisms and behaviors of network components. C++ provides the necessary performance and low-level control required for accurately simulating network protocols and behaviors. The combination of OTcl and C++ in NS-2 leverages the strengths of both languages for efficient network simulations.

5. **Advantages and Disadvantages of NS-2**

   NS-2 has several advantages and disadvantages:

   Advantages - Widely used in network research and academia. - Open-source and free to use. - Provides a flexible environment for creating custom network scenarios. - Supports various network protocols and components. - Offers visualization tools like NAM for real-time simulation visualization.

   Disadvantages - Learning curve, especially for beginners. - Steeper initial setup compared to some other simulation tools. - Performance limitations for large-scale simulations. - Limited support for wireless network modeling. - Lack of official user-friendly graphical interface.

6. **Draw and Explain Three Kinds of Formats for Wired Networks in NS-2**

   In NS-2, wired networks can be represented in various formats. Here are three common formats:

   1. **Star Topology** - In a star topology, a central node (hub) connects to multiple peripheral nodes (spokes). - All communication between peripheral nodes passes through the central hub. - It is straightforward to implement and provides centralized control. - However, if the hub fails, the entire network can become non-functional.

   2. **Ring Topology** - In a ring topology, each node connects to exactly two other nodes, forming a closed loop. - Data circulates in a unidirectional or bidirectional manner around the ring. - Ring topologies are resilient, as data can take alternate paths if a link or node fails. - However, adding or removing nodes can be complex, and the entire ring can be disrupted if not properly managed.

   3. **Mesh Topology** - Mesh topologies involve multiple nodes interconnected in a complex manner, where each node connects to multiple others. - Data can take multiple paths to reach its destination, enhancing fault tolerance and redundancy. - Mesh topologies are suitable for robust and fault-tolerant networks but can be challenging to manage and configure. - They provide high reliability but can be costly to implement due to the number of connections required.

These are just a few examples of wired network topologies in NS-2, and they demonstrate the flexibility of the simulator in

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Third Year B. Tech, Semester 5

Simulation of Two Network Nodes in NS2

Lab Assignment 2

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November 26, 2023

Contents

1 Aim

Write a program to simulate two node wireless network. You may use NetSimor NS2 or QualNet for this experiment.

2 Theory

2.1 The Wireless Model

The wireless model in networking refers to the framework and set of principles that govern the communication between devices without the need for physical cables. In this model, information is transmitted over the air using various wireless technologies such as Wi-Fi, Bluetooth, and cellular networks. The key components of the wireless model include wireless transmitters, receivers, and the communication protocols that facilitate data exchange.

Wireless communication offers flexibility and mobility, making it a crucial aspect of modern networking, especially in scenarios where wired connections are impractical.

2.2 Routing Protocols for Wireless Devices

Routing protocols are essential for managing the flow of data in a network, and they play a crucial role in wireless environments. Wireless networks often face challenges such as signal interference, variable signal strengths, and dynamic network topologies. As a result, specialized routing protocols are designed to address these challenges and optimize data transmission.

Common routing protocols for wireless devices include:

1. *Ad Hoc On-Demand Distance Vector (AODV)* A reactive protocol that establishes routes on-demand as communication is needed. It is well-suited for dynamic and self-configuring networks.

2. *Dynamic Source Routing (DSR)* Another reactive protocol that allows nodes to dynamically discover and maintain route

3. is particularly useful in mobile ad-hoc networks (MANETs).

4. *Wireless Distribution System (WDS)* Used in wireless LANs, WDS enables the interconnection of access points wirelessly to extend network coverage.

5. *Destination-Sequenced Distance Vector (DSDV)* A proactive protocol that maintains a table of all available routes, making it suitable for networks with low mobility.

6. *Optimized Link State Routing (OLSR)* A proactive protocol designed for mobile ad-hoc networks, which efficiently maintains a topology table to improve route optimization.

2.3 Creating Mobile Nodes

```
for { set j 0 } { $j < $val(nn)} {incr j} {
    set node_($j) [ $ns_ node ]
    $node_($i) random-motion 0 ;# disable random motion
    }
```

2.4 Setting Mobile Node Movements

```
$node set X_ <x1>
$node set Y_ <y1>
$node set Z_ <z1>
$ns at $time $node setdest <x2> <y2> <speed>
```

2.5 Topology Definition

```
set topo [new Topography]
$topo load_flatgrid $val(x) $val(y)
where val(x) and val(y) are the boundaries used in simulation .
```

2.6 Network Components in Mobile node:

The network stack for a mobilenode consists of a link layer(LL), an ARP module connected to LL, an interface priority queue(IFq), a mac layer(MAC), a network interface(netIF), all connected to the channel. These network components are created and plumbed together in OTcl. Each component is briefly described here.

2.7 Link Layer :

The LL used by mobilenode is same as described in Chapter 14. The only difference being the link layer for mobilenode, has an ARP module connected to it which resolves all IP to hardware (Mac) address conversions. Normally for all outgoing (into the channel) packets, the packets are handed down to the LL by the Routing Agent. The LL hands down packets to the interface queue. For all incoming packets (out of the channel), the mac layer hands up packets to the LL which is then handed off at the nodeentry point.

2.8 ARP:

The Address Resolution Protocol (implemented in BSD style) module receives queries from Link layer. If ARP has the hardware address for destination, it writes it into the mac header of the packet. Otherwise it broadcasts an ARP query, and caches the packet temporarily. For each unknown destination hardware address, there is a buffer for a single packet. Incase additional packets to the same destination is sent to ARP, the earlier buffered packet is dropped. Once the hardware address of a packet's next hop is known, the packet is inserted into the interface queue. The class ARPTable is implemented in ns/arp.cc,h and ns/tcl/lib/ns-mobilenode.tcl.

2.9 Interface Queue:

The class PriQueue is implemented as a priority queuewhich gives priority to routing rotocol packets, inserting them at the head of the queue. It supports running a filter over all packets in the queue and removes those with a specified destination address. See ns/priqueue.cc,h for interface queue implementation.

2.10 Mac Layer:

Historically, ns-2 (prior to release ns-2.33) has used the implementation of IEEE 802.11 distributed coordination function (DCF) from CMU. Starting with ns-2.33, several 802.11 implementations are

available.

2.11 Tap Agents:

Agents that subclass themselves as class Tap defined in mac.h can register themselves with the mac object using method installTap(). If the particular Mac protocol permits it, the tap will promiscuously be given all packets received by the mac layer, before address filtering is done.

2.12 Network Interfaces:

The Network Interphase layer serves as a hardware interface which is used by mobilenode to access thechannel. The wireless shared media interface is implemented as class Phy/WirelessPhy. This interface subject to collisions and the radio propagation model receives packets transmitted by other node interfaces to the channel. The interface stamps each transmitted packet with the meta-data related to the transmitting interface like the transmission power, wavelength etc. This meta- data in pkt header is used by the propagation model in receiving network interface to determine if the packet has minimum power to be received and/or captured and/or detected (carrier sense) by the receiving node. The model approximates the DSSS radio interface (LucentWaveLan direct-sequence spread-spectrum).

2.13 Radio Propagation Model:

It uses Friss-space attenuation (1/r2) at near distances and an approximation to Two ray Ground (1/r4) at far distances. The approximation assumes specular reflection off a flat ground plane.

2.14 Antenna:

An omni-directional antenna having unity gain is used by mobilenodes.

2.15 Description of some TCL Commands

1. The ‘set’ and ‘val( )’ keywords are used to initialize the configuration parameters, as shown below.

```
"set val(chan) Channel/WirelessChannel"
```

2. The ‘new’ keyword is used to create a new object reference to a particular class, as shown below.

```
"set ns [new Simulator]"
```

3. The ‘open’ keyword is used to open a file in the given r/w/x mode. If that particular file does not exist, it is created and opened, as shown below.

```
"set tf [open wireless.tr w]"
```

4. The ‘trace-all’ function is used to trace the events in the opened trace file (*.tr).

5. The ‘namtrace-all-wireless’ function is to trace the events in the nam file created (*.nam).
6. The ‘load-flatgrid’ function is used to load the topography value of the simulation, like 1000 x 1000, as shown below.

```
$topo load_flatgrid 500 500"
```

7. The ‘create-god’ function is used to create the General Operations Director.
8. The ‘node-config’ function is used to configure the node by setting in it the configuration parameters.
9. The ‘attach-agent’ function is used to link one agent/application to another node/agent respectively.
10. The ‘setdest’ function is used to set the position of the node at a particular time.
11. The ‘start’ and ‘stop’ keywords are used to start and stop the application respectively.
12. The ‘proc’ keyword is used to indicate a procedure or a function.
13. The ‘flush-trace’ function is used to flush the traced events into the trace files.
14. The ‘run’ keyword is used to run the file.

3 Platform

Operating System: Ubuntu 22.04 x86-64
IDEs or Text Editors Used: Visual Studio Code
Compilers or Interpreters: NS2, NAM 1.4

4 Screenshots

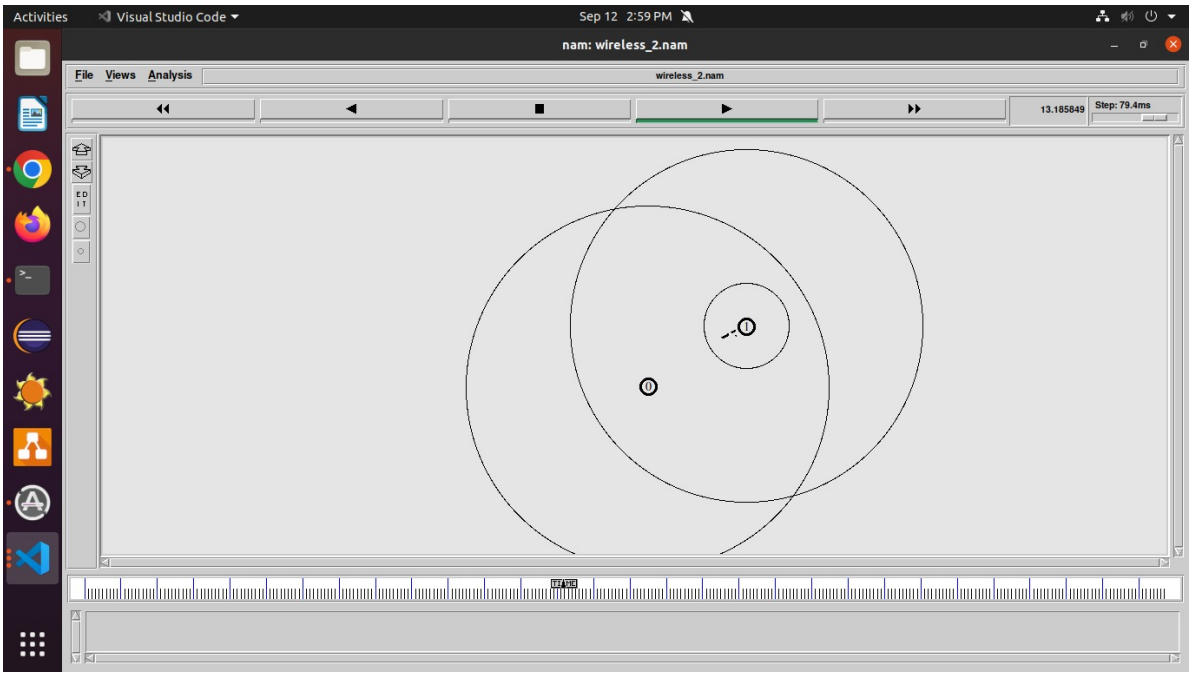

Figure 1: Watching the Animation of the output in NAM

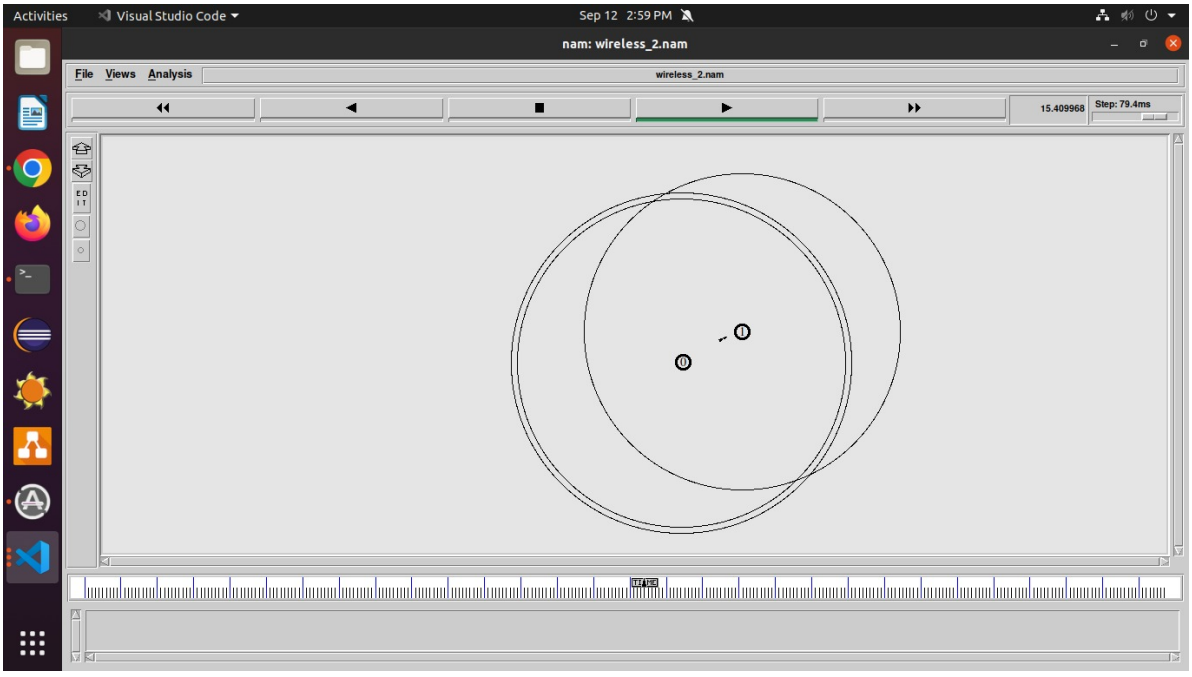

Figure 2: Watching the Animation of the output in NAM

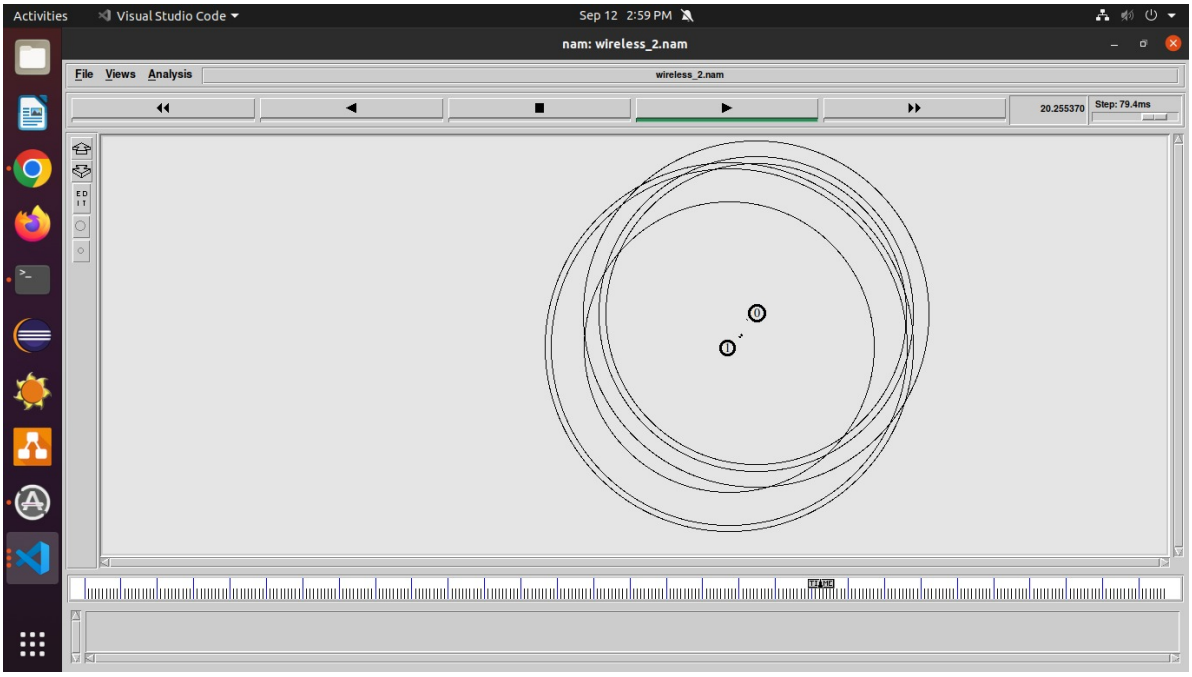

Figure 3: Watching the Animation of the output in NAM

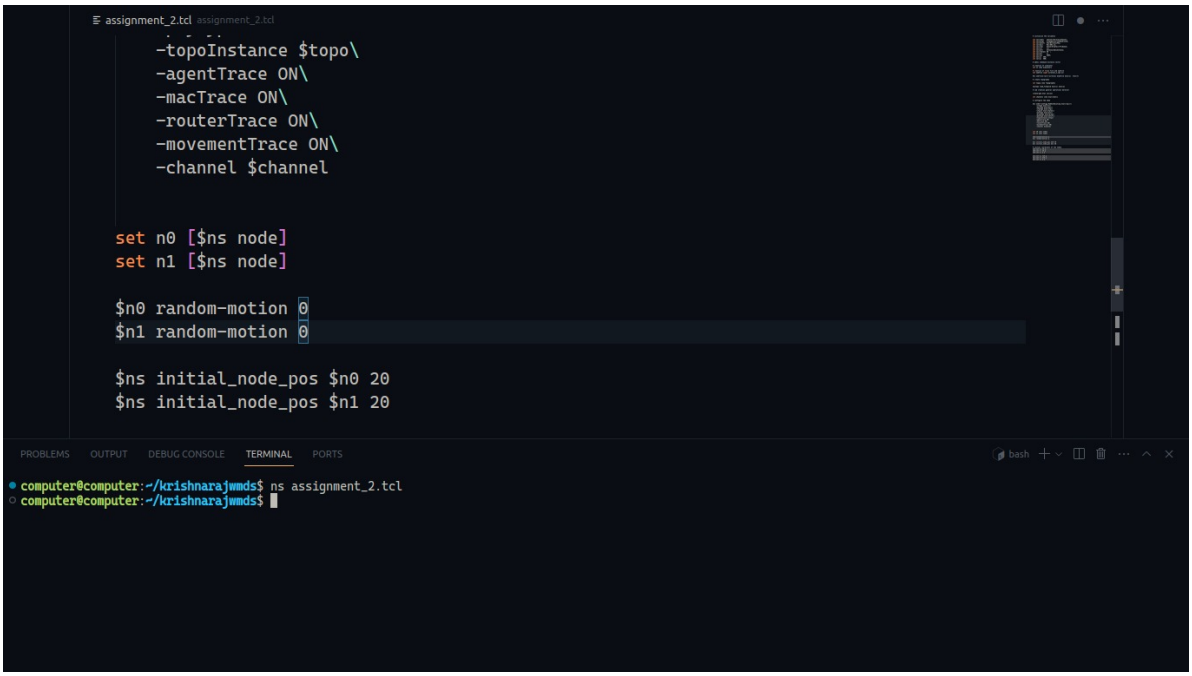

Figure 4: Running the TCL Script.

5 Code and Algorithm

5.1 Algorithm

1. Initialize variables

2. Create a Simulator object
3. Create Tracing and animation file
4. Create Topography
5. Create GOD - General Operations Director
6. Create nodes
7. Create Channel (Communication PATH)
8. Position of the nodes (Wireless nodes needs a location)
9. Any mobility codes (if the nodes are moving)
10. Run the simulation

5.2 Code

```
#initialize the variables
set val(chan)           Channel/WirelessChannel    ;#Channel Type
set val(prop)           Propagation/TwoRayGround   ;# radio-propagation model
set val(netif)          Phy/WirelessPhy      ;# network interface type WAVELAN
    DSSS 2.4GHz
set val(mac)            Mac/802_11                 ;# MAC type
set val(ifq)            Queue/DropTail/PriQueue    ;# interface queue type
set val(ll)             LL                         ;# link layer type
set val(ant)            Antenna/OmniAntenna        ;# antenna model
set val(ifqlen)         50                         ;# max packet in ifq
set val(nn)             2                          ;# number of mobilenodes
set val(rp)             AODV                       ;# routing protocol
set val(x)  500   ;# in metres
set val(y)  500   ;# in metres
#Adhoc OnDemand Distance Vector

#creation of Simulator
set ns [new Simulator]

#creation of Trace and namfile
set tracefile [open wireless_2.tr w]
$ns trace-all $tracefile

#Creation of Network Animation file
set namfile [open wireless_2.nam w]
$ns namtrace-all-wireless $namfile $val(x) $val(y)

#create topography
set topo [new Topography]
$topo load_flatgrid $val(x) $val(y)

#GOD Creation - General Operations Director
create-god $val(nn)

set channel1 [new $val(chan)]

#configure the node
$ns node-config -adhocRouting $val(rp) \
```

```
  -llType $val(ll) \
  -macType $val(mac) \
  -ifqType $val(ifq) \
  -ifqLen $val(ifqlen) \
  -antType $val(ant) \
  -propType $val(prop) \
  -phyType $val(netif) \
  -topoInstance $topo \
  -agentTrace ON \
  -macTrace ON \
  -routerTrace ON \
  -movementTrace ON \
  -channel $channel1

set n0 [$ns node]
set n1 [$ns node]


$n0 random-motion 0
$n1 random-motion 0



$ns initial_node_pos $n0 20
$ns initial_node_pos $n1 20


#initial coordinates of the nodes
$n0 set X_ 10.0
$n0 set Y_ 20.0
$n0 set Z_ 0.0



$n1 set X_ 430.0
$n1 set Y_ 320.0
$n1 set Z_ 0.0


#Dont mention any values above than 500 because in this example, we use X and Y as
    500,500

#mobility of the nodes
#At what Time? Which node? Where to? at What Speed?
$ns at 1.0 "$n0 setdest 490.0 340.0 25.0"
$ns at 1.0 "$n1 setdest 300.0 130.0 5.0"

#the nodes can move any number of times at any location during the simulation (
   runtime)
$ns at 20.0 "$n1 setdest 100.0 200.0 30.0"

#creation of agents
set tcp [new Agent/TCP]
set sink [new Agent/TCPSink]
$ns attach-agent $n0 $tcp

$ns attach-agent $n1 $sink
$ns connect $tcp $sink
set ftp [new Application/FTP]
```

```
$ftp attach-agent $tcp
$ns at 1.0 "$ftp start"


#set udp [new Agent/UDP]
#set null [new Agent/Null]
#$ns attach-agent $n2 $udp
#$ns attach-agent $n3 $null
#$ns connect $udp $null
#set cbr [new Application/Traffic/CBR]
#$cbr attach-agent $udp
#$ns at 1.0 "$cbr start"


$ns at 30.0 "finish"

proc finish {} {
 global ns tracefile namfile
 $ns flush-trace
 close $tracefile
 close $namfile
 exit 0
}

puts "Starting Simulation"
$ns run
```

Listing 1: Assignment 2.tcl

6 Conclusion

Thus, we have studied and simulated wireless nodes with mobility.

7 FAQ

1. *Why propagation model is used in wireless network? What are the different types of it?*

   Propagation models are essential in wireless networks for predicting how radio signals propagate in the environment. They serve the following purposes:

   - Predict Signal Coverage: Propagation models help estimate the coverage area of wireless transmitters, enabling network planners to determine where signals can be received.
   - Network Design: By understanding signal behavior, network designers can optimize antenna placement, power levels, and frequency allocation.
   - Signal Analysis: During simulations or real-world deployments, propagation models assist in analyzing signal quality, interference, and path loss.

   Different types of propagation models include:

   - Free-Space Path Loss Model (FSPL)
   - Two-Ray Ground Reflection Model
   - Log-Distance Path Loss Model
   - Shadowing and Fading Models
   - ITU-R P.1411 Urban Propagation Model
   - Okumura-Hata Model

2. *Explain different types of queue object in wireless network.*

   In wireless networks, queue objects manage the flow of data packets. Several types of queue objects are used:

   - DropTail Queue: This simple queue drops packets when it reaches its capacity, which can lead to unfairness.
   - Random Early Detection (RED) Queue: RED prevents congestion by randomly dropping packets before the queue becomes full, providing better fairness.
   - Class-Based Queueing (CBQ): CBQ divides traffic into classes with different priorities, allowing for QoS management.

3. *Draw and explain trace file format in wireless network.*

   Trace files record events and parameters in wireless network simulations. A typical trace file includes lines with the following format:

   ```
   Event Type   Time   Node ID   Parameters...
   ----------------------------------------
   Send         0.1    Node 1    Packet ID: 1, Destination: Node 2
   Receive      0.2    Node 2    Packet ID: 1
   Drop         0.3    Node 3    Packet ID: 2, Reason: Queue Full

   Event Type indicates the type of event, Time is the simulation time,
   Node ID identifies the involved node, and Parameters
   provide event-specific details.
   ```

4. *What is the role of GOD?*

   In the context of wireless network simulations using NS-2, GOD (Graphical Object Debugger) serves as a crucial tool for debugging and visualization. Its roles include real-time visualization of network simulations, packet tracing, node debugging, and event monitoring, enhancing the debugging and analysis process.

   (a) **Real-Time Visualization** GOD provides real-time visualization of the network simulation. It allows users to observe the movement of nodes, packet transmissions, and interactions within the simulated environment.

   (b) **Packet Tracing** GOD enables users to trace the paths of packets as they traverse the network. This is essential for debugging and understanding how packets move through the wireless network.

   (c) **Node Debugging** Users can interactively debug nodes within the simulation. This includes examining node states, variable values, and the execution of event handlers.

   (d) **Visualization of Node Mobility** For scenarios involving mobile nodes, GOD can display node trajectories, making it easier to assess node movements and behaviors.

   (e) **Event Monitoring** GOD allows users to monitor and inspect events as they occur during the simulation. This is useful for diagnosing issues and understanding the sequence of events.

5. *How to deal with Very large trace files?*

   Managing very large trace files in wireless network simulations can be challenging. Strategies include subsampling, data compression, parallel processing, filtering, summary statistics, database storage, visualization tools, incremental analysis, resource scaling, data sampling, and archiving.

   (a) **Subsampling** Instead of analyzing the entire trace, consider subsampling by extracting a representative subset of data for analysis. This reduces the file size while retaining essential information.

   (b) **Data Compression** Use data compression techniques to reduce the size of trace files. Tools like gzip or tar can compress trace files before storage.

   (c) **Parallel Processing** If possible, leverage parallel processing or distributed computing to analyze large trace files more efficiently. Divide the analysis workload among multiple processors or nodes.

MIT World Peace University

Wireless Devices and Mobile Security
Third Year B. Tech, Semester 5

Simulation of Routing in Mobile Ad Hoc Networks with Multiple Nodes

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Lab Assignment 3

Prepared By

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Cyber Security and Forensics
Batch A1, PA 10

November 26, 2023

Contents

1 Aim

Write a program to simulate routing in mobile Ad-Hoc network with multiple nodes. You may use NetSim or NS2 or QualNet for this experiment.

2 Objectives

1. Understand about the basics of Mobile Ad-hoc Networks (MANETs) and different routing protocols
2. Setup a network with wireless nodes using ns2
3. Get familiar with the different characteristics of MANET through simulations

3 Theory

3.1 What are Mobile Ad-hoc Networks?

Mobile Ad-hoc Networks (MANETs) are decentralized networks formed by a collection of mobile devices that communicate with each other without relying on a pre-existing infrastructure or centralized administration. In MANETs, nodes act both as data sources and routers, dynamically establishing connections to relay information. This self-configuring and adaptive nature makes MANETs suitable for scenarios where traditional network infrastructure is impractical or unavailable, such as military operations, disaster response, and collaborative sensor networks. The topology of a MANET is dynamic, continually changing as nodes move, join, or leave the network.

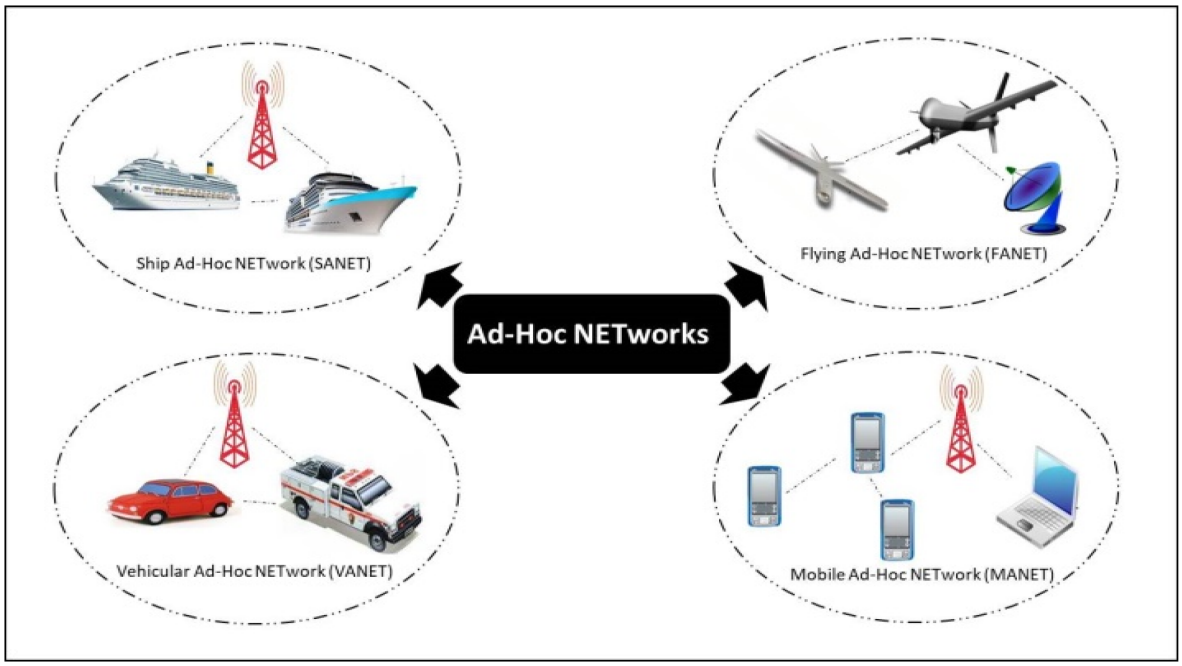

Figure 1: Different Ad Hoc Networks

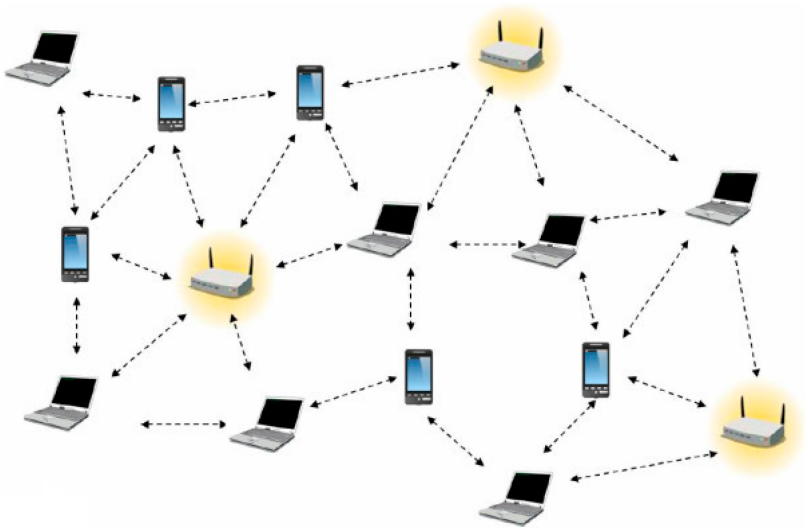

Figure 2: A Wireless Ad Hoc Network

3.2 MANET Applications

MANETs find applications in various domains, including:

- **Military Operations:** MANETs provide an effective means of communication for soldiers and vehicles on the battlefield where a fixed infrastructure is not feasible.
- **Disaster Response:** In disaster-stricken areas with damaged or nonexistent communication infrastructure, MANETs enable rescue teams to establish communication networks on the fly.
- **Sensor Networks:** Collaborative sensor networks leverage MANETs, allowing sensors to dynamically form networks for collecting and transmitting data.
- **Mobile Conferencing:** MANETs support spontaneous and mobile communication in conferences or meetings without the need for predefined infrastructure.

3.3 Challenges and Issues in MANET

MANETs face several challenges and issues, including:

- **Dynamic Topology:** Rapid changes in network topology due to the mobility of nodes make routing complex.
- **Limited Resources:** Devices in MANETs often have constraints on power, processing capabilities, and memory, requiring energy-efficient protocols.
- **Security Concerns:** MANETs are vulnerable to various security threats, such as eavesdropping, unauthorized access, and malicious attacks, due to the absence of a centralized authority.
- **Routing Complexity:** Designing efficient routing protocols is challenging in the absence of a fixed infrastructure, requiring adaptability to dynamic conditions.

3.4 Types of ADHOC Routing Protocols

Various types of ad-hoc routing protocols serve different purposes:

1. **Proactive (Table-Driven) Protocols:** These protocols, like Optimized Link State Routing (OLSR), maintain consistent routing information through periodic updates. Nodes continuously update their routing tables, allowing for quick route selection when needed.
2. **Reactive (On-Demand) Protocols:** Protocols such as Ad Hoc On-Demand Distance Vector (AODV) establish routes only when necessary, reducing routing overhead. Route discovery occurs reactively in response to data transmission requirements.
3. **Hybrid Protocols:** Hybrid protocols combine features of both proactive and reactive protocols, providing adaptability to changing network conditions. They strike a balance between maintaining current routing information and on-demand route discovery.

3.5 Routing Protocols in MANET

Routing protocols in MANETs play a critical role in establishing and maintaining communication paths:

- **AODV (Ad Hoc On-Demand Distance Vector):** A reactive protocol that establishes routes on demand. When a node needs to communicate with another, it initiates a route discovery process, and a route is established as a response.
- **DSR (Dynamic Source Routing):** Another reactive protocol where nodes dynamically discover and maintain routes. Nodes maintain a route cache, and route discovery occurs when a route is not present in the cache.
- **OLSR (Optimized Link State Routing):** A proactive protocol that efficiently maintains a topology table for optimized route selection. Nodes periodically exchange link state information, allowing for quicker route convergence.

These routing protocols address the challenges of MANETs by adapting to the dynamic nature of the network and varying resource constraints.

4 Platform

Operating System: Ubuntu 22.04 x86-64
IDEs or Text Editors Used: Visual Studio Code
Compilers or Interpreters: NS2, NAM 1.4

5 Screenshots

6 Code and Algorithm

6.1 Algorithm

1. Set network parameters such as channel, propagation, network interface, MAC, queue, antenna, etc.

2. Create a new simulator object.
3. Open trace and nam files for network visualization.
4. Load a flat grid topology.
5. Configure nodes in the network with various parameters.
6. Create nodes in the network and set their positions randomly.
7. Schedule nodes to move randomly.
8. Attach agents to nodes in the network.
9. Create a CBR traffic generator and attach it to a UDP agent.
10. Start the CBR traffic generator.
11. Schedule the end of the simulation.
12. Run the simulation.

6.2 Code

```
set val(chan) Channel/WirelessChannel;
set val(prop) Propagation/TwoRayGround;
set val(netif) Phy/WirelessPhy;
set val(mac) Mac/802_11;
set val(ifq) Queue/DropTail/PriQueue;
set val(ll) LL;
set val(ant) Antenna/OmniAntenna;
set val(ifqlen) 50;
set val(rp) AODV;
set val(nn) 11;
set val(x) 500;
set val(y) 400;
set val(stop) 3;

set val(energymodel) EnergyModel;
set val(initialenergy) 1000;

set ns [new Simulator]

set tf [open AODV.tr w]
$ns trace-all $tf

set nf [open AODV.nam w]
$ns namtrace-all-wireless $nf $val(x) $val(y)

set topo [new Topography]
$topo load_flatgrid $val(x) $val(y)

create-god $val(nn)

set chan_1_ [new $val(chan)]

$ns node-config -adhocRouting $val(rp) \
  -llType $val(ll) \
```

```
  -macType $val(mac) \
  -ifqType $val(ifq) \
  -ifqLen $val(ifqlen) \
  -antType $val(ant) \
  -propType $val(prop) \
  -phyType $val(netif) \
  -channel $chan_1_ \
  -topoInstance $topo \
  -agentTrace ON \
  -routerTrace ON \
  -macTrace OFF \
  -movementTrace ON \
  -energyModel $val(energymodel) \
  -initialEnergy $val(initialenergy) \
  -rxPower 0.4 \
  -txPower 1.0 \
  -idlePower 0.6 \
  -sleepPower 0.1 \
  -transitionPower 0.4 \
  -transitionTime 0.1


for {set i 0} {$i < $val(nn)} {incr i} {
  set node_($i) [$ns node]
  $node_($i) set X_ [ expr 10+round(rand()*480) ]
  $node_($i) set Y_ [ expr 10+round(rand()*380) ]
  $node_($i) set Z_ 0.0
}

for {set i 0} {$i < $val(nn)} {incr i} {
  $ns at [ expr 0.2+round(rand()) ] "$node_($i) setdest [ expr 10+round(rand()
    *480) ] [expr 10+round(rand()*380) ] [expr 60+round(rand()*30) ]"
}

#$ns duplex-link $node_(5) $node_(2) 2Mb 10ms DropTail

set udp [new Agent/UDP]
$ns attach-agent $node_(5) $udp
set null [new Agent/Null]
$ns attach-agent $node_(2) $null
set cbr [new Application/Traffic/CBR]
$cbr attach-agent $udp
$cbr set packetSize_ 512
$cbr set interval_ 0.1
$cbr set rate_ 1mb
$cbr set maxpkts_ 10000
$ns connect $udp $null
$ns at 0.4 "$cbr start"

for {set i 0} {$i < $val(nn)} {incr i} {
        $ns initial_node_pos $node_($i) 30
}

for {set i 0} {$i < $val(nn)} {incr i} {
  $ns at $val(stop) "$node_($i) reset";
}

#$ns at $val(stop) "$ns nam-end-wireless $val(stop)"
$ns at $val(stop) "finish"
```

```
$ns at 3.1  "puts \"end simulation\"; $ns halt"

proc finish {} {
        global ns tf nf
        $ns flush-trace
        close $tf
        close $nf
        exec nam AODV.nam &
        exit 0
}

puts "CBR packet size = [$cbr set packetSize_]"
puts "CBR interval = [$cbr set interval_]"

$ns run
```

Listing 1: AODV.tcl

7 Conclusion

Thus, implemented a TCL script to simulate routing in mobile Ad-Hoc network with multiple nodes using NS2.

8 FAQ

1. *What are the main features of routing protocols?*

   Routing protocols in networking possess several key features:

   - **Path Determination:** Routing protocols determine the optimal path for data transmission.
   - **Dynamic Adaptability:** They adapt to changes in network topology and conditions.
   - **Scalability:** Capable of handling networks of varying sizes.
   - **Robustness:** Resilient to network failures and able to recover quickly.
   - **Security:** Incorporate measures to secure routing information and prevent attacks.

2. *Why is routing in an ad hoc network so difficult, and why is this network more vulnerable as compared to conventional networks?*

   Ad hoc networks pose challenges due to their dynamic and self-configuring nature, making routing difficult. They are more vulnerable because:

   - **Dynamic Topology:** Constantly changing network topology requires adaptive routing algorithms.
   - **Limited Resources:** Devices in ad hoc networks often have limited power and processing capabilities.
   - **Open Medium:** Wireless communication is susceptible to eavesdropping and unauthorized access.
   - **Lack of Centralized Authority:** Absence of a centralized control makes it challenging to enforce security policies.

3. *Can ad hoc networks be used by multiple devices, and why?*

   Yes, ad hoc networks can be used by multiple devices. The self-configuring nature of ad hoc networks allows devices to dynamically form connections without relying on a centralized infrastructure. This flexibility makes them suitable for scenarios where multiple devices need to communicate without the need for pre-existing network infrastructure.

4. *What are common Attacks on Routing Protocols? Explain in detail.*

   Common attacks on routing protocols include:

   (a) **Spoofing:** Impersonating a trusted node to inject false routing information.
   (b) **Routing Table Overflow:** Flooding a router's routing table to disrupt normal operations.
   (c) **Denial of Service (DoS):** Overloading the network to make it unavailable to legitimate users.
   (d) **Replay Attacks:** Capturing and retransmitting data to gain unauthorized access.
   (e) **Selective Forwarding:** Malicious nodes selectively forward packets to disrupt communication.

5. *How is Route maintenance carried out in the AODV protocol? Give advantages and disadvantages of AODV.*

   Route maintenance in AODV involves:

   - Periodic HELLO messages to verify the status of neighbor nodes.
   - Route Error (RERR) messages to notify about broken links.
   - Route Requests (RREQ) for new routes when needed.

   Advantages of AODV:

   - **Adaptability:** Adapts well to dynamic network conditions.
   - **Reduced Overhead:** Minimizes routing overhead by using on-demand route establishment.

   Disadvantages of AODV:

   - **Latency:** Introduces latency in route discovery.
   - **Route Rediscovery:** May lead to frequent route rediscovery in dynamic environments.

6. *What is the main vulnerability of routing protocols?*

   The main vulnerability of routing protocols is the susceptibility to various attacks, including:

   - **Spoofing:** Impersonation of trusted nodes.
   - **Eavesdropping:** Unauthorized interception of communication.
   - **Denial of Service (DoS):** Overloading the network to disrupt service.
   - **Routing Information Manipulation:** Altering routing information to misdirect traffic.

MIT World Peace University

Wireless Devices and Mobile Security
Third Year B. Tech, Semester 5

Demonstration of Security Permissions in Android using Apps.

Lab Assignment 4

Prepared By

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November 26, 2023

Contents

1 Aim

Study the security permissions for applications in android phones. Either demonstrates Android security permission configurations or Write the android app to demonstrate permissions usage control in android phones.

2 Objectives

1. To understand the basics of Android permissions
2. To increase user awareness and limit an app's access to sensitive data
3. Configuring permissions on Android 8.0 and lower includes allow listing, camera, storage, location permission, etc.

3 Theory

3.1 Android Security Architecture

Android security architecture is a multi-layered system designed to safeguard Android devices and user data. Key components include:

- **Linux Kernel Security:** Provides core security features like process isolation and SELinux.
- **Hardware Security:** Utilizes Trusted Execution Environments (TEEs) and hardware-backed security features.
- **Application Sandboxing:** Ensures each Android app runs in its own isolated environment.
- **Permission System:** Controls app capabilities, requiring explicit user approval for sensitive actions.
- **Secure Boot and Verified Boot:** Ensures only trusted firmware and software run during device startup.
- **Android Keystore:** A secure container for cryptographic keys used by apps.
- **Network Security:** Enforces secure communication practices, supporting protocols like HTTPS.
- **Updates and Patching:** Regular updates and security patches to address vulnerabilities.
- **Google Play Protect:** Scans apps for malware before and after installation.
- **Biometric Authentication:** Supports fingerprint and facial recognition for device security.

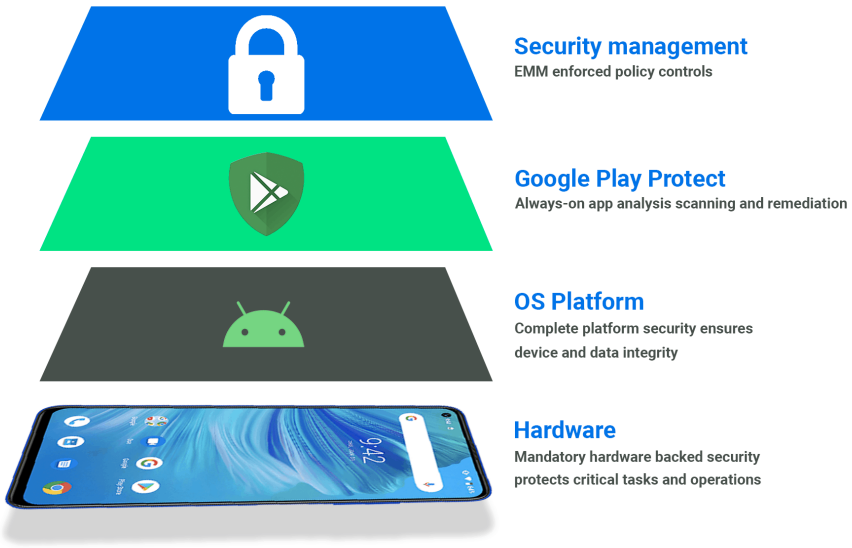

Figure 1: Android Security layers

3.2 Purpose of Permission to Protect the Privacy of an Android User

The purpose of permissions in Android is to protect the privacy and security of the user. Permissions define the actions an app can perform and the data it can access. By requiring explicit user approval for sensitive actions, Android ensures that users have control over their data and can make informed decisions about granting or denying access to specific resources. This permission model helps prevent unauthorized access, enhances user privacy, and mitigates potential security risks.

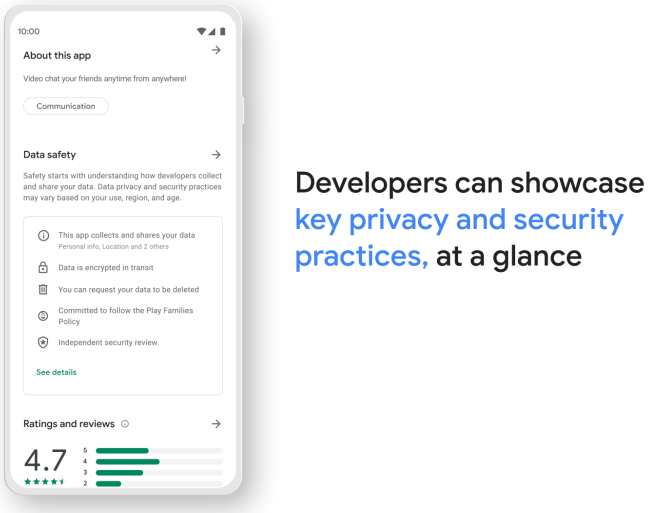

Figure 2: Policies displayed in the Play Store

3.3 Permission Approval Example

When an Android app requests access to sensitive resources, the system prompts the user for permission. For example, when a photo editing app wants to access the device's camera, a permission dialog appears. The user can then choose to grant or deny camera access. If granted, the app can utilize the camera for taking photos. If denied, the app is restricted from accessing the camera, enhancing user control over their data.

Figure 3: Approving permissions must be done judiciously

3.4 Android Security Permissions: List of Permissions, Meaning with Examples

Android permissions control app capabilities. Common permissions include:

- **CAMERA:** Allows the app to use the device camera. Example: A photo-taking app.
- **READ_CONTACTS:** Grants access to the user's contacts. Example: A messaging app needing contact information.
- **ACCESS_FINE_LOCATION:** Permits access to precise device location. Example: A navigation app.
- **READ_SMS:** Enables reading SMS messages. Example: An app for managing text messages.
- **RECORD_AUDIO:** Allows recording audio. Example: A voice recorder app.

These permissions ensure that apps have the necessary access for their intended functionality while protecting user privacy and security.

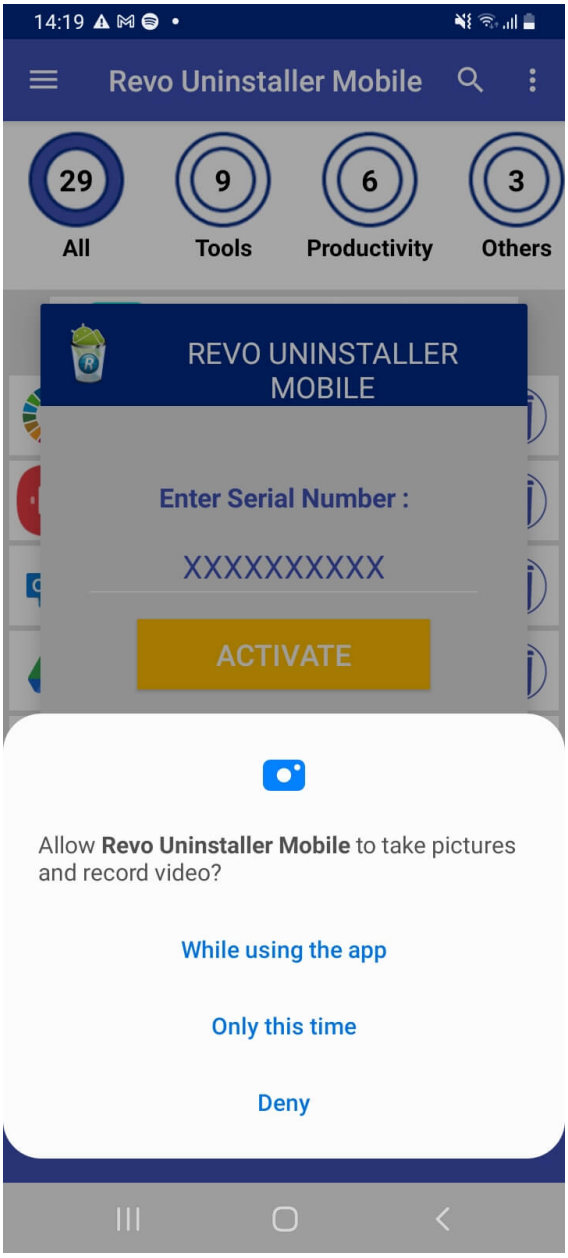

Figure 4: Apps Requesting Permissions

Figure 5: A Green Dot on the Notification bar now represents that the camera and Microphone is in use.

4 Platform

Operating System: Ubuntu 22.04 x86-64
IDEs or Text Editors Used: Visual Studio Code
Compilers or Interpreters: NS2, NAM 1.4

5 Screenshots

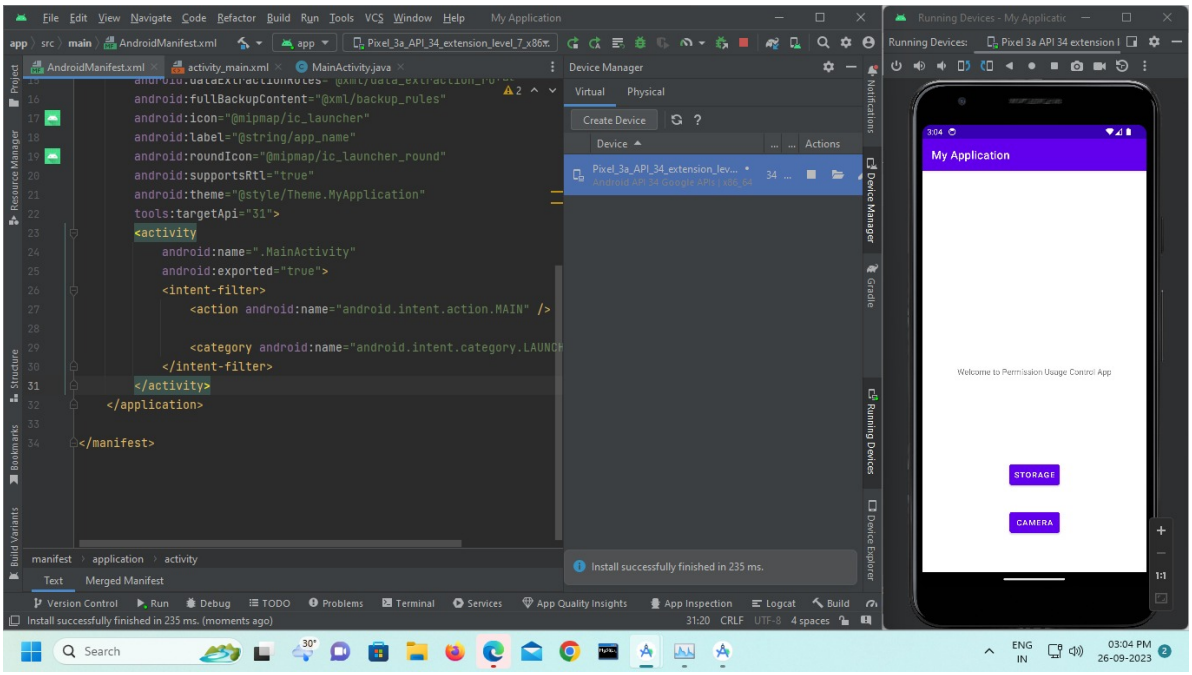

Figure 6: Application Open in the Emulator

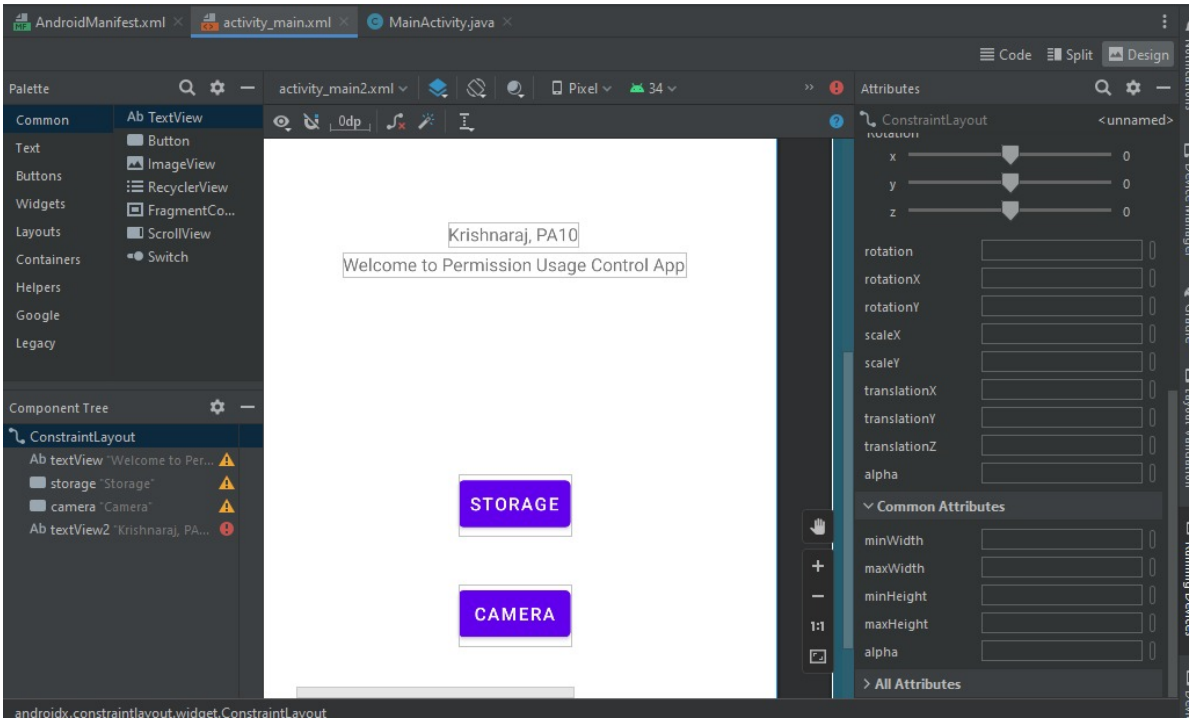

Figure 7: Designing and Adding Buttons to the App

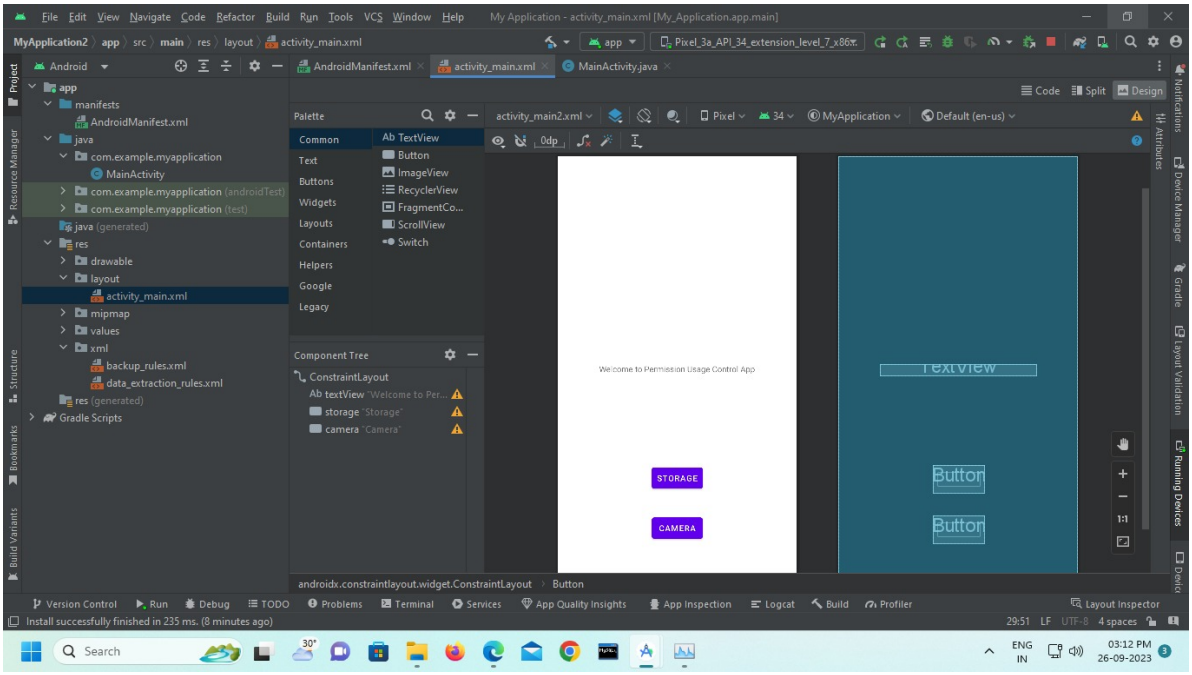

Figure 8: Designing Layout

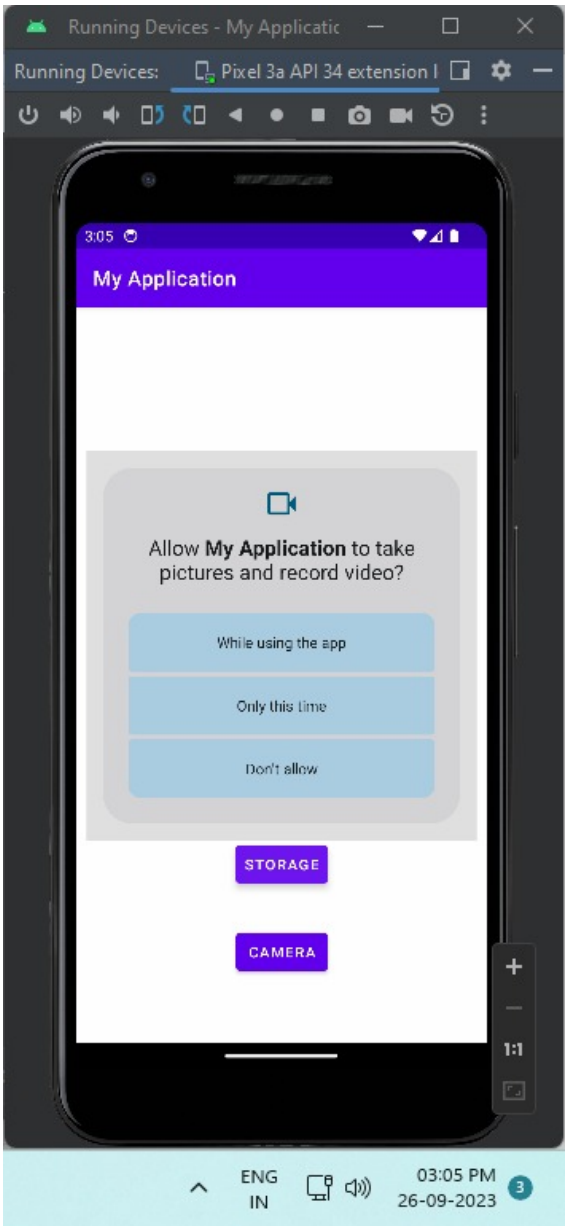

Figure 9: Accepting Permission for Camera

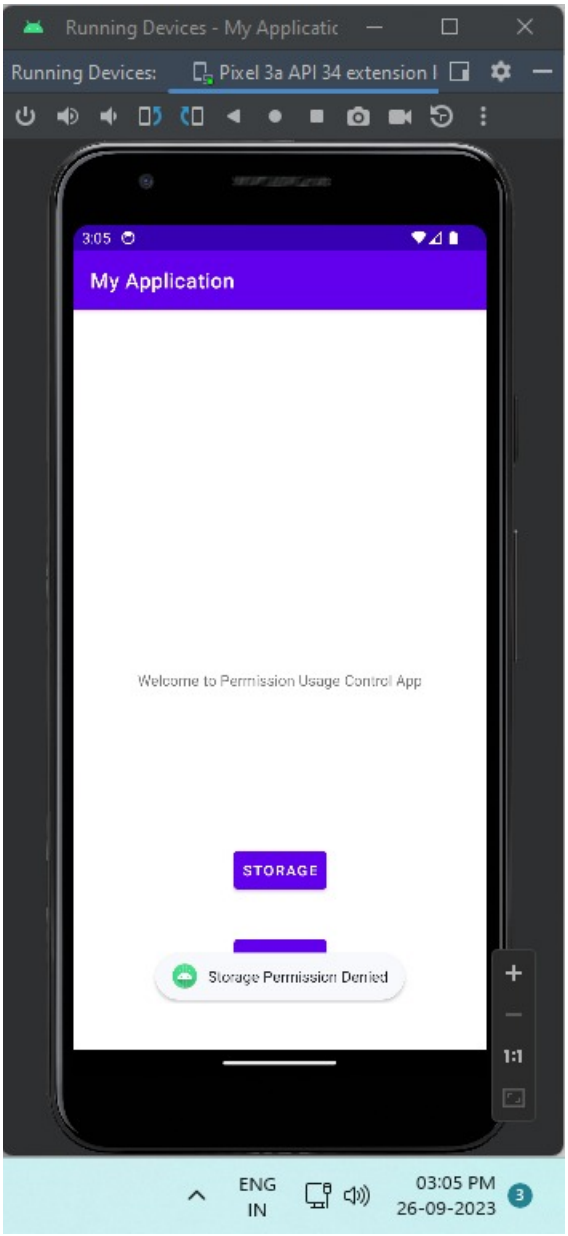

Figure 10: Denying Permission for Storage

6 Code and Algorithm

6.1 Algorithm

1. Open Android Studio and create a new project.
2. Add two buttons to the app's layout, one for invoking the camera and one for invoking storage permission.
3. Edit the app's manifest file to include the necessary permissions for camera and storage.
4. Write functions in the app's activity files to handle the button clicks and request the appropri-

ate permissions.

5. Build the app and test it on an emulator or physical device.
6. Debug and fix any issues that arise during testing.
7. Export the app as an APK file.

6.2 Code

```
package com.example.myapplication;

import androidx.annotation.NonNull;
import androidx.appcompat.app.AppCompatActivity;
import androidx.core.app.ActivityCompat;
import androidx.core.content.ContextCompat;

import android.os.Bundle;

import android.Manifest;
import android.content.pm.PackageManager;

import android.view.View;
import android.widget.Button;
import android.widget.Toast;

public class MainActivity extends AppCompatActivity {

    // Defining Buttons
    private Button storage, camera;

    // Defining Permission codes.
    // We can give any value
    // but unique for each permission.
    private static final int CAMERA_PERMISSION_CODE = 100;
    private static final int STORAGE_PERMISSION_CODE = 101;

    @Override
    protected void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        storage = findViewById(R.id.storage);
        camera = findViewById(R.id.camera);

        // Set Buttons on Click Listeners
        storage.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v)
            {
                checkPermission(Manifest.permission.WRITE_EXTERNAL_STORAGE,
    STORAGE_PERMISSION_CODE);
            }
        });

        camera.setOnClickListener(new View.OnClickListener() {
            @Override
```

```
48              public void onClick(View v)
49              {
50                  checkPermission(Manifest.permission.CAMERA, CAMERA_PERMISSION_CODE
    );
51              }
52          });
53      }
54
55      // Function to check and request permission.
56      public void checkPermission(String permission, int requestCode)
57      {
58          if (ContextCompat.checkSelfPermission(MainActivity.this, permission) ==
    PackageManager.PERMISSION_DENIED) {
59
60              // Requesting the permission
61              ActivityCompat.requestPermissions(MainActivity.this, new String[] {
    permission }, requestCode);
62          }
63          else {
64              Toast.makeText(MainActivity.this, "Permission already granted", Toast.
    LENGTH_SHORT).show();
65          }
66      }
67
68      // This function is called when the user accepts or decline the permission.
69      // Request Code is used to check which permission called this function.
70      // This request code is provided when the user is prompt for permission.
71
72      @Override
73      public void onRequestPermissionsResult(int requestCode,
74                                             @NonNull String[] permissions,
75                                             @NonNull int[] grantResults)
76      {
77          super.onRequestPermissionsResult(requestCode,
78                  permissions,
79                  grantResults);
80
81          if (requestCode == CAMERA_PERMISSION_CODE) {
82              if (grantResults.length > 0 && grantResults[0] == PackageManager.
    PERMISSION_GRANTED) {
83                  Toast.makeText(MainActivity.this, "Camera Permission Granted",
    Toast.LENGTH_SHORT) .show();
84              }
85              else {
86                  Toast.makeText(MainActivity.this, "Camera Permission Denied",
    Toast.LENGTH_SHORT) .show();
87              }
88          }
89          else if (requestCode == STORAGE_PERMISSION_CODE) {
90              if (grantResults.length > 0
91                      && grantResults[0] == PackageManager.PERMISSION_GRANTED) {
92                  Toast.makeText(MainActivity.this, "Storage Permission Granted",
    Toast.LENGTH_SHORT).show();
93              } else {
94                  Toast.makeText(MainActivity.this, "Storage Permission Denied",
    Toast.LENGTH_SHORT).show();
95              }
96          }
97      }
```

```
}
```

Listing 1: MainActivity.java

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.constraintlayout.widget.ConstraintLayout xmlns:android="http://schemas.
    android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    tools:context=".MainActivity2">

    <TextView
        android:id="@+id/textView"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:text="Welcome to Permission Usage Control App"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toTopOf="parent" />

    <!--Button to request storage permission-->
    <Button
        android:id="@+id/storage"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_centerHorizontal="true"
        android:padding="8dp"
        android:text="Storage"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toBottomOf="@+id/textView"
        tools:ignore="MissingConstraints" />

    <!--Button to request camera permission-->
    <Button
        android:id="@+id/camera"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_below="@id/storage"
        android:layout_centerHorizontal="true"
        android:padding="8dp"
        android:text="Camera"
        app:layout_constraintBottom_toBottomOf="parent"
        app:layout_constraintEnd_toEndOf="parent"
        app:layout_constraintHorizontal_bias="0.501"
        app:layout_constraintStart_toStartOf="parent"
        app:layout_constraintTop_toBottomOf="@+id/storage"
        app:layout_constraintVertical_bias="0.361"
        tools:ignore="MissingConstraints" />

</androidx.constraintlayout.widget.ConstraintLayout>
```

Listing 2: activitymain.xml

```
<?xml version="1.0" encoding="utf-8"?>
```

```
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools">

    <uses-feature
        android:name="android.hardware.camera"
        android:required="false" />

    <uses-permission android:name="android.permission.READ_EXTERNAL_STORAGE" />
    <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
    <uses-permission android:name="android.permission.CAMERA" />

    <application
        android:allowBackup="true"
        android:dataExtractionRules="@xml/data_extraction_rules"
        android:fullBackupContent="@xml/backup_rules"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name"
        android:roundIcon="@mipmap/ic_launcher_round"
        android:supportsRtl="true"
        android:theme="@style/Theme.MyApplication"
        tools:targetApi="31">
        <activity
            android:name=".MainActivity"
            android:exported="true">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />

                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>

</manifest>
```

Listing 3: androidmanifest.xml

7 Conclusion

Thus, we have studied security permissions for applications in android phones also implemented android app to demonstrate permissions usage control in android phones

8 FAQ

1. **How to Toggle Permission on Android Phones:**

   To toggle permissions on Android phones:

   (a) Open the "Settings" app on your Android device.
   (b) Scroll down and select "Apps" or "Application Manager," depending on your device.
   (c) Choose the app for which you want to modify permissions.
   (d) Navigate to the "Permissions" section within the app settings.
   (e) Toggle on or off the specific permissions according to your preference.
   (f) Confirm the changes, and the app will now have the adjusted permissions.

2. **How Do I Stop an App from Accessing My Contacts:**

   To prevent an app from accessing your contacts on Android:

   (a) Open the "Settings" app on your Android device.
   (b) Go to "Apps" or "Application Manager."
   (c) Select the app you want to restrict from accessing contacts.
   (d) Look for the "Permissions" section.
   (e) Disable the "Contacts" permission for that specific app.
   (f) Confirm the changes, and the app will no longer have access to your contacts.

3. **Can Apps Steal Your Photos:**

   While reputable apps follow strict security protocols, there is a potential risk of malicious apps stealing photos. To mitigate this risk:

   - Only download apps from trusted sources like the Google Play Store.
   - Review app permissions before installation.
   - Regularly check app permissions in device settings and revoke unnecessary access.
   - Keep your device's operating system and apps up to date to benefit from security patches.

4. **What Are App Protection Policies:**

   App protection policies are security measures implemented to safeguard sensitive data within mobile applications. These policies often include:

   - **Data Encryption:** Ensuring that data stored and transmitted by the app is encrypted.
   - **Access Controls:** Defining who can access certain features or data within the app.
   - **Authentication Requirements:** Implementing secure login methods to verify user identity.
   - **Secure Communication:** Ensuring that data exchanged between the app and servers is secure.

   App protection policies are crucial for maintaining the confidentiality and integrity of app data.

5. **What Are the Types of Permissions in Android? Discuss Permission Protection Levels in Android:**

   Types of permissions in Android include:

   - **Normal Permissions:** Granted automatically when the app is installed. Examples include internet access.
   - **Dangerous Permissions:** Require explicit user consent. Examples include accessing contacts or location.
   - **Special Permissions:** Certain permissions that are particularly sensitive and need special handling.

   Permission protection levels in Android determine how permissions are granted and enforced:

   - **Normal:** Automatically granted.
   - **Dangerous:** Requested at runtime and require user approval.
   - **Signature:** Granted to apps signed with the same certificate as the system.
   - **System:** Only granted to system apps.

MIT World Peace University

Wireless Devices and Mobile Security
Third Year B. Tech, Semester 5

Encryption and Decryption of Files and Text in an Android App

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Lab Assignment 5

Prepared By

Krishnaraj Thadesar
Cyber Security and Forensics
Batch A1, PA 10

November 26, 2023

Contents

1 Aim

Write an android program to encrypt and decrypt text file. Use bouncy castle library API or java cryptography API.

2 Objectives

1. To understand the working of encryption and decryption of files and text in an android app.
2. To understand the working of bouncy castle library API or java cryptography API.
3. To understand the working of android app development.
4. To understand the working of android studio.
5. To understand the working of android emulator.

3 Theory

3.1 Android Studio

Figure 1: Android Studio Logo

1. **Overview:** Android Studio is the official integrated development environment (IDE) for Android app development. It is based on IntelliJ IDEA and provides a comprehensive set of tools for designing, building, testing, and debugging Android applications.
2. **Features:**
   - Android Studio includes a visual layout editor for designing user interfaces.
   - It supports multiple languages, including Java and Kotlin.
   - The built-in emulator allows developers to test their apps on various Android devices.

- Integration with version control systems like Git simplifies collaborative development.

3. **Advantages:**
   - Rich set of templates for common Android app components.
   - Seamless integration with Google services and libraries.
   - Robust debugging tools for identifying and fixing issues.

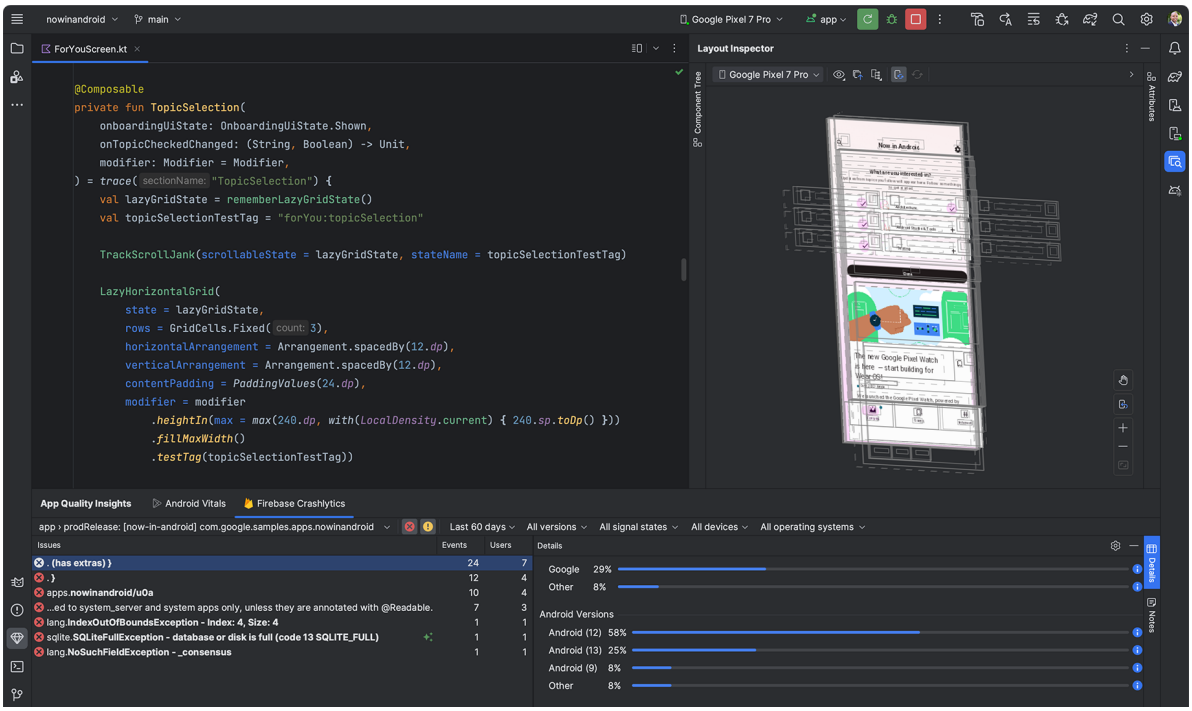

Figure 2: Android Studio Interface

3.2 Cryptography Libraries

3.2.1 Bouncy Castle Library API

1. **Introduction:** Bouncy Castle is a cryptography library that provides APIs for various cryptographic operations. It is written in Java and supports a wide range of algorithms and protocols.

2. **Key Features:**
   - Bouncy Castle supports both symmetric and asymmetric encryption algorithms.
   - It includes implementations for various cryptographic standards like PKCS, OpenPGP, and S/MIME.
   - The library provides a flexible and extensible architecture for cryptographic operations.

3. **Use Cases:**
   - Commonly used in Java applications for secure communication.
   - Integration with other security protocols and frameworks.

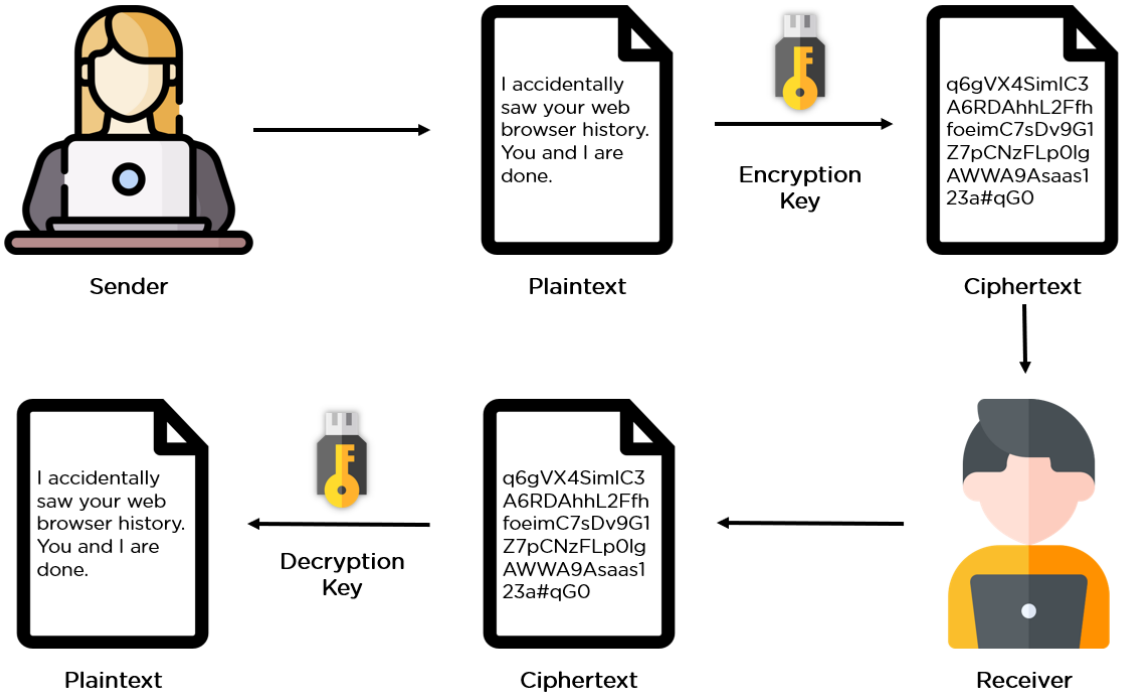

Figure 3: Encryption and Decryption

3.2.2 Java Cryptography API

1. **Overview:** The Java Cryptography Architecture (JCA) is a framework for handling cryptographic operations in Java applications. It includes the Java Cryptography Extension (JCE), which provides implementations for cryptographic algorithms.
2. **Key Components:**
   - **Message Digests and Digital Signatures:** JCA supports various algorithms for creating message digests and digital signatures.
   - **Key Management:** Provides classes for key generation, key storage, and key exchange.
   - **Secure Random Number Generation:** Ensures the generation of secure random numbers.
3. **Integration with Bouncy Castle:** Java Cryptography API can be integrated with the Bouncy Castle library for extended cryptographic functionalities.

4 Android App Permissions

4.1 Permissions Required

1. **Android Media Store API:**
   - The `READ_EXTERNAL_STORAGE` permission is required to read from external storage, including media files.
   - For writing media files, the `WRITE_EXTERNAL_STORAGE` permission is necessary.

- To capture photos or videos using the device's camera, the `CAMERA` permission is required.

2. **Usage in AndroidManifest.xml:**

```
<uses-permission android:name="android.permission.READ_EXTERNAL_STORAGE" />
<uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
<uses-permission android:name="android.permission.CAMERA" />
```

3. **Best Practices:**

- Request these permissions at runtime on devices running Android 6.0 (API level 23) and higher.
- Handle permission responses gracefully to ensure a smooth user experience.

4.1.1 Android Manifest.xml

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools">

    <application
        android:allowBackup="true"
        android:dataExtractionRules="@xml/data_extraction_rules"
        android:fullBackupContent="@xml/backup_rules"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name"
        android:supportsRtl="true"
        android:theme="@style/Theme.FileSealer"
        tools:targetApi="34">
        <activity
            android:name=".MainActivity"
            android:exported="true"
            android:label="@string/app_name">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />

                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>

</manifest>
```

Listing 1: Manifest of Filesealer

4.2 App - Filesealer

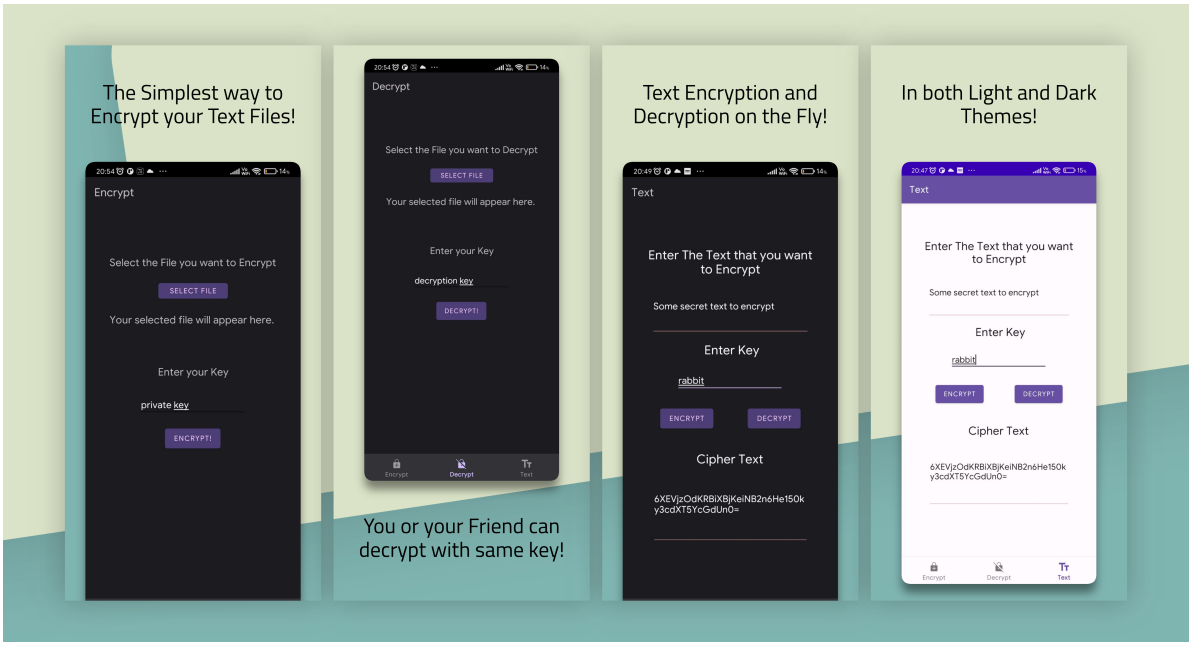

Figure 4: Filesealer App Presentation

Link of the app

https://play.google.com/store/apps/details?id=com.krishnaraj.filesealer

5 Platform

Operating System: Arch Linux x86 64
IDEs or Text Editors Used: Visual Studio Code
Compilers or Interpreters: Python 3.10.1

6 Screenshots

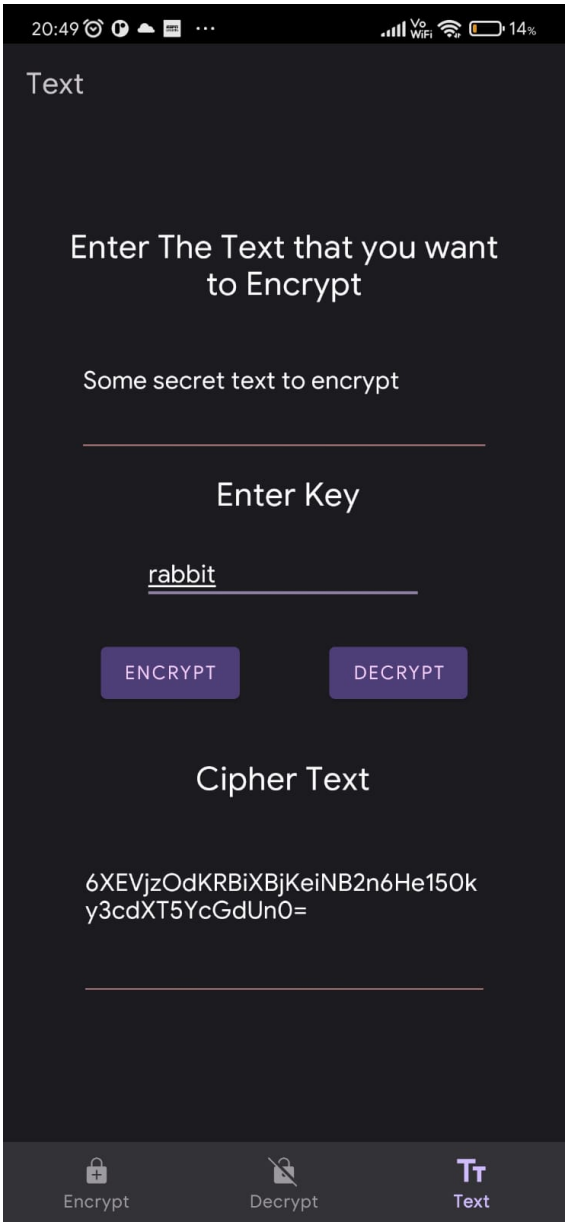

Figure 5: Text Encryption and Decryption

7 Code

```
package com.krishnaraj.filesealer;

import android.os.Bundle;

import com.google.android.material.bottomnavigation.BottomNavigationView;

import androidx.appcompat.app.AppCompatActivity;
import androidx.navigation.NavController;
```

```
import androidx.navigation.Navigation;
import androidx.navigation.ui.AppBarConfiguration;
import androidx.navigation.ui.NavigationUI;

import com.krishnaraj.filesealer.databinding.ActivityMainBinding;

public class MainActivity extends AppCompatActivity {

    private ActivityMainBinding binding;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);

        binding = ActivityMainBinding.inflate(getLayoutInflater());
        setContentView(binding.getRoot());

        BottomNavigationView navView = findViewById(R.id.nav_view);
        // Passing each menu ID as a set of Ids because each
        // menu should be considered as top level destinations.
        AppBarConfiguration appBarConfiguration = new AppBarConfiguration.Builder(
                R.id.navigation_home, R.id.navigation_dashboard, R.id.
    navigation_notifications)
                .build();
        NavController navController = Navigation.findNavController(this, R.id.
    nav_host_fragment_activity_main);
        NavigationUI.setupActionBarWithNavController(this, navController,
    appBarConfiguration);
        NavigationUI.setupWithNavController(binding.navView, navController);
    }

}
```

Listing 2: MainActivity.java

7.1 Encryption using Bouncy Castle Library API

```
private String encryptBouncyCastle(String strToEncrypt, String secretKey, Context
    context) {
    // make sure nothing is empty
    if (strToEncrypt.isEmpty()) {
        showToast(context, "Please enter a string to encrypt.");
        return strToEncrypt;
    }

    String encryptionKey = secretKey;

    if (encryptionKey.isEmpty()) {
        showToast(context, "Please enter a key.");
        return encryptionKey;
    }

    if (encryptionKey.length() < 32) {
        int keyLength = encryptionKey.length();
        int repeatKey = 32 / keyLength;
        encryptionKey = new String(new char[repeatKey]).replace("\0",
    encryptionKey);
        int newKeyLength = encryptionKey.length();
        int addKey = 32 - newKeyLength;
```

```
        encryptionKey += encryptionKey.substring(0, addKey);
    }

    Log.d("EncryptFragment", "Encryption Key: " + encryptionKey);
    Log.d("EncryptFragment", "String to Encrypt: " + strToEncrypt);

    Security.addProvider(new BouncyCastleProvider());
    byte[] keyBytes;

    try {
        keyBytes = encryptionKey.getBytes(StandardCharsets.UTF_8);
        SecretKeySpec skey = new SecretKeySpec(keyBytes, "AES");
        byte[] input = strToEncrypt.getBytes(StandardCharsets.UTF_8);

        synchronized (Cipher.class) {
            @SuppressLint("GetInstance") Cipher cipher = Cipher.getInstance("AES/
    ECB/PKCS7Padding", "BC");
            cipher.init(Cipher.ENCRYPT_MODE, skey);

            byte[] cipherText = new byte[cipher.getOutputSize(input.length)];
            int ctLength = cipher.update(input, 0, input.length, cipherText, 0);
            ctLength += cipher.doFinal(cipherText, ctLength);
            Log.d("EncryptFragment", "ctLength: " + ctLength);
            // log the encrypted string
            return Base64.encodeToString(cipherText, Base64.DEFAULT);
        }
    } catch (NoSuchAlgorithmException | NoSuchPaddingException |
    NoSuchProviderException |
                InvalidKeyException | BadPaddingException |
    IllegalBlockSizeException e) {
        e.printStackTrace();
        Log.d("EncryptFragment", "Exception: " + e.getMessage());
        showToast(context, "Error: Unable to Encode this Text");
    } catch (ShortBufferException e) {
        throw new RuntimeException(e);
    }
    return encryptionKey;
}
```

7.2 Decryption using Bouncy Castle Library API

```
private String decryptWithAES(String key, String strToDecrypt, Context context) {
    Security.addProvider(new BouncyCastleProvider());
    byte[] keyBytes;

    String encryptionKey = key;

    if (encryptionKey.isEmpty()) {
        showToast(context, "Please enter a key.");
        return encryptionKey;
    }

    if (encryptionKey.length() < 32) {
        int keyLength = encryptionKey.length();
        int repeatKey = 32 / keyLength;
        encryptionKey = new String(new char[repeatKey]).replace("\0",
    encryptionKey);
        int newKeyLength = encryptionKey.length();
```

```
        int addKey = 32 - newKeyLength;
        encryptionKey += encryptionKey.substring(0, addKey);
    }

    Log.d("DecryptFragment", "Encryption Key: " + encryptionKey);

    try {
        keyBytes = encryptionKey.getBytes(StandardCharsets.UTF_8);
        SecretKeySpec skey = new SecretKeySpec(keyBytes, "AES");
        byte[] input = android.util.Base64.decode(strToDecrypt.trim(), android.
    util.Base64.DEFAULT);

        synchronized (Cipher.class) {
            @SuppressLint("GetInstance") Cipher cipher = Cipher.getInstance("AES/
    ECB/PKCS7Padding", "BC");
            cipher.init(Cipher.DECRYPT_MODE, skey);

            byte[] plainText = new byte[cipher.getOutputSize(input.length)];
            int ptLength = cipher.update(input, 0, input.length, plainText, 0);
            Log.d("DecryptFragment", "ptLength: " + ptLength);
            Log.d("DecryptFragment", "plainText: " + Arrays.toString(plainText));
            ptLength += cipher.doFinal(plainText, ptLength);
            Log.d("DecryptFragment", "ptLength: " + ptLength);
            // make the plaintext based on the pt length
            String decryptedString = new String(plainText, 0, ptLength);
            // log the decrypted string
            Log.d("DecryptFragment", "Decrypted String: " + decryptedString);
            return decryptedString;
        }
    } catch (NoSuchAlgorithmException | NoSuchPaddingException |
    NoSuchProviderException |
                InvalidKeyException | BadPaddingException |
    IllegalBlockSizeException e) {
        e.printStackTrace();
        Log.d("DecryptFragment", "Exception: " + e.getMessage());
        showToast(context, "Error: Unable to Decode this Text");
    } catch (ShortBufferException e) {
        throw new RuntimeException(e);
    }

    return "";
}
```

8 Conclusion

Thus, we have studied and implemented encryption using bouncy castle API.

9 FAQ

1. *1. What is Bouncy Castle used for?*

   - **Purpose:** Bouncy Castle is primarily used as a cryptography library in Java applications.
   - **Functionality:** It provides APIs for various cryptographic operations, including both symmetric and asymmetric encryption algorithms.
   - **Use Cases:** Bouncy Castle is commonly employed for ensuring the security of data during communication and storage in Java applications.

2. *2. What do you mean by message digest? List different algorithms.*

   - **Message Digest:** A message digest is a fixed-size hash value computed from the input data, commonly used for ensuring data integrity.
   - **Algorithms:**
     (a) **MD5 (Message Digest Algorithm 5):** Produces a 128-bit hash value.
     (b) **SHA-1 (Secure Hash Algorithm 1):** Generates a 160-bit hash value. Note: It's now considered insecure for cryptographic purposes.
     (c) **SHA-256, SHA-384, and SHA-512:** Part of the SHA-2 family, producing hash values of 256, 384, and 512 bits, respectively.

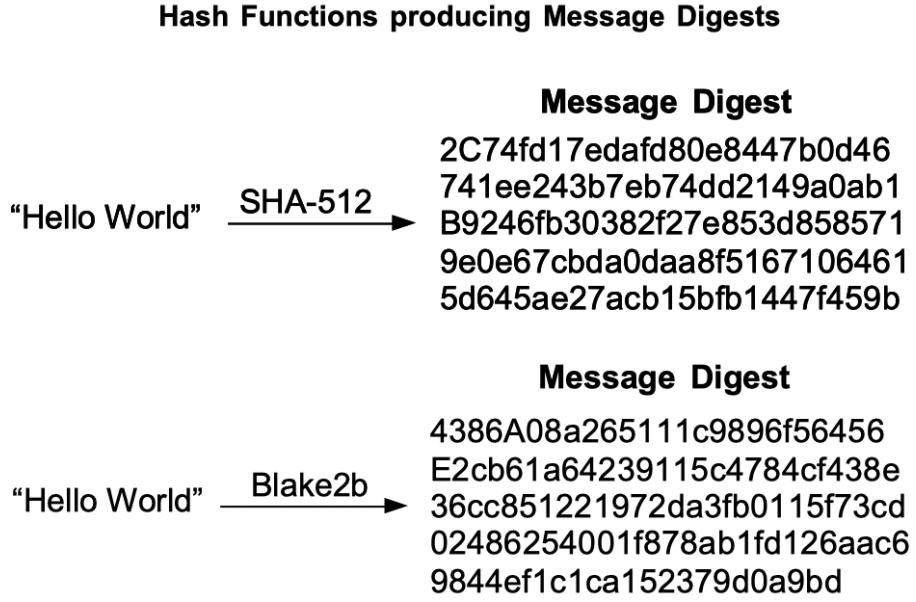

Figure 6: Example of a Message Digest

References

[1] Official Android Studio documentation.
https://developer.android.com/studio

[2] Official Bouncy Castle documentation.
https://www.bouncycastle.org/documentation.html

[3] Android Developer Guide on Permissions Overview.
https://developer.android.com/guide/topics/permissions/overview

[4] Android Developer Guide on Requesting Permissions at Run Time.
https://developer.android.com/training/permissions/requesting

[5] Java Cryptography Architecture (JCA) Reference Guide.
https://docs.oracle.com/javase/8/docs/technotes/guides/security/crypto/CryptoSpec.html

MIT World Peace University

Wireless Devices and Mobile Security
Third Year B. Tech, Semester 5

Program to Send OTP to Mobile Phone using Python and Twilio API

Lab Assignment 6

Prepared By

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Cyber Security and Forensics
Batch A1, PA 10

November 26, 2023

Contents

1 Aim

To write a program to send OTP to mobile phone using Python and Twilio API.

2 Objectives

1. To learn how to use Twilio API to send SMS.
2. To learn how to use Python to send SMS.
3. To learn how to use Python to generate OTP.

3 Theory

3.1 Twilio API

1. **Overview:** The Twilio API is a cloud communications platform that allows developers to integrate messaging, voice, and video capabilities into their applications. It provides a set of RESTful APIs for building communication solutions.
2. **Key Features:**
   - Sending and receiving SMS and MMS messages.
   - Making and receiving voice calls.
   - Video conferencing capabilities.
   - Integration with various programming languages.
3. **Use Cases:**
   - Implementing two-factor authentication (2FA).
   - Building notification systems.
   - Creating interactive voice response (IVR) systems.

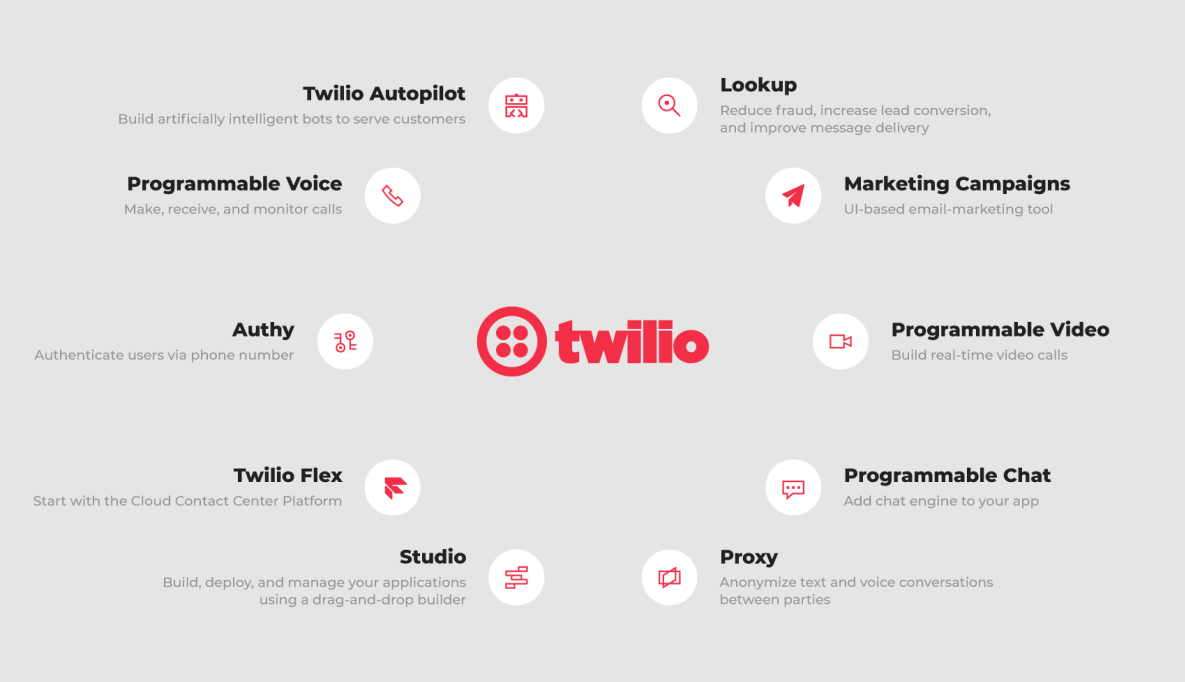

Figure 1: Twilio Features

3.2 Pricing of Twilio API

1. **Billing Model:** Twilio charges based on usage, with costs associated with each message, call, or other communication type.
2. **Factors Affecting Pricing:**
   - Message type (SMS, MMS).
   - Destination country for calls and messages.
   - Type of phone number used (local, toll-free).
   - Volume of usage.
3. **Pricing Details:** Twilio provides a detailed pricing page on their official website, allowing users to estimate costs based on their specific use case.

3.3 OTP Generation with Python

1. **Python Libraries:** Use libraries like ‘pyotp‘ or ‘onetimepass‘ to generate OTPs (One-Time Passwords) in Python.
2. **Time-based OTP (TOTP):** TOTP is a widely used algorithm for generating OTPs based on the current time.
3. **Implementation:** Sample Python code involves importing the library, creating an OTP object, and generating OTPs based on the provided key.
4. **Security Considerations:** Ensure the secure storage of secret keys and follow best practices for OTP implementation.

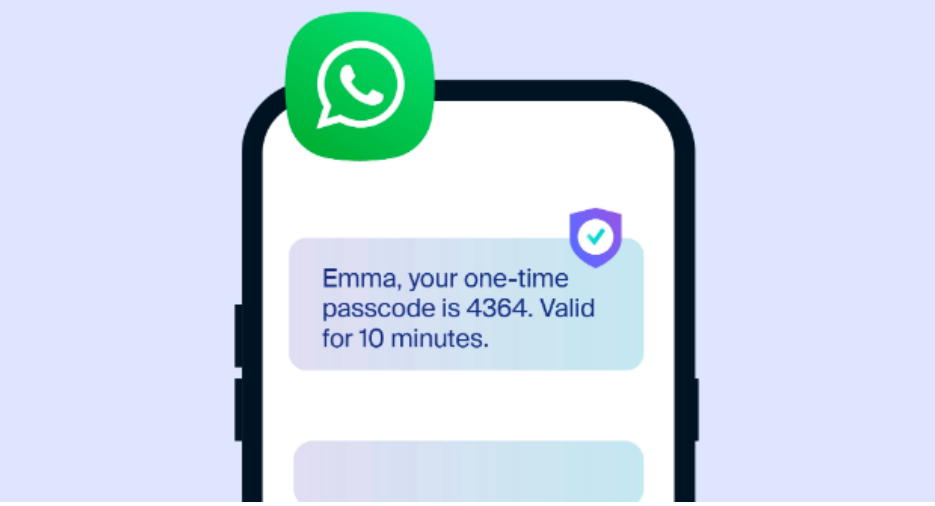

Figure 2: OTP Example SMS

3.4 Working of OTPs for Enhanced Security

1. **Two-Factor Authentication (2FA):** OTPs are commonly used as a second factor to enhance security along with passwords.
2. **Dynamic Authentication Codes:** OTPs change dynamically at regular intervals, providing a time-sensitive layer of security.
3. **Use in Identity Verification:** OTPs are employed in identity verification processes, ensuring that the entity accessing the system has possession of the valid OTP.
4. **Avoiding Replay Attacks:** OTPs are designed to be used only once, mitigating the risk of replay attacks.

4 Platform

Operating System: Arch Linux x86-64
IDEs or Text Editors Used: Visual Studio Code
Compilers or Interpreters: Python 3.10.1

5 Input and Output

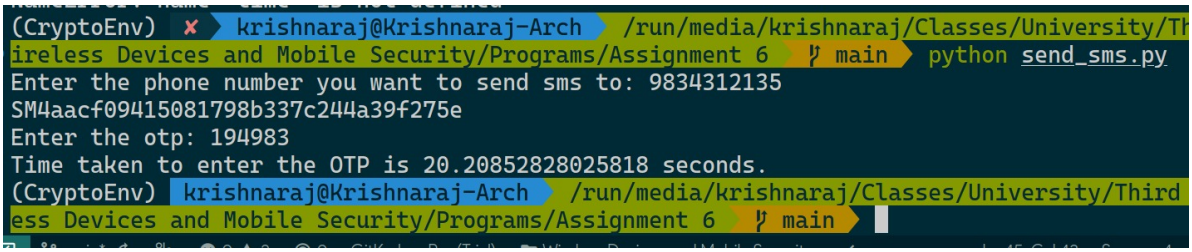

Figure 3: Terminal Input and Output

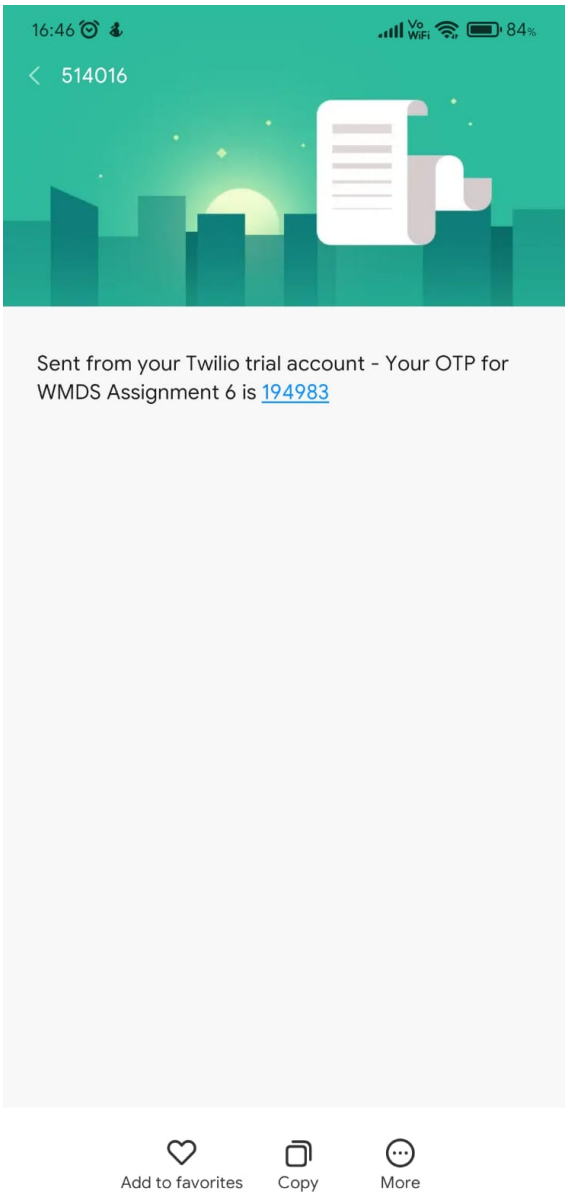

Figure 4: Message Received on Phone (+919834312135)

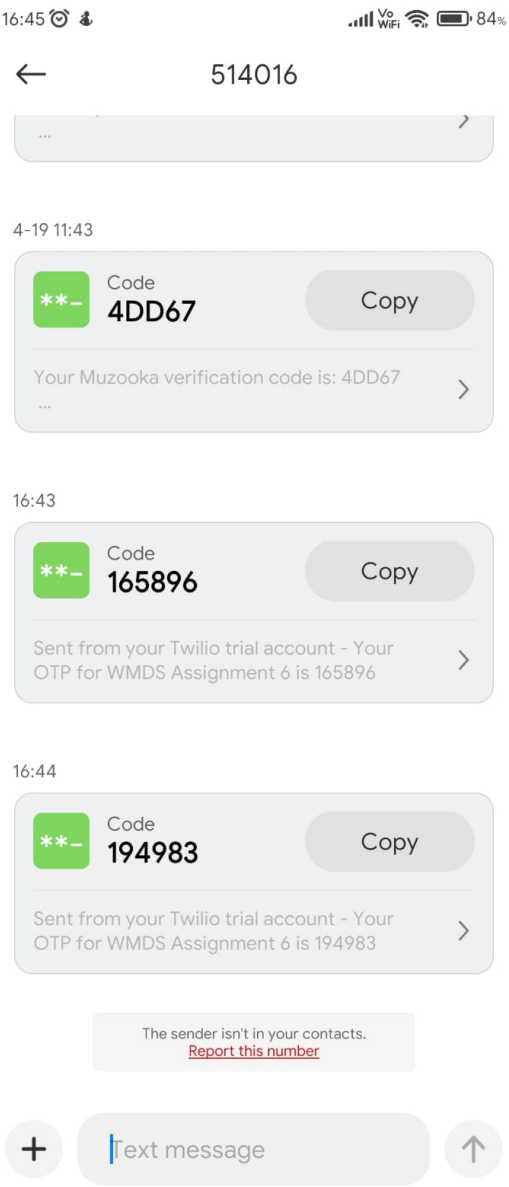

Figure 5: Other Messages Received on Phone (+919834312135)

6 Code

```
from twilio.rest import Client
import time
account_sid = 'AC2729594588fa8c7cd37d00283acdd58e'
auth_token = 'c88cb19255f4c77cce0baebc73c72df4'
client = Client(account_sid, auth_token)

def make_otp():
    import random
    otp = ""
    for i in range(6):
        otp += str(random.randint(0,9))
```

```
    return otp


if __name__ == "__main__":
    otp = make_otp()

    body_string = "Your OTP for WMDS Assignment 6 is " + otp
    send_phone_number = '9834312135'
    try:

        send_phone_number = int(input("Enter the phone number you want to send sms to: "))
        # verify the validity of the phone number
        while len(str(send_phone_number)) != 10:
            print("Invalid phone number. Please try again.")
            send_phone_number = int(input("Enter the phone number you want to send sms to: "))
    except ValueError:
        print("Invalid phone number. Please try again.")
        send_phone_number = int(input("Enter the phone number you want to send sms to: "))

    message = client.messages.create(
    from_='+12165034403',
    body=body_string,
    to='+91'+str(send_phone_number)
    )
    print(message.sid)

    # start timer here.
    start_time = time.time()
    # wait for user to enter the otp
    user_otp = input("Enter the otp: ")
    # if it is correct, print the time taken to enter the otp.
    if user_otp == otp:
        end_time = time.time()
        time_taken = end_time - start_time
        print("Time taken to enter the OTP is " + str(time_taken) + " seconds.")

        # if the time taken is more than 60 seconds, stop the program.
        if time_taken > 60:
            print("Time taken to enter the OTP is more than 60 seconds. Please try again.")
            user_otp = input("Enter the otp: ")
    # if it is wrong, stop the program.
    if user_otp != otp:
        print("Wrong OTP. Please try again.")
        user_otp = input("Enter the otp: ")
```

Listing 1: Script to Send SMS via Twilio API

7 Conclusion

Thus, we have successfully used Twilio API to send OTP to a mobile phone using Python, and verified it on the script.

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MIT World Peace University

Wireless Devices and Mobile Security
Third Year B. Tech, Semester 5

Configuration of APN of a router, and manage its access control for Security.

Lab Assignment 7

Prepared By

Krishnaraj Thadesar
Cyber Security and Forensics
Batch A1, PA 10

November 26, 2023

Contents

1 Aim

To Learn about the Configuration of APN of a router, and manage its access control for Security.

2 Objectives

1. To learn how to configure APN of a router.
2. To learn how to manage access control of a router.
3. To learn how to secure a router.
4. To learn how to connect a device to a router.

3 Theory

3.1 Access Point Name (APN)

1. **Definition:** APN, or Access Point Name, is a gateway between a mobile network and another computer network. It is used to connect mobile devices to the internet and other resources.
2. **Configuration:** Users can configure APN settings on their devices, specifying the network to which they want to connect.
3. **Use in Mobile Networks:** APNs play a crucial role in enabling data communication for mobile devices, facilitating internet access and multimedia messaging.
4. **Security Considerations:** Configuring APN settings securely is important to prevent unauthorized access and potential security vulnerabilities.

3.2 Access Control

1. **Definition:** Access control refers to the practice of restricting access to a system or resource only to authorized entities and preventing unauthorized access.
2. **Key Components:** Access control systems typically include authentication, authorization, and auditing mechanisms.
3. **Implementation:** Access control can be implemented through methods like role-based access control (RBAC), mandatory access control (MAC), or discretionary access control (DAC).
4. **Importance in Security:** Proper access control is crucial for protecting sensitive information, ensuring privacy, and preventing unauthorized activities.

3.3 Router Security

1. **Router Configuration:** Securing a router involves configuring settings such as passwords, firewalls, and firmware updates.
2. **Firewall Settings:** Routers often include built-in firewalls that can be configured to filter incoming and outgoing traffic.

3. **Firmware Updates:** Regularly updating router firmware is essential to patch vulnerabilities and improve overall security.

4. **Guest Network Considerations:** Many routers offer guest network features, allowing users to separate guest and private networks for enhanced security.

3.4 Connecting a Device to a Router

1. **SSID and Password:** To connect a device to a router, users typically need to enter the router's SSID (Service Set Identifier) and the associated password.

2. **Wi-Fi Protected Setup (WPS):** Some routers support WPS, a simplified method for connecting devices without entering a password.

3. **Security Considerations:** Using strong passwords and avoiding public Wi-Fi networks are important for securing device connections.

4. **Troubleshooting:** In case of connection issues, troubleshooting steps may involve checking router settings, restarting devices, or updating network drivers.

3.5 Different Wi-Fi Security Protocols

1. **WEP (Wired Equivalent Privacy):** An older and less secure protocol, susceptible to various attacks.

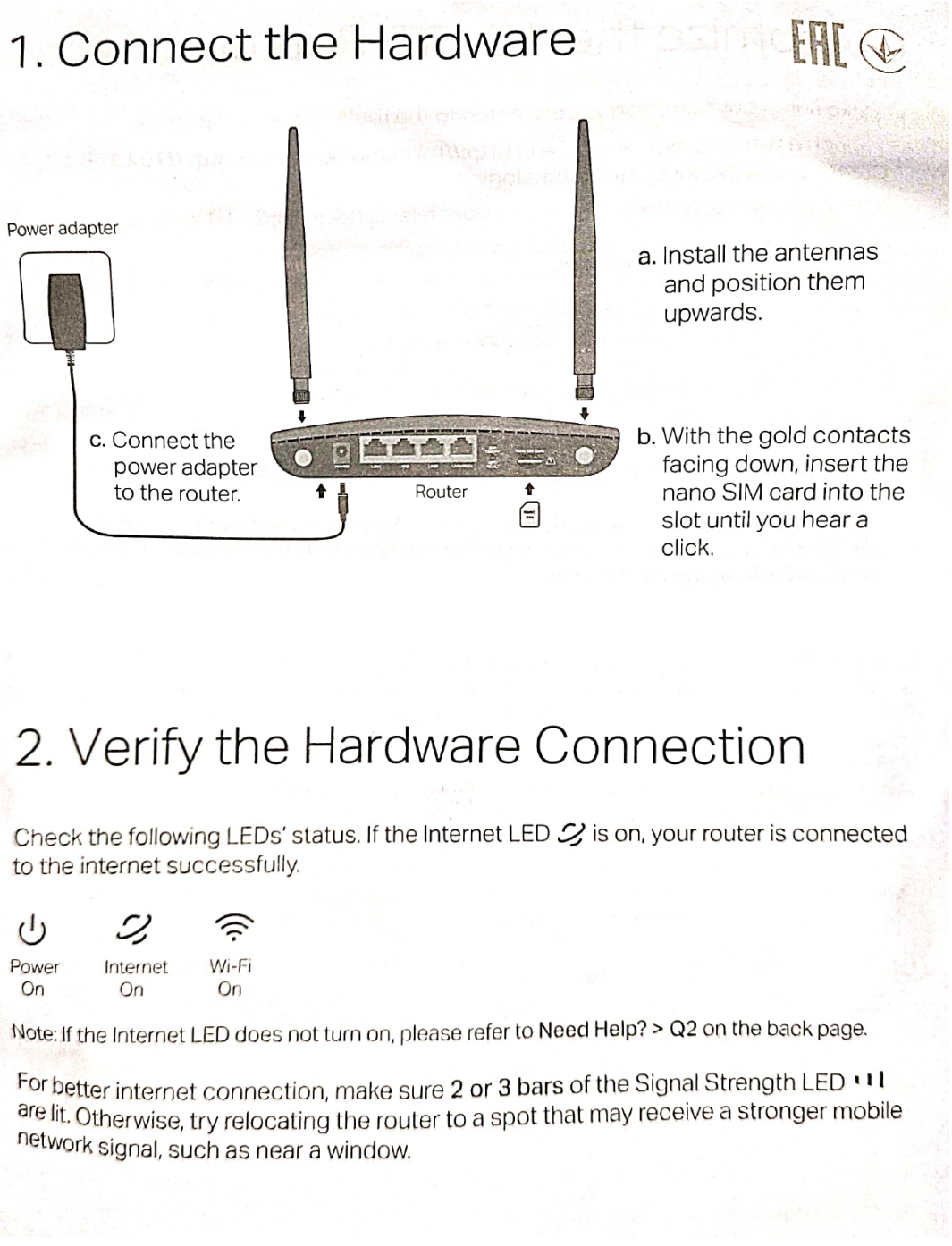
2. **WPA (Wi-Fi Protected Access):** Introduced as a more secure replacement for WEP, with variations like WPA2 and WPA3.

3. **WPA3:** The latest Wi-Fi security protocol, providing stronger encryption and improved security features.

4. **Choosing Security Protocols:** Users should select the most secure protocol supported by their devices and routers.

4 Implementation

4.1 Configuration Instructions



3. Enjoy the Internet

- Wired

  Connect your computer to the router's LAN port via an Ethernet cable.

- Wireless

a. Find the SSID (network name) and wireless password printed on the label at the bottom of the router.

Note: For a dual-band router, you can find two default SSIDs. Choose one to join the Wi-Fi.

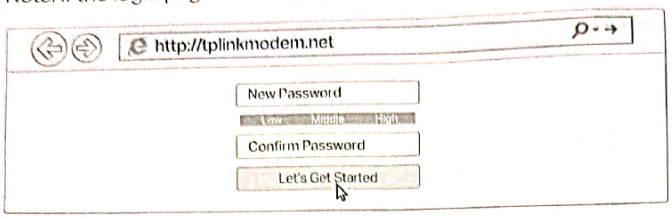
b. Click the network icon of your computer or go to Wi-Fi settings of your smart device, and then select the SSID to join the network.

4.2 Set up Instructions

Customize the 4G LTE Router

1. Make sure your computer is connected to the router (wired or wireless).
2. Launch a web browser and type in http://tplinkmodem.net or http://192.168.1.1. Create a new password for future logins.

   Note: If the login page does not appear, please refer to Need Help? > Q1 in this guide.



3. Follow the step-by-step instructions of the Quick Setup to complete the initial configuration.

   Note: The router can also be used (or configured) in Wireless Router Mode for DSL/Cable connections. For more advanced configurations, please refer to the user guide on TP-Link official website at www.tp-link.com.

4.3 The Router

Figure 1: Ports of the router

Figure 2: The Router

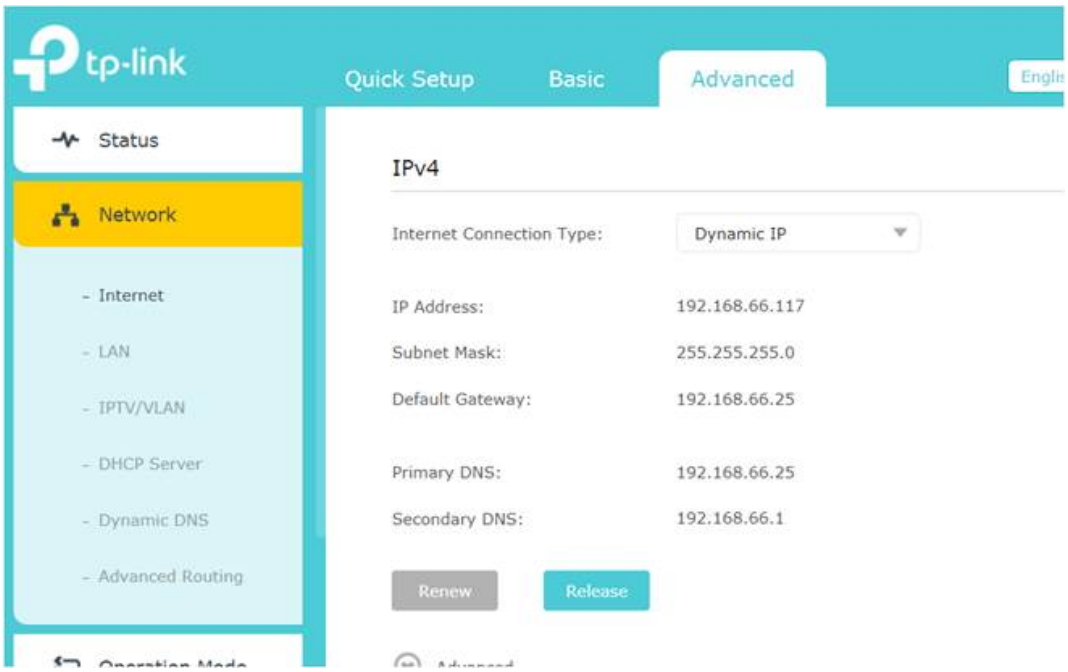


Figure 3: The Admin page of the TP Link Router

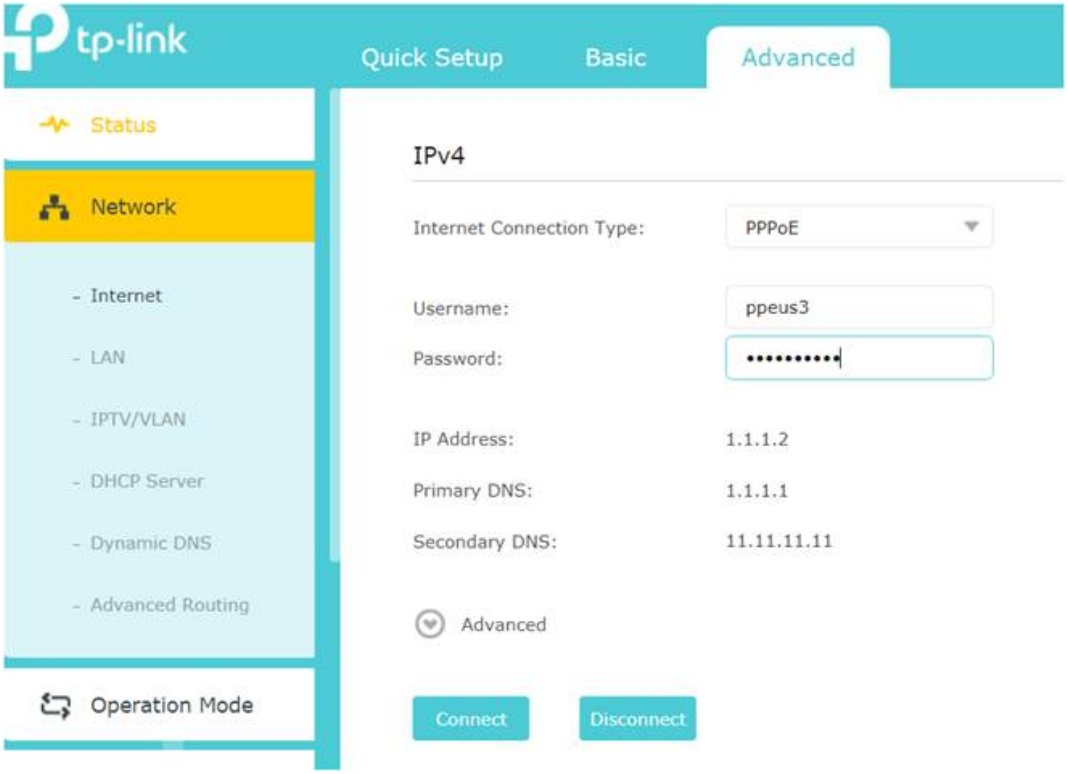


Figure 4: The Admin page of the TP Link Router

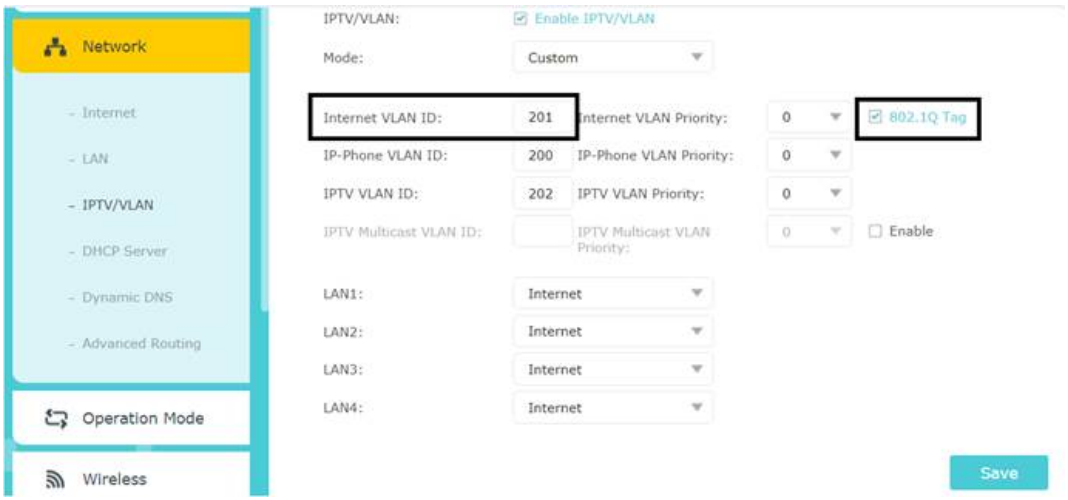


Figure 5: The Admin page of the TP Link Router

5 Platform

Operating System: Arch Linux x86-64
IDEs or Text Editors Used: Visual Studio Code
Compilers or Interpreters: Python 3.10.1

6 Conclusion

Thus, we have learnt about the Configuration of APN of a router, and manage its access control for Security.

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Wireless Devices and Mobile Security
Third Year B. Tech, Semester 5

Study and Comparison of Different types of APN routers, like CISCO, TP Link, D-Link, etc.

Lab Assignment 8

Prepared By

Krishnaraj Thadesar
Cyber Security and Forensics
Batch A1, PA 10 November 26, 2023

Contents

1 Aim

To learn about different types of APN routers, like CISCO, TP Link, D-Link, and compare their features.

2 Objectives

1. To learn about different types of APN routers, like CISCO, TP Link, D-Link, etc.
2. To compare their features.
3. To learn about the security features of these routers.

3 Theory

3.1 What is a Router?

1. **Definition:** A router is a network device that connects multiple computer networks together and directs data traffic between them. It operates at the network layer of the OSI model and is a key component in home and enterprise networking.
2. **Functionality:** Routers forward data packets based on their destination IP addresses, making decisions about the optimal path for data transmission.
3. **Key Features:** Many routers also include built-in features like firewalls, DHCP servers, and wireless access points.
4. **Use Cases:** Routers are essential for enabling communication between devices on different networks, providing internet access, and ensuring data security.

Figure 1: A Router

Figure 2: A Router

3.2 What is an APN Router?

1. **Definition:** An APN router, or Access Point Name router, is a specialized router designed to manage the connection between a mobile network and the internet. It plays a crucial role in enabling data communication for mobile devices.

2. **Mobile Network Integration:** APN routers facilitate the integration of mobile devices with the internet by providing a gateway for data communication.

3. **Configuration:** Users can configure APN settings on these routers to specify the network to which they want to connect.

4. **Use Cases:** APN routers are commonly used in scenarios where reliable mobile data connectivity is required, such as in remote locations or for mobile hotspots.

3.3 What is the Difference between a Router and an APN Router?

1. **Scope:** A standard router manages data communication between different computer networks, while an APN router specifically handles the connection between mobile networks and the internet.

2. **Functionality:** Routers focus on directing data packets between networks based on IP addresses, while APN routers specialize in managing mobile data connections for devices like smartphones and IoT devices.

3. **Configuration:** APN routers involve configuring settings related to mobile network access, including APN settings, which are not typically found in standard routers.

4. **Use Cases:** Routers are used in general networking scenarios, while APN routers are tailored for mobile data communication, making them suitable for mobile hotspots, remote locations, and IoT applications.

3.4 Different Types of Routers Available in the Market

3.4.1 CISCO

1. **Enterprise Focus:** CISCO routers are widely used in enterprise-level networks, providing advanced features and scalability.
2. **Security Features:** CISCO routers often include robust security features, making them suitable for securing large networks.
3. **Variety of Models:** The product range includes routers for small businesses, branch offices, and large data centers.

Figure 3: Cisco Routers

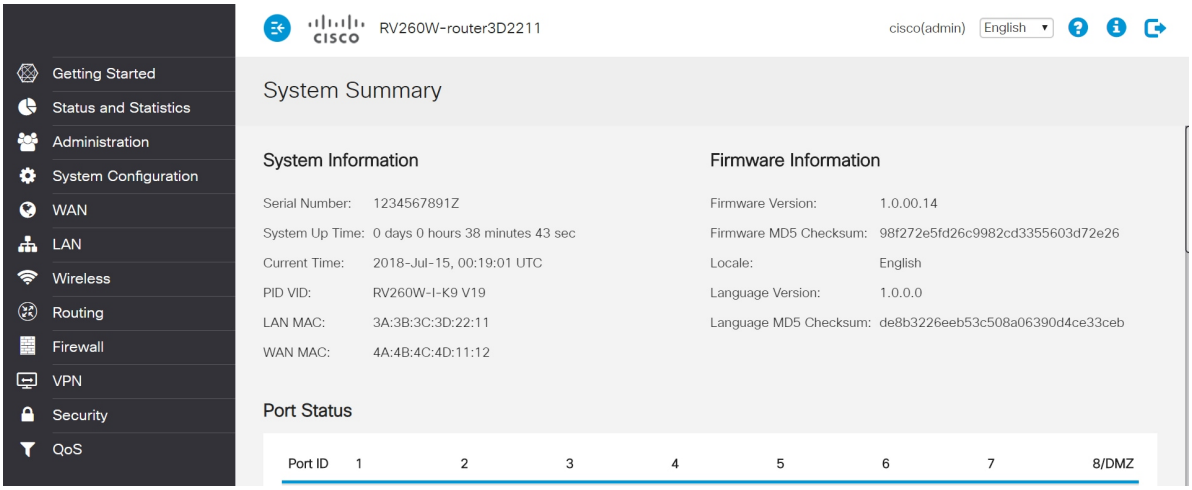

Figure 4: Cisco Router Admin page

3.4.2 TP Link

1. **Consumer and Small Business Focus:** TP-Link routers are popular among consumers and small businesses, offering a balance between features and affordability.
2. **Wireless Technologies:** Many TP-Link routers support advanced wireless technologies, including Wi-Fi 6.

3. **User-Friendly Interface:** TP-Link routers often feature a user-friendly interface, making them accessible for home users.

Figure 5: TP Link Routers

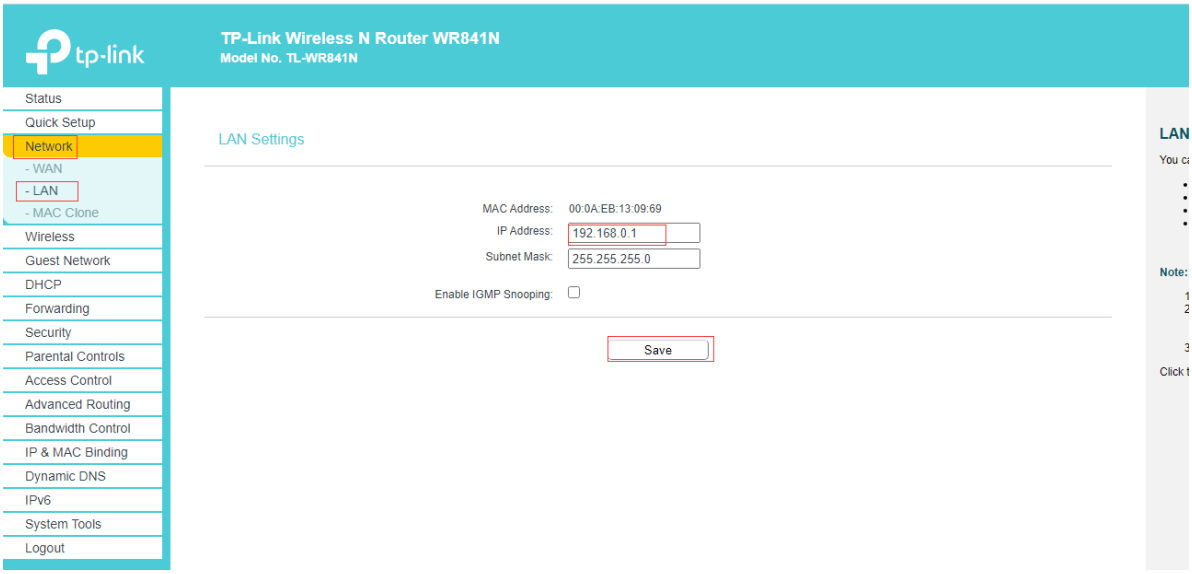

Figure 6: TP Link Router Admin page

3.4.3 D-Link

1. **Home and Small Office Use:** D-Link routers cater to home users and small office environments.

2. **Affordability:** D-Link routers are known for their affordability and straightforward setups.

3. **Wireless Connectivity:** Many D-Link models support wireless connectivity, making them suitable for homes with multiple devices.

Figure 7: D Link Routers

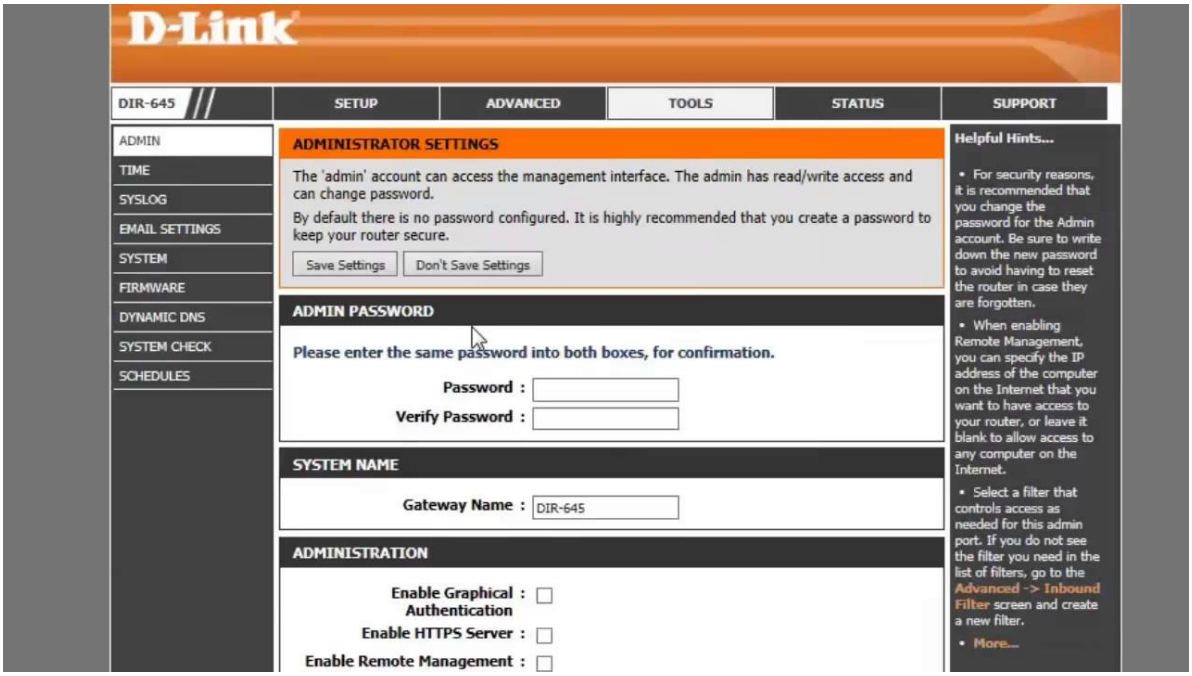

Figure 8: D Link Admin Page

3.4.4 Netgear

1. **Home Networking Focus:** Netgear routers are designed for home networking, emphasizing ease of use and reliability.

2. **Mesh Wi-Fi Systems:** Netgear offers mesh Wi-Fi systems for extended coverage in larger homes.

3. **Parental Controls:** Some Netgear routers include robust parental control features for managing internet access.

Figure 9: Netgear Routers

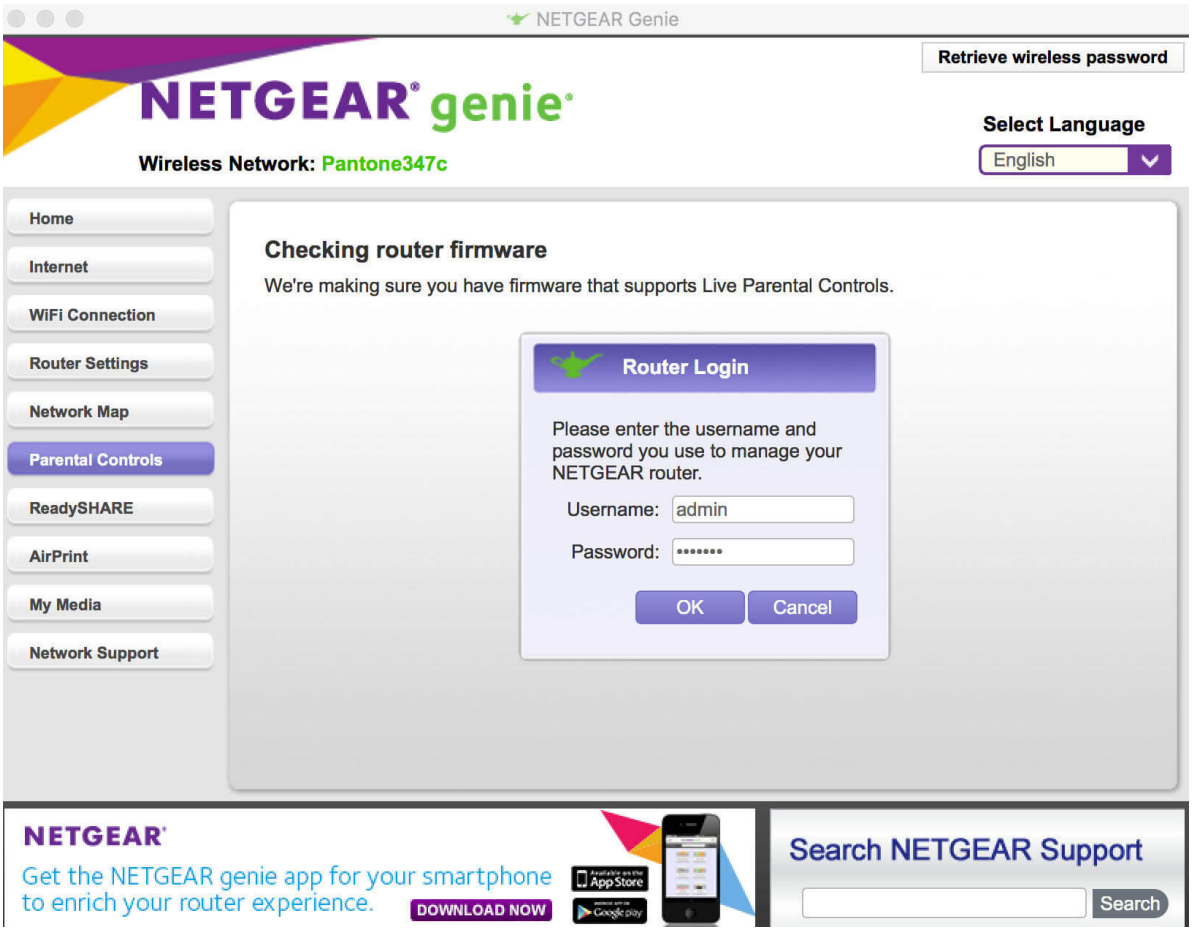

Figure 10: Netgear Router Admin Page

3.4.5 Asus

1. **Gaming and High-Performance:** ASUS routers often target gamers and users seeking high-performance networking solutions.
2. **Advanced Features:** ASUS routers may include features like gaming acceleration, VPN support, and AiMesh for mesh networking.
3. **Quality of Service (QoS):** ASUS routers may prioritize gaming traffic using QoS features for an enhanced gaming experience.

Figure 11: Asus Routers

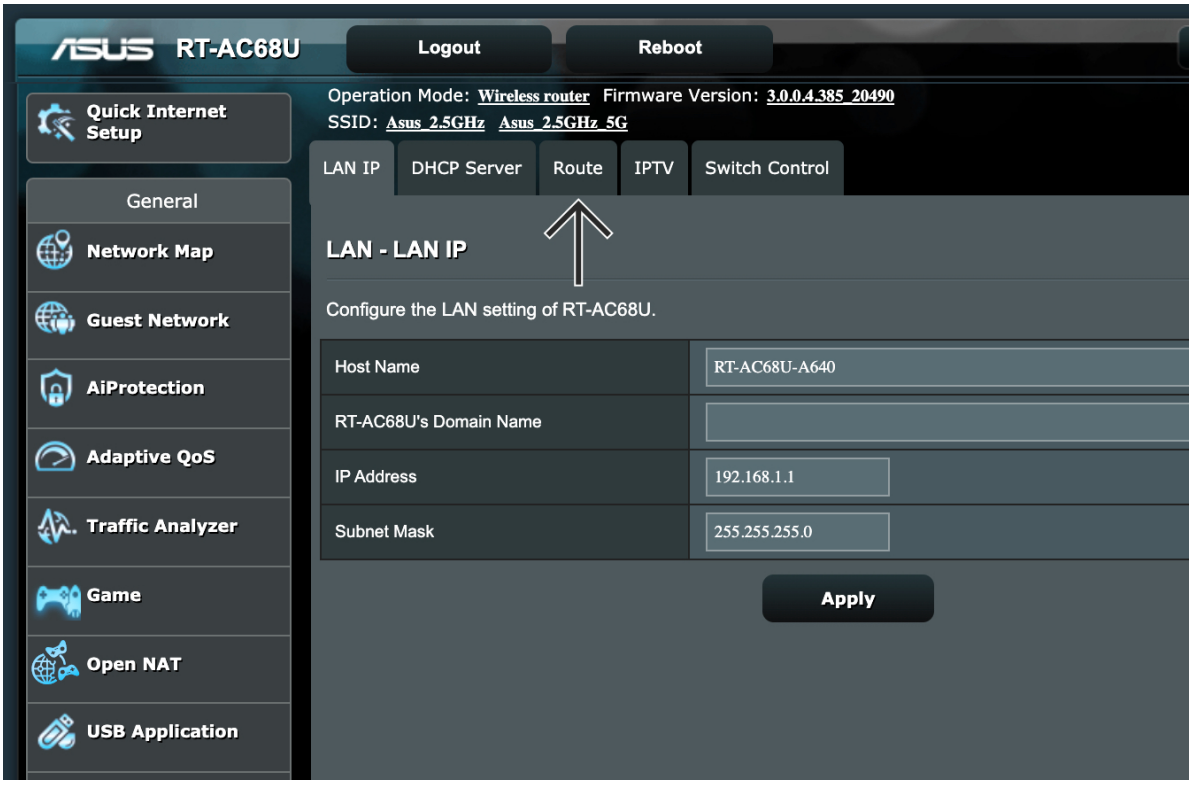

Figure 12: Asus Router Admin Page

3.4.6 Linksys

1. **Home and Small Business:** Linksys routers cater to both home users and small businesses.
2. **Mesh Networking:** Linksys offers mesh networking solutions for whole-home coverage.

3. **Open Source Firmware:** Some Linksys models support open-source firmware, allowing advanced users to customize their router's functionality.

Figure 13: Linksys Routers

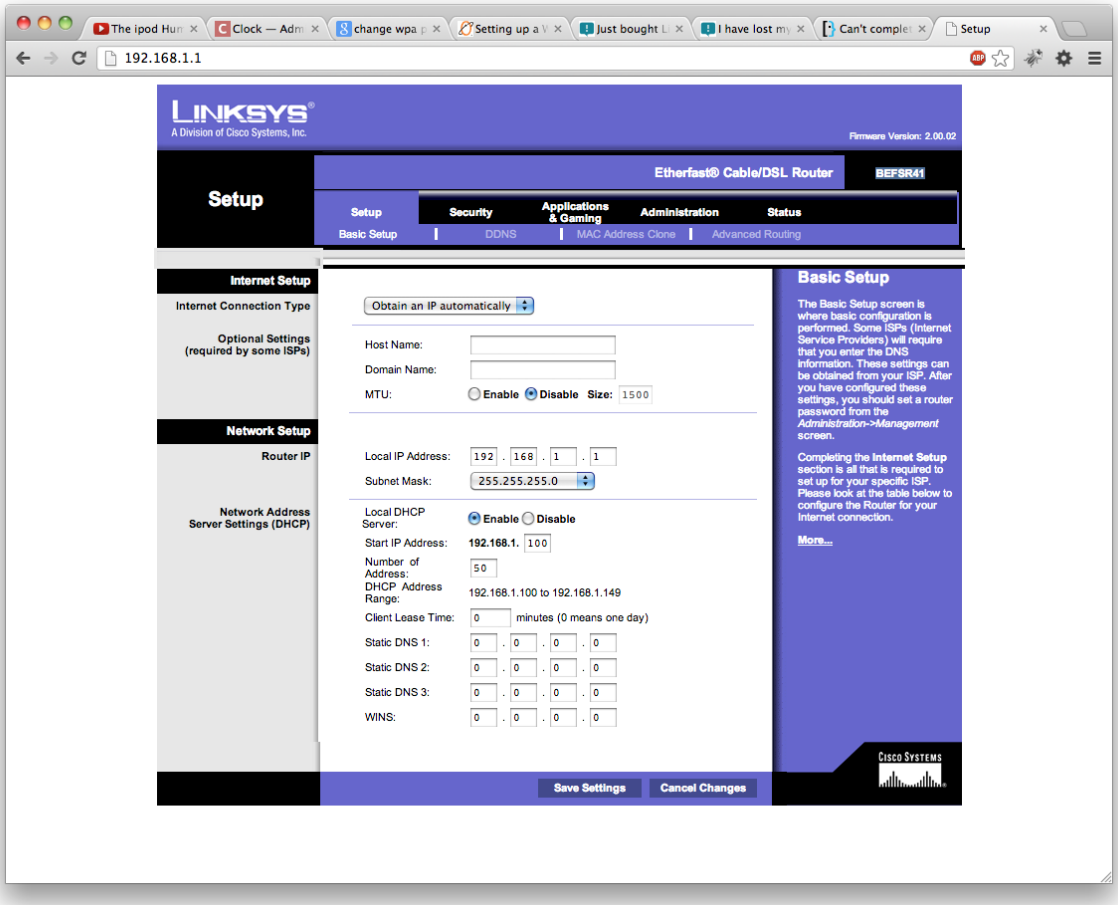

Figure 14: Linksys Router Admin Page

3.4.7 MikroTik

1. **Affordable and Versatile:** MikroTik routers are known for their affordability and versatility.
2. **RouterOS:** MikroTik routers run on RouterOS, a Linux-based operating system, providing extensive configuration options.
3. **Enterprise Solutions:** MikroTik offers routers suitable for both small networks and larger enterprise solutions.

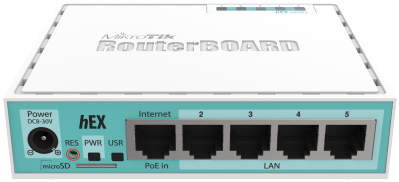

Figure 15: Microtik Routers

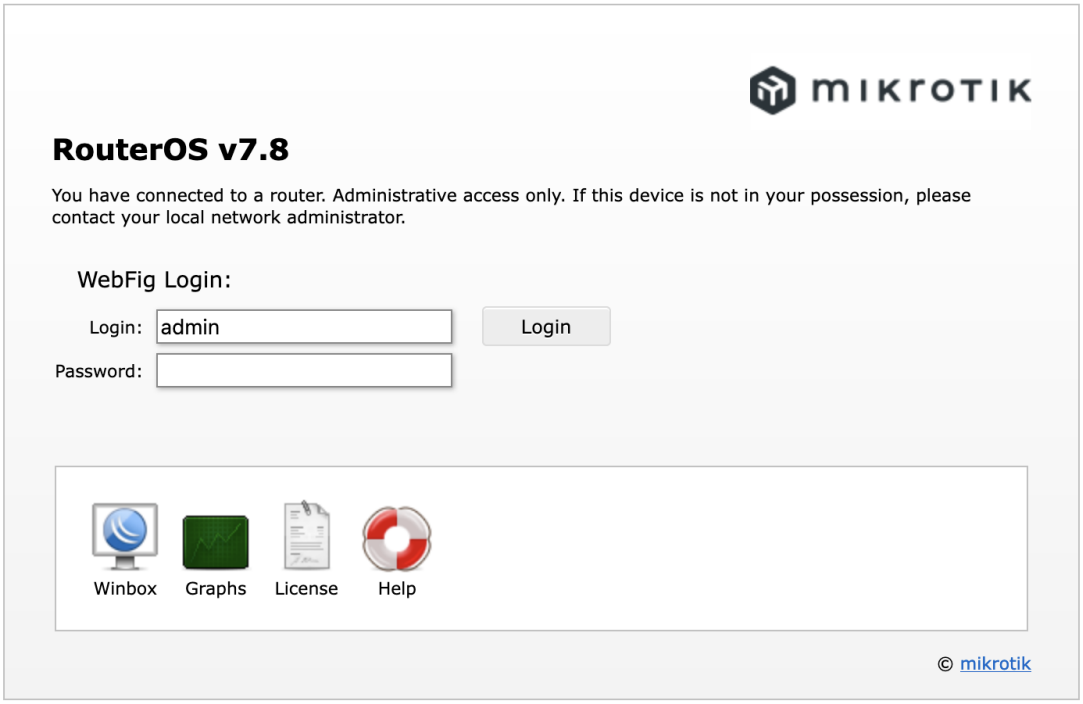

Figure 16: Mikrotik Router Admin Page

3.4.8 Ubiquiti

1. **Enterprise Networking:** Ubiquiti routers focus on providing solutions for enterprise-level networking.
2. **Unified Networking:** Ubiquiti offers routers that integrate with their broader ecosystem of networking products, providing a unified network management experience.
3. **Scalability:** Ubiquiti routers are scalable and suitable for building large, complex networks.

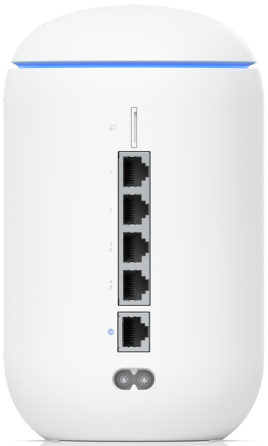

Figure 17: Ubiquiti Routers

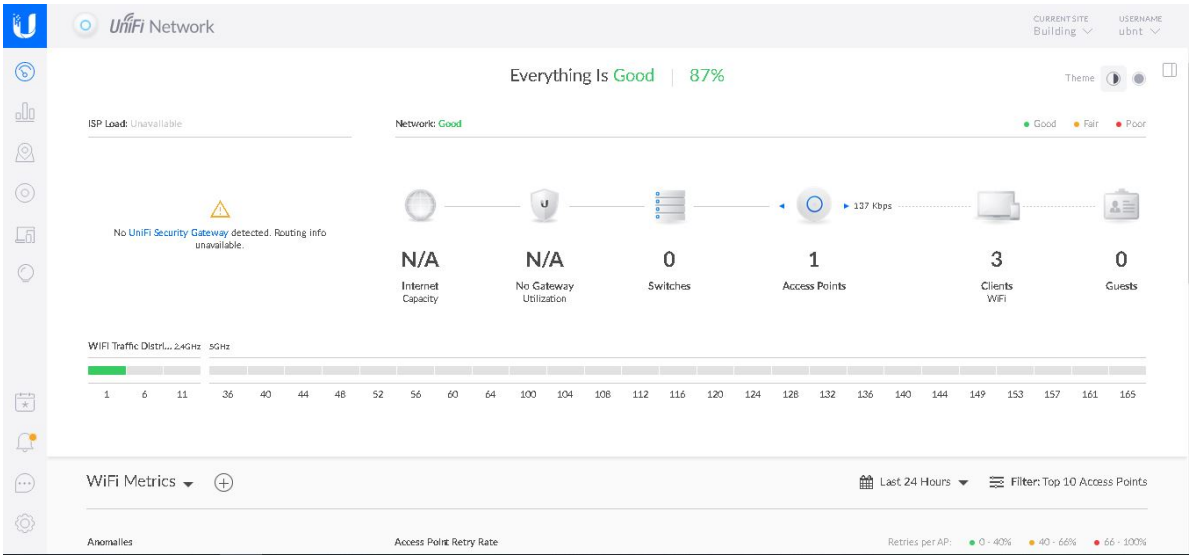

Figure 18: Ubiquti Router Admin Page

3.4.9 Huawei

1. **Diverse Product Range:** Huawei offers a diverse range of routers, including models for consumers, small businesses, and large enterprises.

2. **5G Routers:** Huawei is known for its 5G routers, providing high-speed internet connectivity.

3. **Advanced Technologies:** Huawei routers often incorporate advanced technologies, making them suitable for modern networking requirements.

Figure 19: Huawei Routers

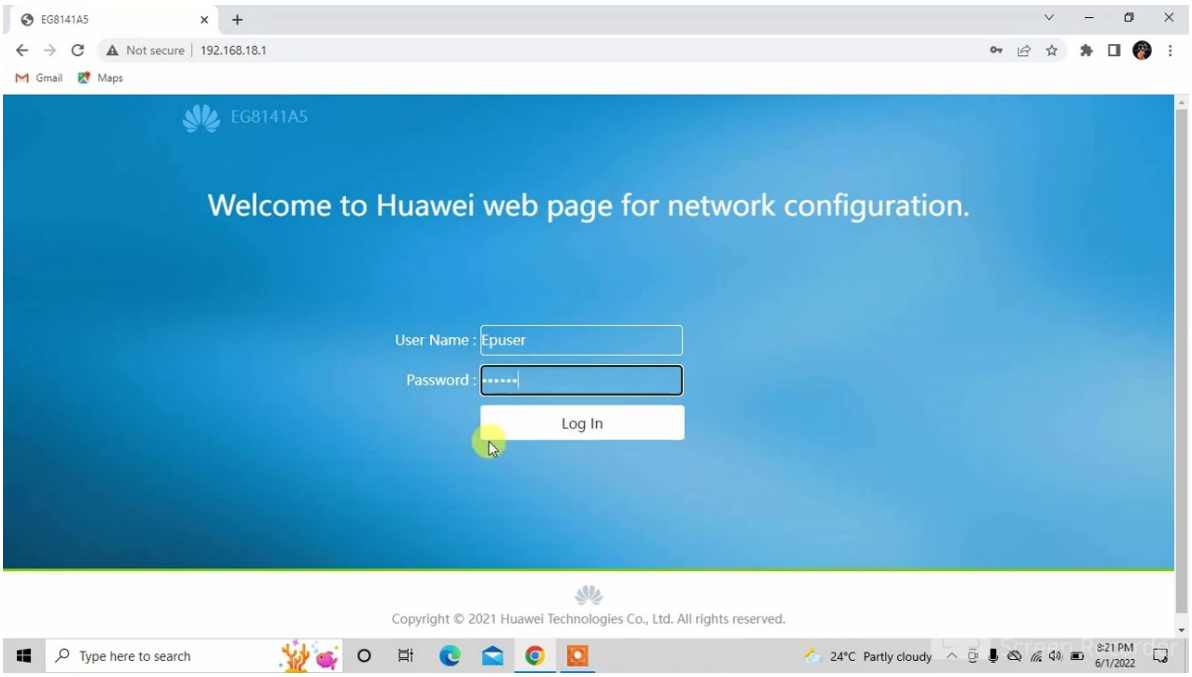

Figure 20: Huaewi Router Admin Page

4 Router Comparison

4.1 Cisco Routers

Pros:

- Advanced features suitable for enterprise networks.
- Robust security features.
- Variety of models catering to different network sizes.

Cons:

- Higher cost, especially for enterprise-level models.
- Steeper learning curve for configuration.

4.2 TP-Link Routers

Pros:

- Affordable options for home and small business users.
- Support for advanced wireless technologies.
- User-friendly interface.

Cons:

- May lack some advanced features compared to enterprise-level routers.
- Limited scalability for large networks.

4.3 D-Link Routers

Pros:

- Cost-effective for home and small office use.
- Straightforward setups.
- Wireless connectivity for multiple devices.

Cons:

- Limited feature set compared to more advanced routers.
- May not be suitable for larger networks.

4.4 Netgear Routers

Pros:

- Designed for home networking with a focus on ease of use.
- Mesh Wi-Fi systems for extended coverage.
- Some models offer robust parental control features.

Cons:

- Features may be less advanced compared to routers targeting enterprise or gaming markets.
- Limited options for advanced configurations.

4.5 ASUS Routers

Pros:

- Targeted towards gaming and high-performance users.
- Advanced features like gaming acceleration and AiMesh support.
- Quality of Service (QoS) prioritization for an enhanced gaming experience.

Cons:

- Higher cost compared to basic home routers.
- May have a steeper learning curve for users unfamiliar with advanced networking concepts.

4.6 Linksys Routers

Pros:

- Suitable for both home users and small businesses.
- Mesh networking solutions for whole-home coverage.
- Some models support open-source firmware for customization.

Cons:

- Features may not be as advanced as routers designed for specific purposes like gaming or enterprise networking.
- Limited scalability for larger networks.

4.7 MikroTik Routers

Pros:

- Affordable and versatile routers.
- RouterOS provides extensive configuration options.
- Suitable for both small networks and larger enterprise solutions.

Cons:

- May have a steeper learning curve due to advanced configuration options.
- Limited brand recognition compared to more mainstream options.

4.8 Ubiquiti Routers

Pros:

- Focused on enterprise networking solutions.
- Integration with a broader ecosystem of networking products.
- Scalable for building large, complex networks.

Cons:

- Higher cost compared to routers designed for home use.
- May be overkill for smaller networks or home users.

4.9 Huawei Routers

Pros:

- Diverse product range catering to consumers, small businesses, and large enterprises.
- Known for 5G routers providing high-speed internet connectivity.
- Incorporates advanced technologies suitable for modern networking requirements.

Cons:

- Limited availability in certain regions compared to more globally recognized brands.
- Some models may be priced higher than comparable options from other brands.

5 Platform

Operating System: Arch Linux x86-64
IDEs or Text Editors Used: Visual Studio Code
Compilers or Interpreters: Python 3.10.1

6 Conclusion

Thus, we have successfully studied and compared different types of APN routers, like CISCO, TP Link, D-Link, etc.

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MIT World Peace University

Wireless Devices and Mobile Security
Third Year B. Tech, Semester 5

Installation and Configuration of Any Wifi Traffic Analyser Tool.

Lab Assignment 9

Prepared By

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Cyber Security and Forensics
Batch A1, PA 10

November 28, 2023

Contents

1 Aim

Install, configure and demonstrate any one Wi-Fi traffic analyzer using sniffing tools such as Wireshark, AirCrack, AirSnort, etc.

2 Objectives

1. To install Wireshark on the system.
2. To capture packets using Wireshark.
3. To analyse the captured packets.

3 Theory

3.1 Wireshark

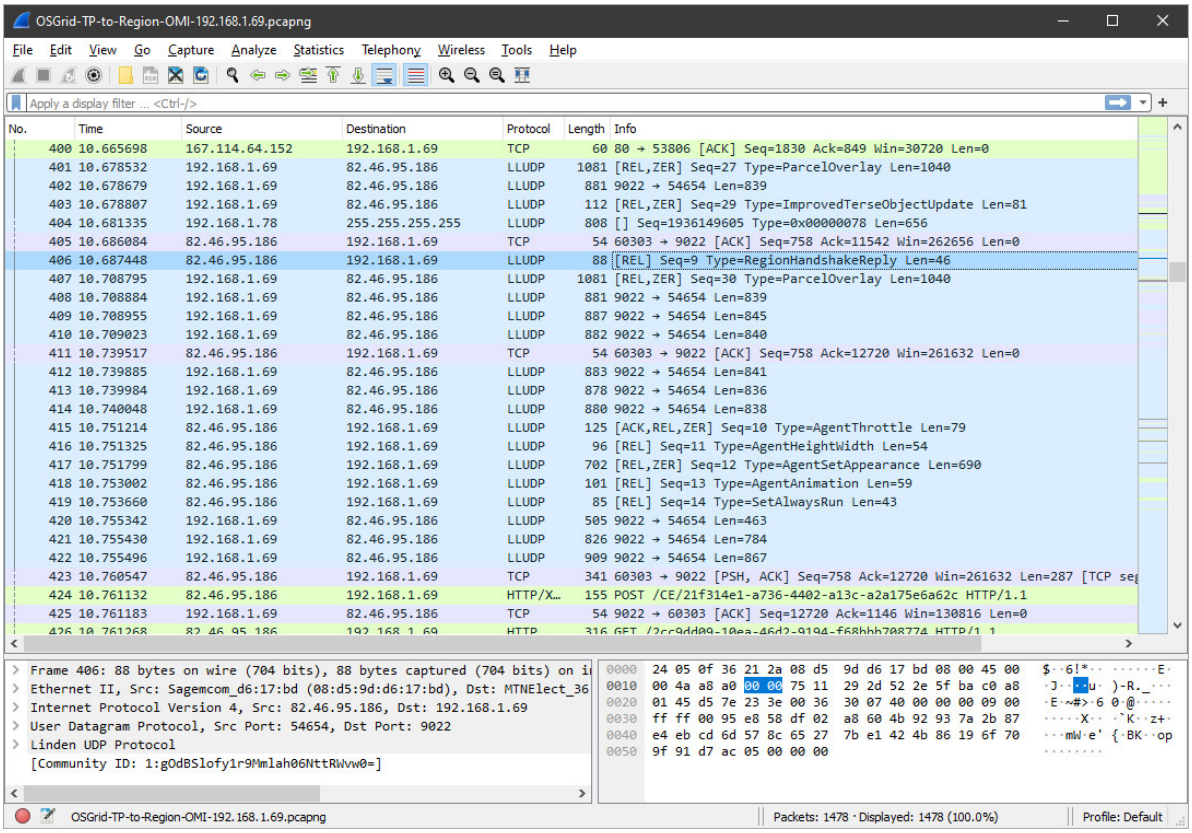

Figure 1: Wireshark GUI

3.1.1 Installation

- **Procedure:** Wireshark can be installed on various operating systems, including Windows, macOS, and Linux. Visit the official Wireshark website (https://www.wireshark.org/) and follow the installation instructions for your specific platform.

- **Dependencies:** Wireshark may require the installation of WinPcap (Windows), libpcap (Linux), or npcap (Windows) for packet capture.

3.1.2 Working

- Wireshark captures and analyzes packets on a network in real-time.
- Users can apply various filters to focus on specific types of traffic.
- The captured data can be displayed in different formats, facilitating detailed protocol analysis.

3.1.3 Pros

- User-friendly interface with powerful features.
- Extensive protocol support for in-depth analysis.
- Active community and regular updates.

3.1.4 Cons

- May consume significant system resources during packet capture.
- Beginners might find the wealth of features overwhelming.
- Limited to the capabilities of the network interface card (NIC).

3.2 AirCrack

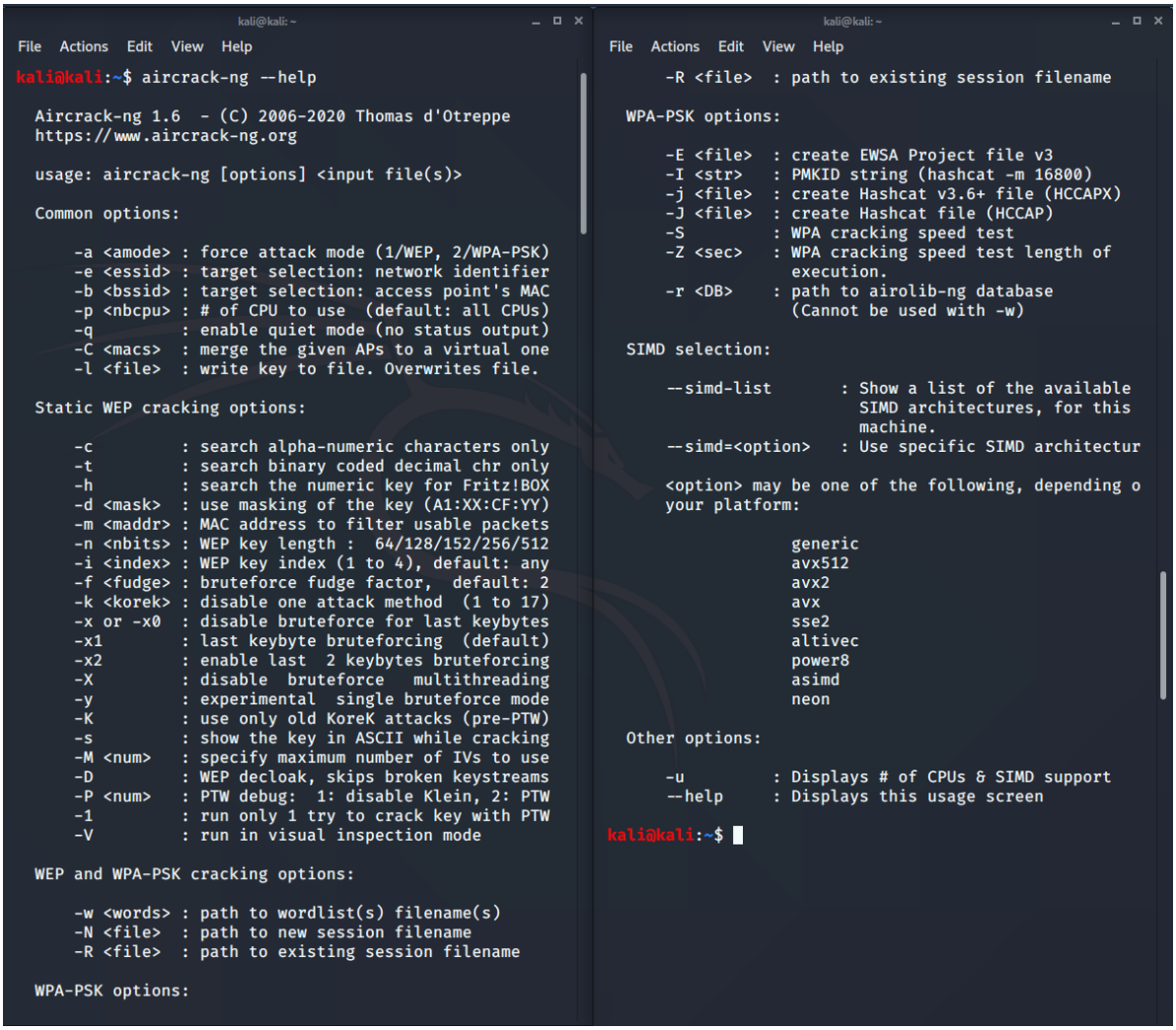

Figure 2: Aircrack

3.2.1 Installation

- **Procedure:** AirCrack-ng, a suite of wireless network security tools, can be installed on various platforms. Detailed installation instructions are available on the official website (https://www.aircrack-ng.org/).
- **Dependencies:** AirCrack-ng relies on libpcap and other libraries for packet capture and analysis.

3.2.2 Working

- AirCrack-ng is primarily used for assessing the security of Wi-Fi networks.
- It includes tools for capturing, analyzing, and cracking WEP and WPA/WPA2-PSK keys.

- Supports various attacks like packet injection and de-authentication to test network vulnerabilities.

3.2.3 Pros

- Comprehensive suite for wireless network security.
- Active development community and frequent updates.
- Capable of testing the security of WEP and WPA/WPA2-PSK.

3.2.4 Cons

- Requires a good understanding of wireless networks and security concepts.
- Use in unauthorized networks may violate ethical and legal standards.
- Effectiveness is dependent on the strength of encryption used.

3.3 AirSnort

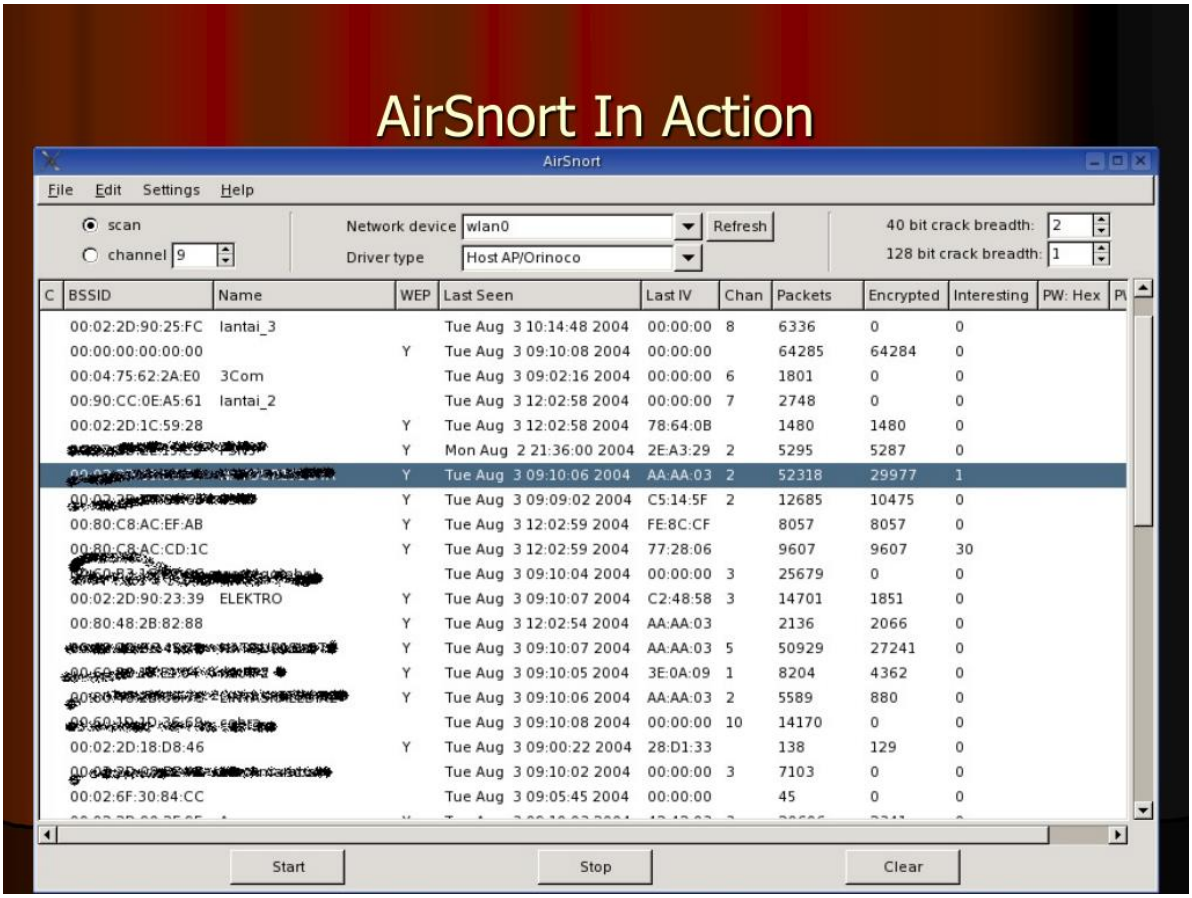

Figure 3: Airsnort

3.3.1 Installation

- **Procedure:** AirSnort, a wireless LAN (WLAN) tool, is no longer actively maintained. Installation may vary based on the available repositories or archived versions.
- **Dependencies:** Originally designed for Linux, it relies on libpcap and other libraries for packet capture.

3.3.2 Working

- AirSnort was designed to crack WEP encryption keys by capturing data packets and analyzing them.
- It focused on exploiting weaknesses in the WEP algorithm to recover network passwords.
- Due to its outdated nature, it may not be effective against modern, more secure encryption standards.

3.3.3 Pros

- Historically used for educational purposes to highlight WEP vulnerabilities.
- Provided insights into the weaknesses of early wireless encryption

3.3.4 Cons

- Outdated and no longer actively maintained.
- Limited effectiveness against modern and more secure Wi-Fi encryption.
- Not recommended for practical use in contemporary security assessments.

4 Platform

Operating System: Arch Linux x86-64
IDEs or Text Editors Used: Visual Studio Code
Compilers or Interpreters: Python 3.10.1

5 Working Screenshots

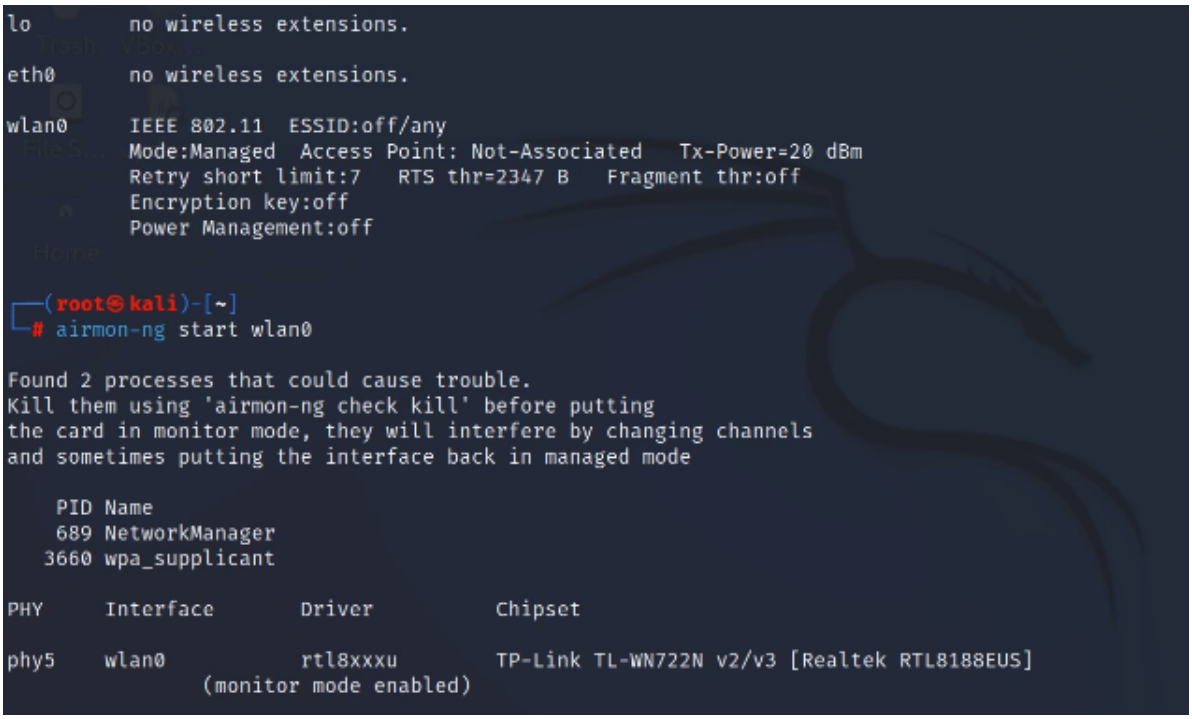

Figure 4: The command line window is showing that the wlane wireless interface has been put into monitor mode, and that two processes that could interfere with this mode have been killed.

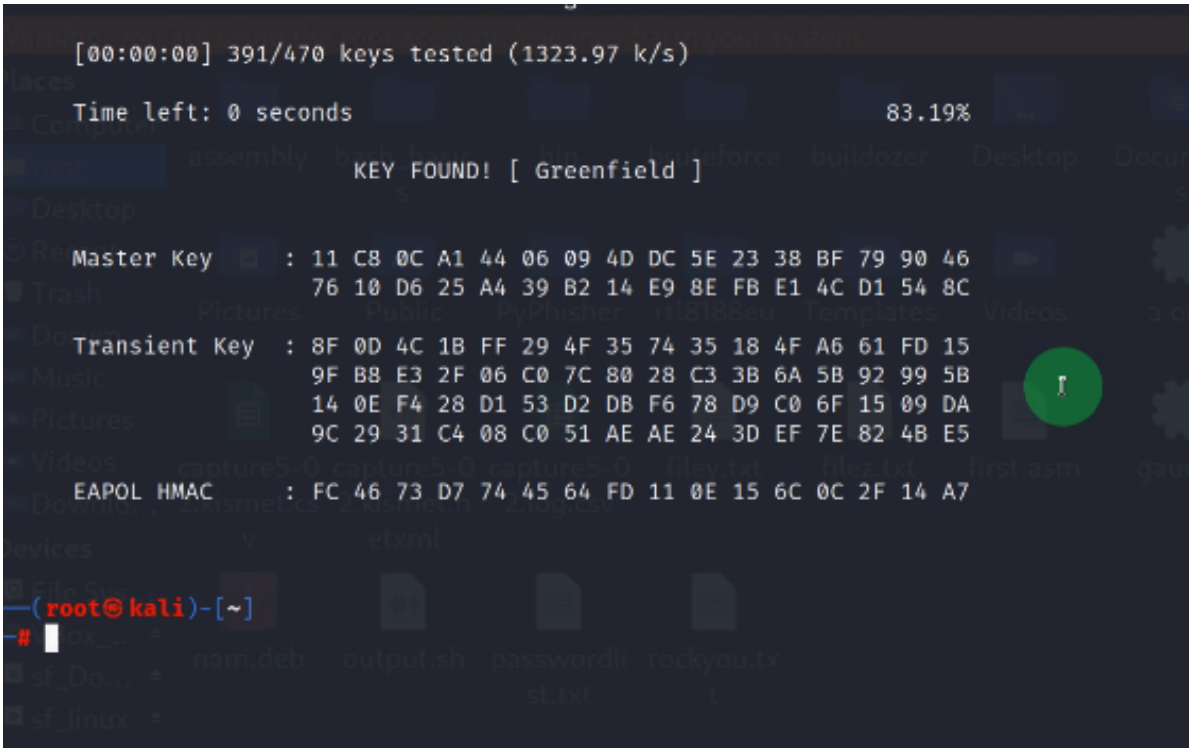

Figure 5: Wifi Password Key Found

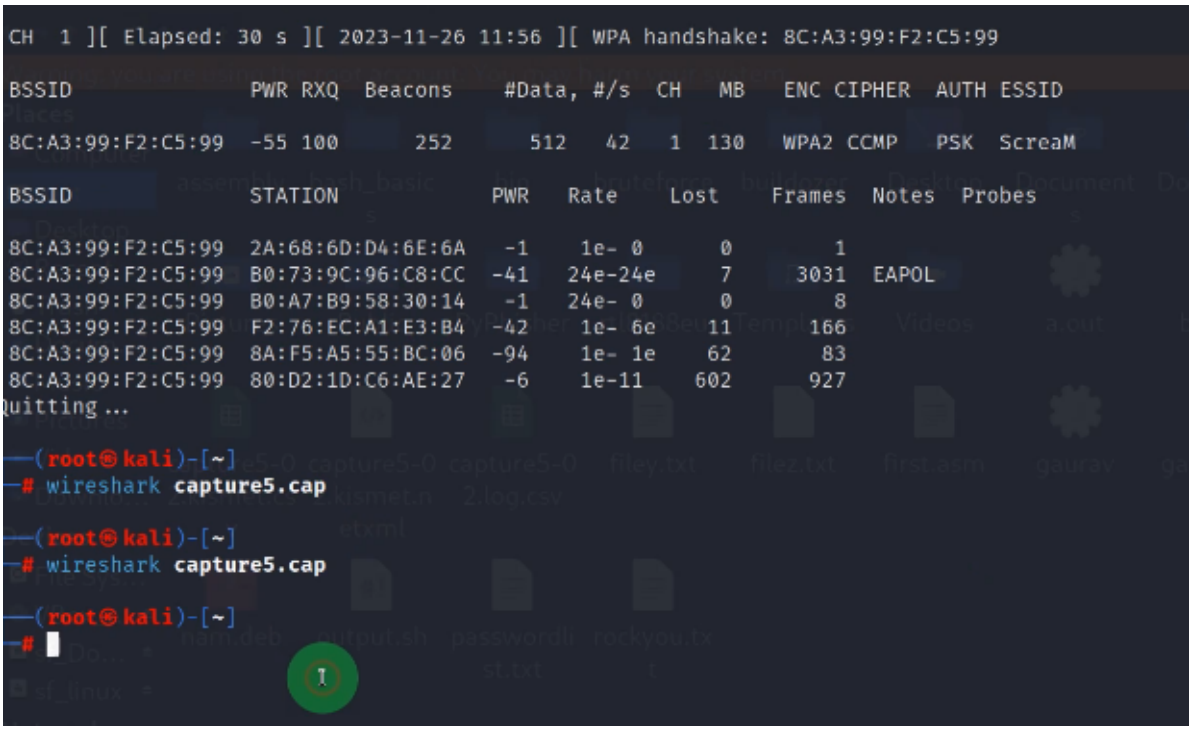

Figure 6: WPA handshake captured!

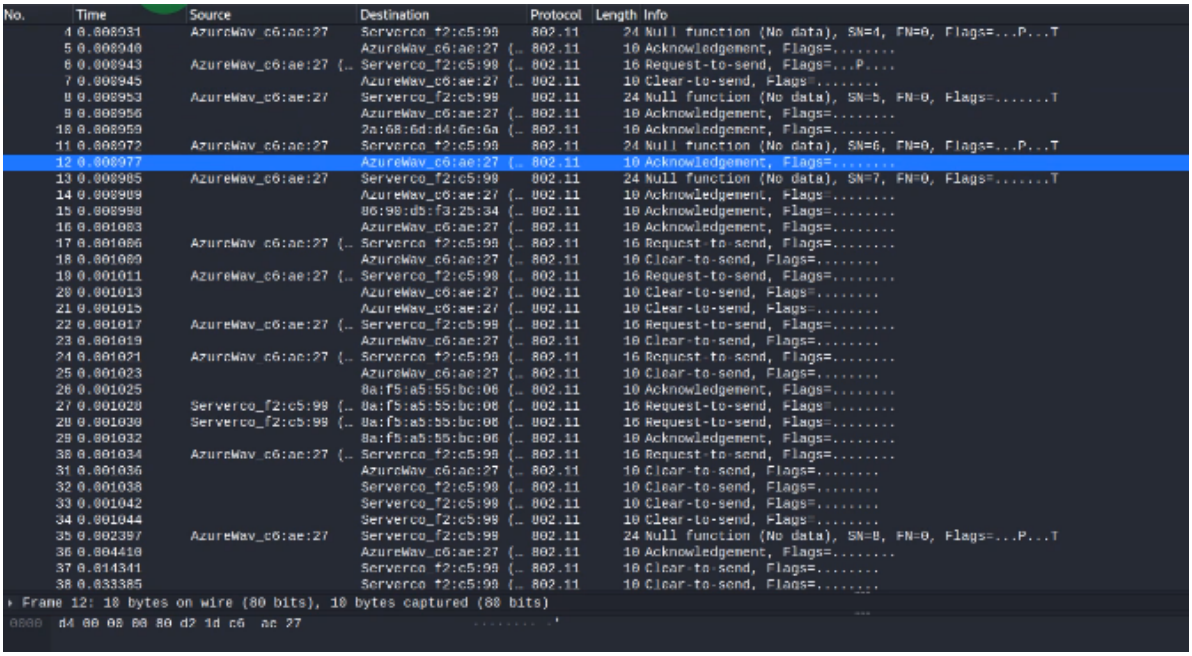

Figure 7: Wi-Fi traffic capturing using Wireshark.

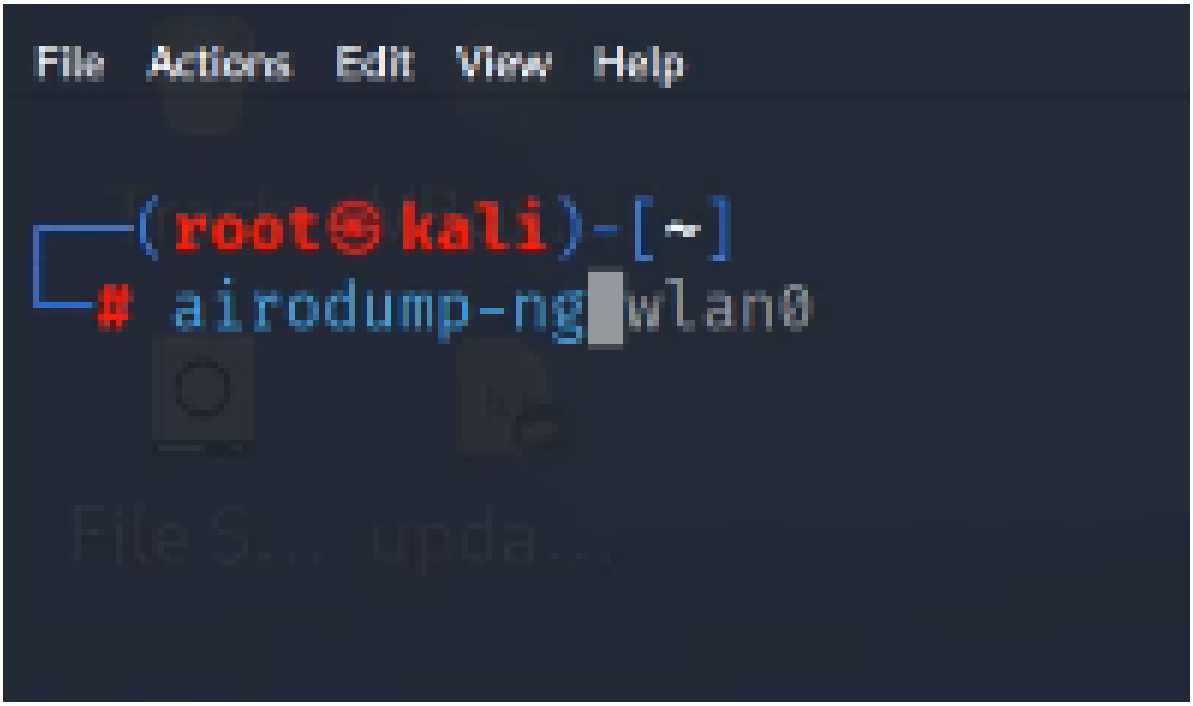

Figure 8: 802.11 frame capture in progress.

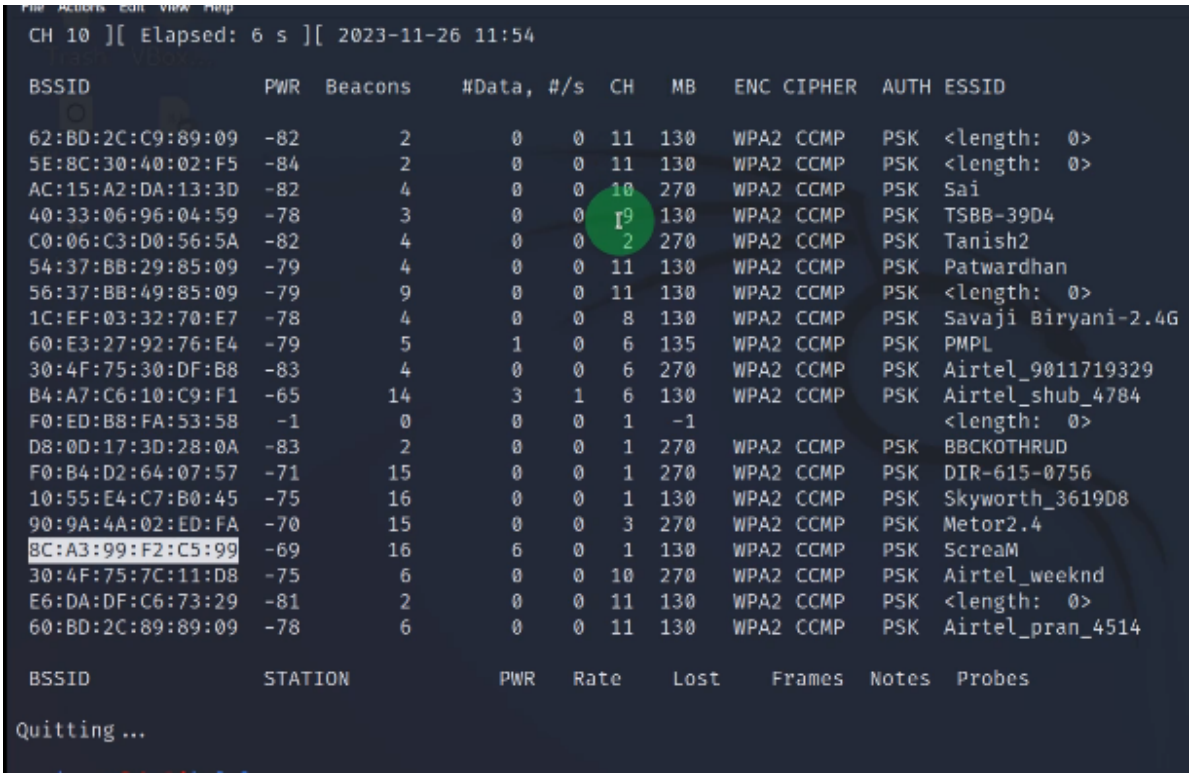

Figure 9: Wi-Fi network scan results.

Figure 10: Preparing to capture Wi-Fi traffic.

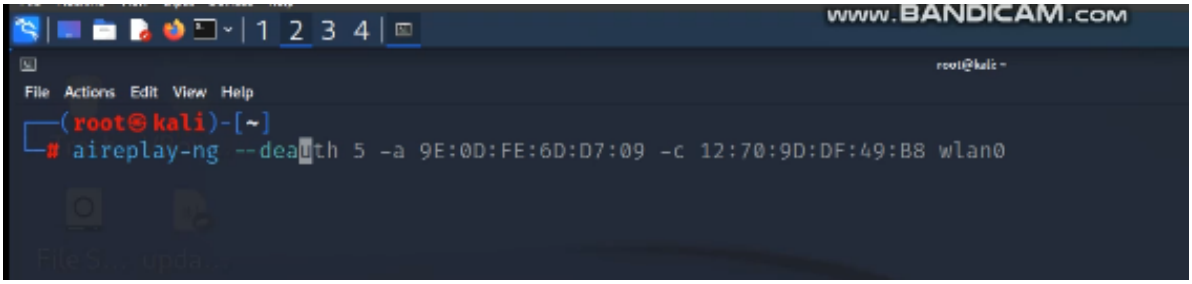

Figure 11: A command-line window executing the aireplay-ng-death tool to deauthenticate clients from a Wi-Fi network.

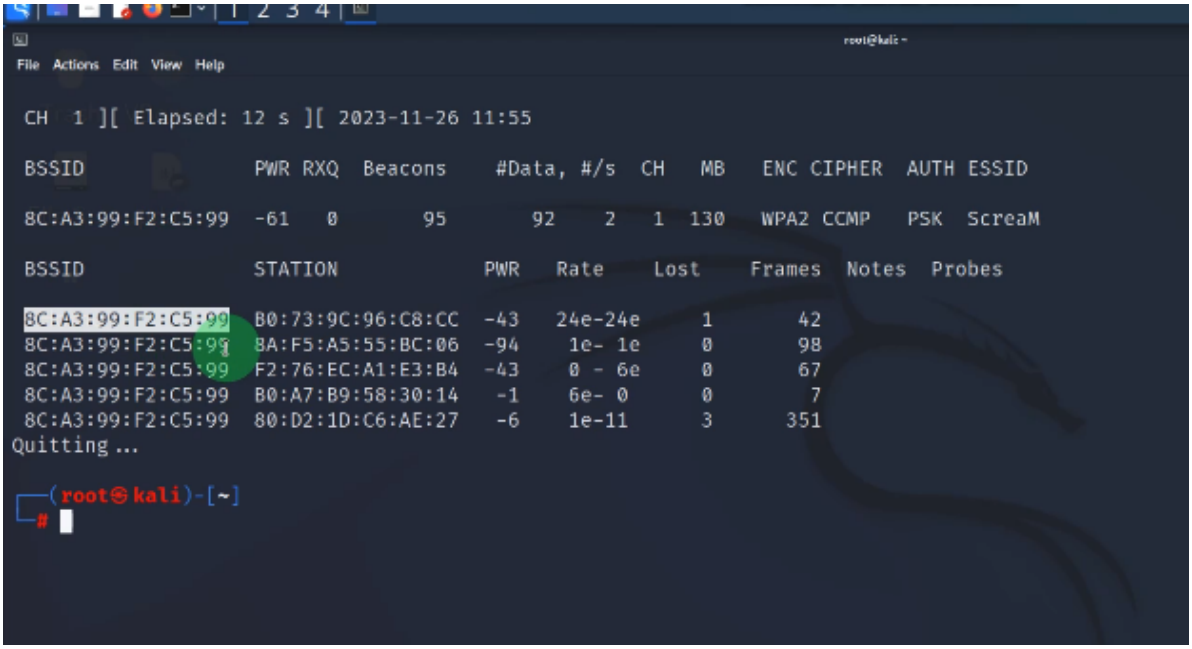

Figure 12: Wi-Fi network scan results on a Kali Linux system.

6 Conclusion

Thus, the installation and configuration of Any Wifi Traffic Analyser Tool was successfully done. We installed Wireshark, captured packets and analysed them.

7 FAQ

1. *List the different open source tool to capture packet. Also, write its features.*

   Packet Capture Tools:

   - *Wireshark:*
     - **Features:** Wireshark is a widely-used open-source packet analyzer. It allows real-time packet capture and display.
     - **Additional Features:** Protocol analysis, deep inspection of hundreds of protocols, live capture, and offline analysis.
     - **Reference:** [1]
   - *Tshark:*
     - **Features:** Tshark is the command-line version of Wireshark. It offers similar features for packet capture and analysis.
     - **Additional Features:** Scriptable using Lua, supports various capture file formats.
     - **Reference:** [2]
   - *Tcpdump:*
     - **Features:** Tcpdump is a command-line packet analyzer for Unix-like systems.
     - **Additional Features:** Filters for specific protocols, customizable output formats.

- **Reference:** [3]

2. *Which mode NIC uses for Ethereal / packet sniffing?*

   NIC Modes for Ethereal/Packet Sniffing: NIC primarily uses the *Promiscuous Mode* for Ethereal/packet sniffing. In this mode, the NIC captures all traffic on the network, regardless of the destination address.

3. *Which wireshark filter can be used to monitor outgoing packets from a specific system on the network?*

   Wireshark Filter for Monitoring Outgoing Packets: To monitor outgoing packets from a specific system on the network using Wireshark, you can use the following filter:

   ```
   ip.src == <source_IP_address>
   ```

   Replace `<source_IP_address>` with the actual IP address of the system you want to monitor.

References

[1] Wireshark.
Website: https://www.wireshark.org/

[2] Tshark.
Website: https://www.wireshark.org/docs/man-pages/tshark.html

[3] Tcpdump.
Website: https://www.tcpdump.org/

[4] AirCrack-ng.
Website: https://www.aircrack-ng.org/

[5] AirSnort.
Website: https://sourceforge.net/projects/airsnort/

MIT World Peace University

Wireless Devices and Mobile Security
Third Year B. Tech, Semester 5

Analysis of Device Security between an Android and an Iphone Device

Lab Assignment 10

Prepared By

Krishnaraj Thadesar
Cyber Security and Forensics
Batch A1, PA 10

November 27, 2023

Contents

1 Aim

To Analyse the Security of an Android and an Iphone Device.

2 Objectives

1. To Analyse the Security of an Android Device.
2. To Analyse the Security of an Iphone Device.
3. To Compare the Security of an Android and an Iphone Device.

3 Android

Figure 1: Android Devices

3.0.1 Android Security Features

Android incorporates a comprehensive set of security features designed to protect user data and devices from various threats. These features can be broadly categorized into the following:

1. Application Sandboxing: Android employs a sandboxing mechanism that isolates each application from one another and the underlying system, preventing unauthorized access to sensitive data and system resources.
2. App Signing: Every Android app is signed with a cryptographic key, ensuring its authenticity and integrity. This mechanism helps prevent unauthorized modifications to apps and protects against malware infections.
3. Authentication: Android provides various authentication methods, including PINs, patterns, passwords, and biometrics, to secure device access and protect sensitive data.

4. Encryption: Android employs encryption techniques to safeguard user data both at rest and in transit. Full-disk encryption ensures that data stored on the device remains protected even if it is lost or stolen.

5. Keystore: Android provides a secure keystore for storing cryptographic keys and other sensitive data. This mechanism protects against unauthorized access to sensitive information.

6. Security-Enhanced Linux (SELinux): SELinux is a mandatory access control framework that enforces fine-grained security policies, restricting app access to system resources and preventing unauthorized actions.

7. Trusty TEE: Trusty is a Trusted Execution Environment (TEE) that provides a secure enclave for sensitive operations, such as secure boot and cryptographic key management.

8. Verified Boot: Verified boot verifies the integrity of the Android system before booting, ensuring that the device has not been tampered with.

9. Google Play Protect: Google Play Protect is a built-in security scanner that proactively scans apps and devices for potential threats.

10. Android Updates: Regular security updates from Google address newly discovered vulnerabilities and enhance the overall security posture of Android devices.

3.0.2 Security Features in Andriod that are not present in Iphones

Android offers several security features that are not present in iPhones, including:

1. App Permissions Granularity: Android provides more granular control over app permissions, allowing users to selectively grant or deny specific permissions to individual apps.

2. Open-Source Nature: Android's open-source nature allows for greater transparency and community scrutiny, fostering a more collaborative approach to security vulnerability identification and patching.

3. Custom ROMs and Third-Party App Stores: Android's open ecosystem enables the development of custom ROMs and third-party app stores, providing users with more choice and flexibility.

3.0.3 Security Vulnerabilities in Android

1. Application Vulnerabilities: Vulnerabilities in individual apps can expose user data or allow unauthorized access to system resources.

2. System Vulnerabilities: Vulnerabilities in the Android system itself can be exploited to gain unauthorized access or execute malicious code.

3. Phishing and Social Engineering Attacks: Phishing attempts and social engineering tactics can trick users into revealing sensitive information or installing malicious apps.

4. Sideloading Apps: Sideloading apps from outside the Google Play Store can introduce security risks, as these apps may not have undergone the same security scrutiny.

5. Outdated Software: Running outdated versions of Android without the latest security patches can leave devices vulnerable to known exploits.

3.0.4 Rooting

Rooting is the process of obtaining administrative or superuser access on an Android device. This elevated access allows users to gain privileged control over the Android operating system, enabling customization and modification beyond the standard user capabilities.

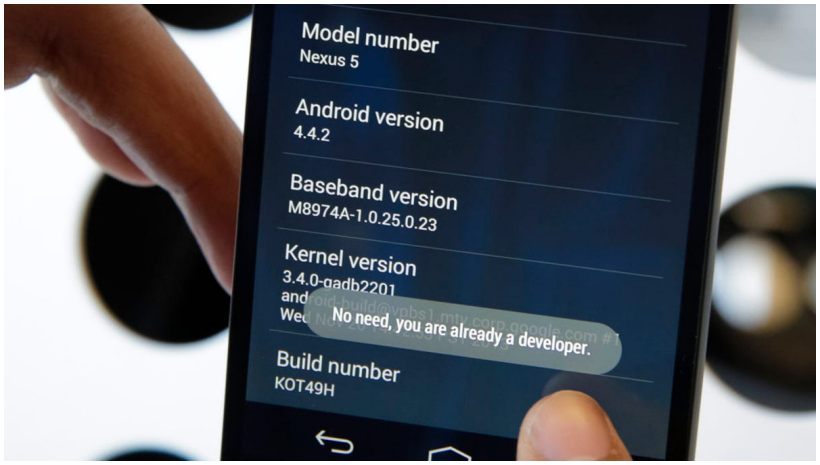

Figure 2: Rooting Android Devices

Advantages

- **Customization:** Users can customize the appearance and functionality of their device beyond standard options.
- **Remove Bloatware:** Uninstall pre-installed system applications that are typically unremovable.
- **Install Custom ROMs:** Enable the installation of custom Android distributions (ROMs) for enhanced features and performance.
- **Backup and Restore:** Perform full system backups and restores for data protection.

Disadvantages

- **Security Risks:** Rooting introduces security risks by undermining the built-in security features of Android. Malicious apps with root access can compromise system security.
- **Voiding Warranty:** Rooting often voids the device warranty as it involves modifying the device beyond the manufacturer's intended use.
- **Instability:** Incorrectly performed rooting procedures or the use of unstable custom ROMs may lead to system instability.
- **Update Challenges:** Rooted devices may face challenges in receiving official system updates from the manufacturer or carrier.

3.0.5 Security Concerns with Rooting

1. **Malware and Exploits:** Rooting opens the door to potential malware and exploits. Malicious apps with root access can perform actions that compromise the device's security and user privacy.
2. **Superuser Access:** Granting superuser access to various apps poses a risk. While necessary for certain purposes, it can be misused or exploited by malicious apps.
3. **Tampering with System Files:** Rooting allows users to modify system files, which can destabilize the system or make it more susceptible to security vulnerabilities.
4. **Lack of Official Updates:** Rooted devices may not receive official Android updates, leaving them exposed to known vulnerabilities that could be patched in newer versions.
5. **Insecure Rooting Methods:** Some rooting methods involve exploiting vulnerabilities in the Android system. Using insecure methods can leave the device open to security threats.
6. **Bricking Risk:** Incorrect rooting procedures may lead to a "bricked" device, rendering it unusable. Users should follow reputable guides to minimize this risk.

4 Iphones

Figure 3: Iphones

4.1 Iphone Security Features

Iphones offer a comprehensive suite of security features that safeguard user data and protect devices from unauthorized access. These features include:

1. Secure Enclave: A dedicated hardware chip that isolates sensitive data, such as fingerprints and passcodes, from the rest of the device's hardware and software. Secure Enclave chip on an iPhoneOpens in a new window support.apple.com

2. Face ID/Touch ID: Biometric authentication methods that allow users to unlock their devices and authorize purchases using their facial recognition or fingerprint. Face ID and Touch ID iconsOpens in a new window designbundles.net

3. App Store Security: Apple's stringent app review process ensures that only trusted apps are available on the App Store, minimizing the risk of malware installation.

4. Software Updates: Apple regularly releases software updates that address security vulnerabilities and enhance device protection.

4.2 Security Features in Iphones that are not present in Android

Iphones offer several security features that are not found on Android devices, including:

1. Secure Enclave: Android devices lack a dedicated hardware chip for secure data storage, making them more susceptible to data breaches.

2. iMessage Security: iMessage messages are end-to-end encrypted, meaning that only the sender and recipient can read the messages. Android's default messaging app, SMS, lacks end-to-end encryption.

3. Find My: Apple's Find My service allows users to locate their lost or stolen iPhones remotely, even if the device is turned off. Android's Find My Device feature is less sophisticated and may not be able to track devices in certain situations.

4.3 Security Vulnerabilities in Iphones

Despite their robust security measures, iPhones are not immune to vulnerabilities. Over time, security flaws have been discovered in iOS, allowing potential attackers to gain unauthorized access to devices or data. However, Apple is committed to quickly addressing these vulnerabilities through software updates.

It is important to note that no device or software is completely secure. Users should always exercise caution when sharing sensitive information online and use strong passwords for all their accounts. Regularly updating software and installing security patches is also crucial for maintaining device protection.

4.4 Jailbreaking

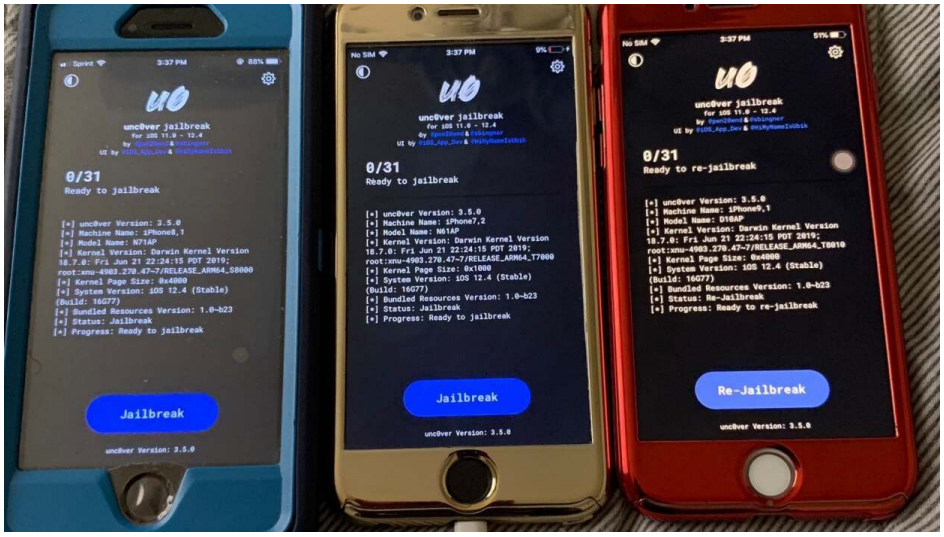

Figure 4: Jailbreaking Iphones

Jailbreaking is the process of removing limitations imposed by Apple on iOS devices, allowing users to gain root access to the iOS file system and install unauthorized apps, tweaks, and themes. It is akin to rooting on Android but specific to iOS devices.

Advantages

- **App Customization:** Install apps and tweaks not available on the App Store for enhanced customization.
- **File System Access:** Gain access to the iOS file system for advanced file management.
- **Theme Customization:** Customize the look and feel of iOS by applying themes.
- **Sideloading Apps:** Install apps from sources other than the App Store.

Disadvantages

- **Security Risks:** Jailbreaking introduces security risks by bypassing Apple's built-in security features, potentially exposing the device to malware.
- **Voiding Warranty:** Similar to rooting, jailbreaking often voids the device warranty.
- **Instability:** Jailbreaking can lead to system instability, crashes, and other unexpected behavior.
- **Update Challenges:** Jailbroken devices may face difficulties in receiving official iOS updates.

5 Comparison: Rooting vs. Jailbreaking

5.1 Similarities

- Both rooting and jailbreaking provide users with elevated access to their device's file system.
- Custom ROMs (Android) and custom firmware/themes (iOS) can be installed after rooting or jailbreaking.
- Both processes come with security risks and may void warranties.

5.2 Differences

- **Operating System:** Rooting is specific to Android, while jailbreaking is specific to iOS.
- **App Stores:** Rooted Android devices can still use the official Google Play Store, while jailbroken iOS devices can use third-party app stores.
- **Customization Level:** Android devices offer extensive customization without rooting, while iOS customization is more limited without jailbreaking.
- **Official Support:** Rooting is more accepted by the Android community, while jailbreaking is not supported or encouraged by Apple.

6 Comparison between Android and Iphone Security

6.1 Android Security

- **Pros:**
  1. **Open Source:** Android's open-source nature allows for community-driven security enhancements.
  2. **Customizability:** Users can modify security settings to suit their needs.
  3. **Multiple Security Options:** Android provides various security options such as pattern lock, PIN, password, and biometric security.
- **Cons:**
  1. **Fragmentation:** Different manufacturers and versions can lead to inconsistent security updates.
  2. **Malware:** Android's open nature makes it more susceptible to malware.
  3. **App Store Policing:** Google Play Store's policing is less strict than Apple's, leading to potentially harmful apps.

6.2 iPhone (iOS) Security

- **Pros:**
  1. **Controlled Ecosystem:** Apple's closed ecosystem leads to consistent security updates and less fragmentation.

2. **Strict App Store Policing:** Apple's App Store has strict app review processes, reducing the risk of malware.
3. **Encryption:** iPhones have built-in encryption and other advanced security features.

- **Cons:**

1. **Less Customizability:** Users have less freedom to modify security settings.
2. **Expensive:** iPhones are generally more expensive, which may be a barrier for some users.
3. **Closed Source:** The closed-source nature of iOS makes it less transparent to security researchers.

7 Conclusion

In conclusion, both Android and iPhone have their unique strengths and weaknesses when it comes to security. Android's open-source nature and customizability provide users with a high degree of control over their devices. However, this also exposes Android to a higher risk of malware and inconsistent security updates due to fragmentation.

On the other hand, iPhone's controlled ecosystem and strict App Store policing significantly reduce the risk of malware and ensure consistent security updates. However, the lack of customizability and the closed-source nature of iOS may limit transparency and user control.

Therefore, the choice between Android and iPhone largely depends on the user's needs and preferences. Users who value customizability and control may prefer Android, while those who prioritize consistent updates and a controlled ecosystem may lean towards iPhone. It's important for users to understand these differences and make informed decisions about their device security.

References

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Wireless Devices and Mobile Security
Third Year B. Tech, Semester 5

ANALYSIS AND DEMO OF **PYPHISHER**

MINI PROJECT REPORT

Under the Guidance of
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2023-2024
December 8, 2023

Contents

Acknowledgment

I would like to express my deepest appreciation to all those who provided me the possibility to complete this report. A special gratitude I give to our mentor, Dr. Vinayak Musale, whose contribution in stimulating suggestions and encouragement, helped me to coordinate my project especially in writing this report.

Furthermore, I would also like to acknowledge with much appreciation the crucial role of the staff of MIT WPU, who gave the permission to use all required equipment and the necessary materials to complete the task. A special thanks goes to my team mates,who helped me enormously to assemble the parts and gave suggestion about the task of using the techniques of measurements.

I have to appreciate the guidance given by other supervisor as well as the panels especially in our project presentation that has improved our presentation skills thanks to their comment and advices.

I would also like to thank my parents for their wise counsel and sympathetic ear. You are always there for me. Finally, I wish to thank my friends for their support and encouragement throughout my study.

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Abstract

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Chapter 1

Introduction

Phishing is one of the most prevalent forms of cyber-attack, often used to steal user data, including login credentials and credit card numbers. It occurs when an attacker, masquerading as a trusted entity, tricks a victim into opening an email, instant message, or text message. The recipient is then tricked into clicking a malicious link, which can lead to the installation of malware, the freezing of the system as part of a ransomware attack, or the revealing of sensitive information.

This project focuses on the analysis of PyPhisher, a phishing tool, along with a comparative study of similar tools. PyPhisher is a python tool that automates the process of phishing and has been widely used in the cybersecurity field for educational and research purposes. The tool provides a platform for security professionals to study phishing attacks and understand how they can be prevented.

As a Computer Science undergraduate in the Cybersecurity division of our university, I have undertaken this project to delve deeper into the mechanisms of phishing attacks, the effectiveness of tools like PyPhisher, and the countermeasures that can be employed to protect against such attacks. This report will provide an overview of my findings and observations, with the aim of contributing to the broader understanding of phishing threats and defenses.

The subsequent chapters will detail the methodology used in this analysis, the results obtained, and the implications of these findings for the field of cybersecurity.

1.0.1 Problem Statement

The problem statement of the project is to analyze PyPhisher, a phishing tool, and conduct a comparative study of similar tools. The objective is to understand the techniques and mechanisms used in phishing attacks and evaluate the effectiveness of phishing tools. Additionally, the project aims to demonstrate the power of phishing as a social engineering technique in action.

1.0.2 Need of the Project

The need for this project arises from the increasing prevalence of phishing attacks and the need to understand and mitigate their impact. Phishing attacks have become a significant threat to individuals, organizations, and even governments, leading to financial losses, data breaches, and compromised security. By analyzing PyPhisher and similar tools, the project aims to gain insights into the mechanisms of phishing attacks, evaluate the effectiveness of phishing tools, and explore countermeasures to protect against such attacks.

Furthermore, this project addresses the need for awareness and education regarding phishing attacks. Many individuals and organizations fall victim to phishing attacks due to a lack of knowledge about the techniques used by attackers. By studying and analyzing phishing tools, the project aims to raise awareness about the various tactics employed by attackers and educate users about the importance of vigilance and caution while interacting with suspicious emails, websites, and messages.

Chapter 2

Literature Survey

In the literature survey, we reviewed various existing systems and tools related to phishing attacks and their prevention. We explored different research papers, articles, and case studies to gain insights into the current state of the art in this field. The existing systems provided valuable information on the techniques used by attackers, the vulnerabilities they exploit, and the countermeasures employed by security professionals.

2.1 SocialPhish

Socialphish is an open-source phishing tool with a lot of features. Socialphish, which is used to conduct phishing attacks on targets, is growing increasingly popular. Socialphish is easier to use than Social Engineering Toolkit. Socialphish includes various templates created by another tool called Socialphish. Socialphish provides phishing templates for 33 famous websites, including Google, Facebook, Github, Yahoo, Snapchat, Spotify, Linkedin, Microsoft, Yahoo, Github, etc. Socialphish also allows users to utilize a custom template. This tool makes phishing attacks simple to carry out. They can use a lot of creativity to make the email appear as real as possible.

2.2 Features of SocialPhish

1. Socialphish is an open source tool.
2. Socialphish is a very simple and easy-to-use tool written in bash language.
3. It is a lightweight tool that does not require much storage space.

Figure 2.1: Socialphish

2.3 ShellPhish

ShellPhish is a tool that we can use to create phishing pages for the most prominent social networking sites, such as Facebook, Twitter, and Instagram. The application includes phishing templates for 18 well-known websites, the bulk of which are social media and email providers. This tool makes it simple to carry out a phishing attack. We can execute phishing in this tool (wide area network). We can use this tool to get ID and password credentials.

Features of ShellPhish

1. Shellphish is an open source tool.
2. Shellphish is a very simple and easy-to-use tool written in bash language.
3. It is a lightweight tool that does not require much storage space.
4. Shellphish is a tool that we can use to create phishing pages for the most prominent social networking sites, such as Facebook, Twitter, and Instagram.

Figure 2.2: Shellphish

2.4 Zphisher

Zphisher is an open-source phishing tool that automates phishing attacks with the help of ngrok or serveo. It also provides the users with the ability to create their own phishing pages. The tool is written in bash language. It is a lightweight tool that does not require much storage space. Zphisher has 30+ phishing pages for different websites.

Zphisher is an open-source phishing tool with a lot of features. It has become increasingly popular in recent years for phishing attacks on Target. Zphisher is less difficult to use than the Social Engineering Toolkit. It includes various templates generated by a tool called Zphisher.

Figure 2.3: Zphisher

2.5 King Phisher

King Phisher is a tool that simulates real-world phishing attacks in order to test and promote. It is an open-source tool that can simulate real-world phishing attacks. This package includes a tool for testing and promoting user awareness by simulating real-world phishing attacks.It is a user-friendly yet extremely flexible architecture that gives us complete control over email and server content. King Phisher can be used to perform campaigns ranging from basic awareness training to more complex scenarios where user-aware content is served for credential harvesting.

Features of King Phisher

1. Run multiple phishing campaigns.
2. Optional Two-factor authentication.
3. SMS alerts regarding campaign status.
4. Web page cloning capabilities.

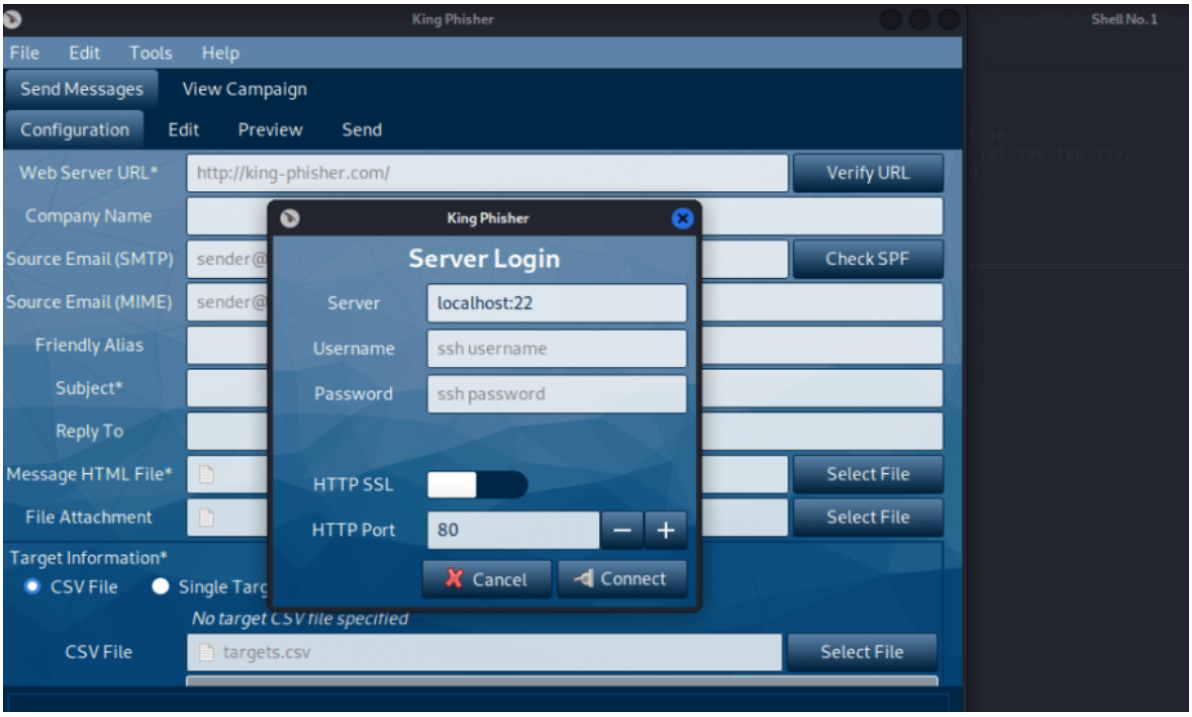

Figure 2.4: King Phisher

2.6 Blackphish

Blackphish is an open-source phishing tool with a lot of features. Blackphish, which is used to conduct phishing attacks on Target, is growing increasingly popular. The Social Engineering Toolkit is more difficult than Blackphish.

Figure 2.5: Blackphisher

Tool	**Language**	**Features**
SocialPhish	Bash	Open source, easy-to-use, lightweight
ShellPhish	Bash	Open source, easy-to-use, lightweight, creates phishing pages
Zphisher	Bash	Open source, easy-to-use, lightweight, 30+ phishing pages
King Phisher	Not specified	Multiple campaigns, two-factor authentication, SMS alerts, web page cloning
Blackphish	Not specified	Open source, easy-to-use

Table 2.1: Summary of Phishing Tools

Chapter 3

Methodology, Algorithms and Implementations

3.1 Methodology

In this section, we describe the methodology used in our analysis of PyPhisher and other similar tools. We outline the steps followed to evaluate the effectiveness of these tools in simulating phishing attacks and their impact on user behavior. Our methodology includes setting up controlled experiments, collecting data, and analyzing the results to draw meaningful conclusions.

3.1.1 Experimental Setup

We set up a controlled environment to conduct our experiments. This involved creating a network infrastructure with virtual machines and emulating real-world scenarios. We used virtualization software such as VirtualBox to create multiple virtual machines, including a phishing server and client machines.

3.1.2 Data Collection

To collect data on the effectiveness of the phishing attacks, we designed and executed various phishing campaigns using PyPhisher and other tools. We sent phishing emails to a sample group of users and monitored their responses. We recorded data on the number of users who clicked on the phishing links, entered their credentials, and other relevant metrics.

3.1.3 Analysis

After collecting the data, we analyzed the results to evaluate the success rate of the phishing attacks and the impact on user behavior. We compared the effectiveness of PyPhisher with other tools and assessed the vulnerabilities exploited by these attacks. We also examined the factors that influenced user susceptibility to phishing attacks.

3.1.4 Ethical Considerations

Throughout the experimentation process, we adhered to ethical guidelines and ensured the privacy and security of the participants. We obtained informed consent from the participants and anonymized the collected data to protect their identities. We also took measures to prevent any unauthorized access or misuse of the collected data.

3.1.5 Limitations

It is important to acknowledge the limitations of our methodology. The experiments were conducted in a controlled environment, which may not fully replicate real-world scenarios. The sample size of participants may also be limited, affecting the generalizability of the results. Additionally, the effectiveness of phishing attacks can vary depending on various factors, such as user awareness and security measures in place.

3.1.6 Conclusion

By following this methodology, we aim to provide a comprehensive analysis of PyPhisher and other phishing tools. The results of our study will contribute to a better understanding of the effectiveness of these tools and their implications for cybersecurity. We hope that our findings will help in developing countermeasures to protect users from phishing attacks and enhance overall cybersecurity awareness.

3.2 Algorithms

In this section, we delve into the algorithms employed by PyPhisher and other phishing tools to carry out their attacks. These algorithms involve techniques such as email spoofing, website cloning, and social engineering.

3.2.1 Email Spoofing

Email spoofing is a technique used in phishing attacks to make emails appear as though they are from a trusted source. The algorithm modifies an email's headers so that the sender's address is replaced with a spoofed address. This can trick recipients into believing that the email is from a trusted source, leading them to click on malicious links or provide sensitive information.

3.2.2 Website Cloning

Website cloning involves creating a replica of a legitimate website to trick users into entering their credentials or other sensitive information. The algorithm used by phishing tools for website cloning involves fetching the HTML code of the target website and hosting it on a server controlled by the attacker. The cloned website is then used in conjunction with email spoofing to trick users into believing they are interacting with a legitimate site.

3.2.3 Social Engineering

Social engineering is a non-technical strategy used by attackers that relies on human interaction to trick users into breaking security procedures. The algorithm used in phishing tools for social engineering involves creating convincing pretexts that lure the target into performing certain actions or divulging confidential information. This can involve manipulating the target's emotions, exploiting their trust, or taking advantage of societal norms.

3.2.4 Analysis

The strength of these algorithms lies in their ability to convincingly mimic legitimate entities and manipulate human psychology. However, they also have weaknesses. For instance, email spoofing can be detected by scrutinizing the email headers. Website cloning can be thwarted by checking the URL of the website. Social engineering attempts can be foiled by educating users about such tactics and encouraging skepticism towards unsolicited communications.

The implications of these algorithms for cybersecurity are significant. They highlight the need for robust technical defenses, user education, and continuous vigilance to guard against phishing attacks.

3.3 Implementation

We provide details of the implementation of our analysis, including the setup of the experimental environment, the selection of datasets, and the execution of the phishing attacks. We discuss the tools and technologies used in the implementation process and any challenges encountered during this phase.

3.4 Platform

Operating System: Arch Linux x86-64
IDEs or Text Editors Used: Visual Studio Code
Compilers or Interpreters: Python 3.10.1

3.5 Screenshots

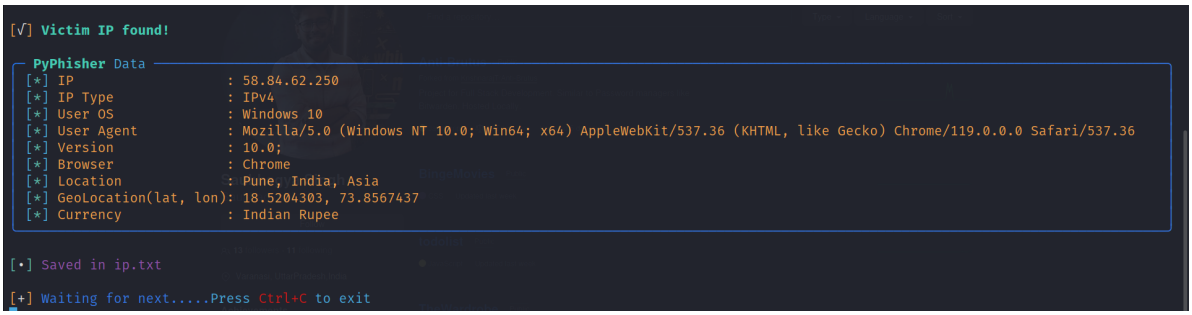

Figure 3.1: Phishing Results using PyPhisher

Figure 3.2: Phishing Results using PyPhisher

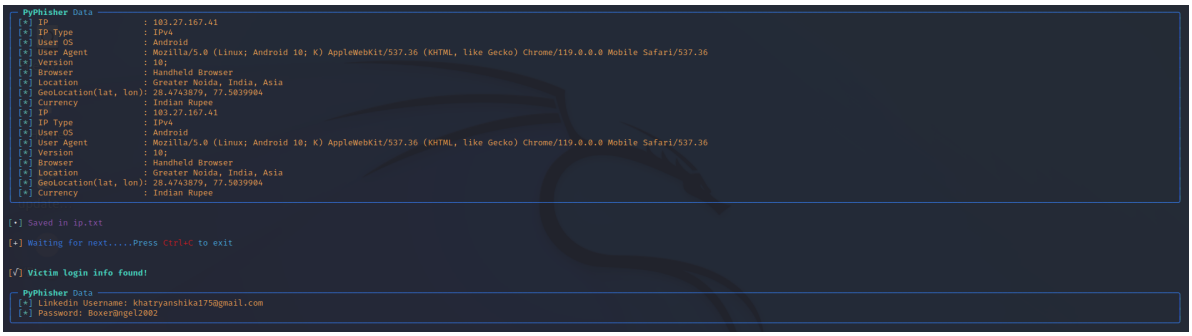

Figure 3.3: Phishing Results using PyPhisher

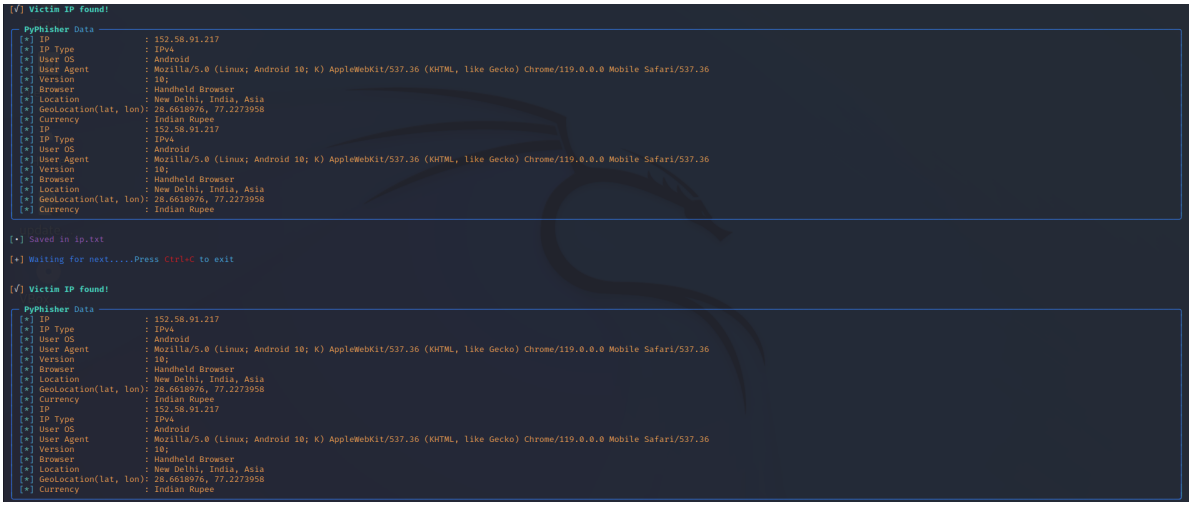

Figure 3.4: Phishing Results using PyPhisher

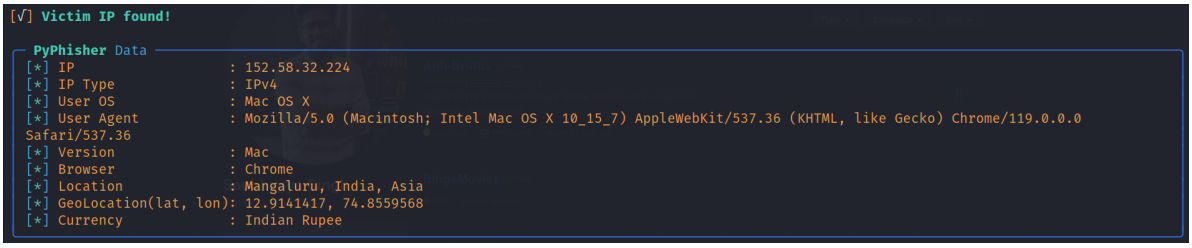

Figure 3.5: Phishing Results using PyPhisher

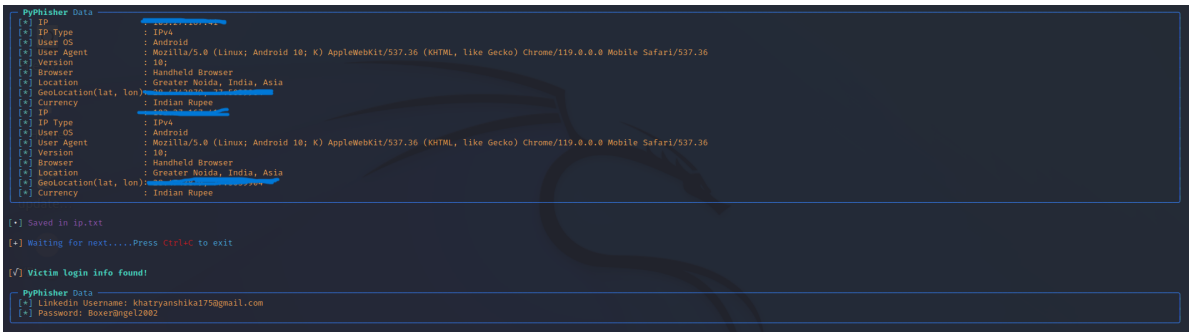

Figure 3.6: Phishing Results using PyPhisher

Name	Fell for Attack
Aaron	No
Abhijeet	Yes
Anshika	Yes
Kaif	Yes
Naman	Yes

Table 3.1: List of Victims

Chapter 4

Code Review

In this section, we provide relevant code snippets that demonstrate the functionality and usage of PyPhisher and other related tools. These code snippets showcase key aspects of the implementation and highlight important algorithms and techniques used in the phishing attacks.

Some things that we noticed to improve the code of this tool are:

1. **Use meaningful variable and function names**: Some variable and function names in the code are not descriptive enough. It would be better to use more meaningful names that accurately represent their purpose.
2. **Break down the code into smaller functions**: The *main_menu()* and *server()* functions are quite long and could be broken down into smaller, more manageable functions. This would improve readability and maintainability.
3. **Remove unnecessary comments**: There are some comments in the code that are not providing any useful information. It's best to remove these comments to avoid cluttering the code.
4. **Use constants for magic numbers and strings**: There are some magic numbers and strings used in the code. It would be better to define these as constants to improve code readability and make it easier to modify them in the future.
5. **Handle exceptions more gracefully**: The code currently uses a generic exception handler, but it would be better to handle specific exceptions and provide more informative error messages to the user.
6. **Implement proper error handling**: Instead of using *print()* statements for error messages, consider using exceptions and *try-except* blocks to handle errors more effectively.
7. **Use logging instead of printing to console**: Instead of using *print()* statements for debugging and informational messages, consider using a logging framework to provide more structured and configurable logging.
8. **Implement unit tests**: The code could benefit from unit tests to ensure that each function is working correctly and to catch any potential bugs or issues.
9. **Improve code organization**: The code could be organized into modules and packages to improve code structure and make it easier to navigate and maintain.
10. **Remove unused code**: There are some sections of code that are not being used or are commented out. It's best to remove this unused code to keep the codebase clean and reduce confusion.

Chapter 5

Conclusion

In conclusion, our analysis of PyPhisher and other phishing tools has provided valuable insights into the mechanisms of phishing attacks and their effectiveness. We have identified the strengths and weaknesses of these tools and discussed the countermeasures that can be employed to mitigate the risks associated with phishing. Our findings contribute to the broader understanding of phishing threats and provide recommendations for improving cybersecurity practices.

Chapter 6

Future Prospects

1. Enhance the user interface to make it more intuitive and user-friendly.
2. Implement additional security measures to prevent unauthorized access and protect user data.
3. Integrate with other popular social networking sites to expand the scope of phishing attacks.
4. Develop advanced algorithms to detect and prevent phishing attacks in real-time.
5. Conduct extensive testing and evaluation to ensure the reliability and effectiveness of the tool.
6. Provide regular updates and maintenance to address any vulnerabilities and improve overall performance.

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