

# **cyber security and cryptography**

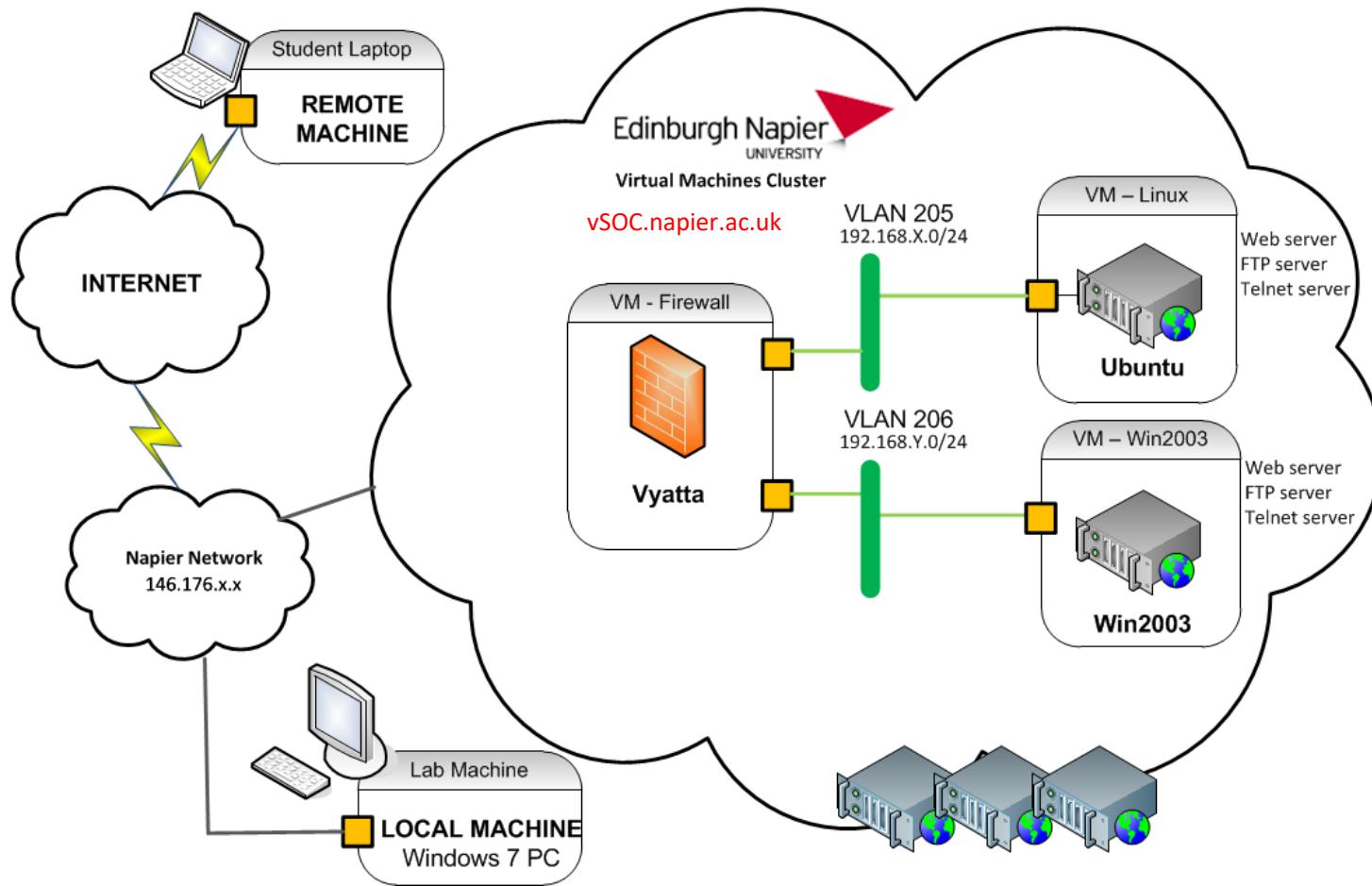
**csn08703/09112**

**Practical Labs**

**Rich Macfarlane, 2019**

# Practical Labs – Perimeter Network

- Vyatta Firewall – Wireshark on DMZ Server



# Practical Labs

## Practical Labs

- Aim to develop practical skills, building understanding by exploration of authentic virtual environment
- Examples of theory, using real word tools
- Skills mainly towards coursework assessment, as well as future modules
- Keep a Log Book towards using for practical assessment
  - Paper Notebook/Electronic Document with Screen Shots
  - Print out or download pdf Labs and annotate

# Practical Labs

## Remotely accessible vSOC vSphere virtualised environment – read getting started pages



vSOC virtual environment - Getting Started

Edit

This doc describes the steps required to get started with the vSOC vSphere virtualisation platform used for the practical lab \



Practical Lab - Vyatta Firewall and Wireshark

Edit

Practical lab to introduce the virtual environment, including the creation of a perimeter firewall infrastructure using Vyatta firew and analysis with Wireshark, and some network-based attack exploration. The default gateway address is below:

DEFAULT\_GW\_ADDR 10.211.3.254



vSphere Student VM Groups for Lab IP Addressing

Edit



Vyatta Command Reference

Edit

Full Vyatta Firewall command ref document. First few pages of document has useful examples of how to use main configura etc.

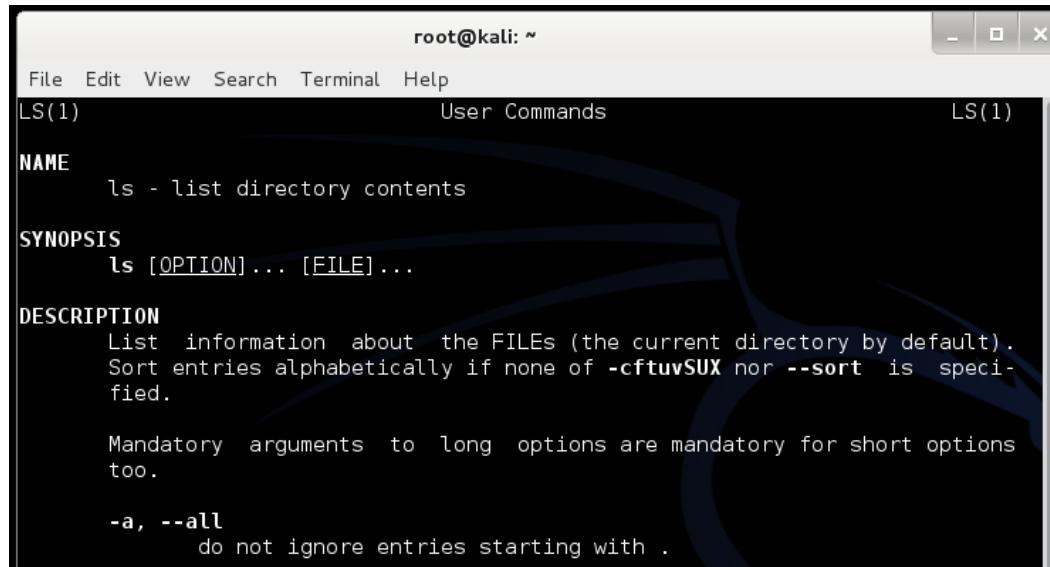
# Practical Labs

- **Command Line Commands/Tools**

## Using Tools (especially security tools)

- Look at tool and understand what it does FIRST... **man page**
- Only then run tool
- Do not run tool if you do not know what it does!

Check the options of the ls command by viewing the man page for the command:



The screenshot shows a terminal window titled "User Commands" with the command "LS(1)" entered. The window title bar also displays "root@kali: ~". The terminal content is the man page for the ls command:

```
root@kali: ~
File Edit View Search Terminal Help
LS(1)                               User Commands                         LS(1)

NAME
    ls - list directory contents

SYNOPSIS
    ls [OPTION]... [FILE]...

DESCRIPTION
    List information about the FILEs (the current directory by default).
    Sort entries alphabetically if none of -cftuvSUX nor --sort is specified.

    Mandatory arguments to long options are mandatory for short options too.

-a, --all
        do not ignore entries starting with .
```

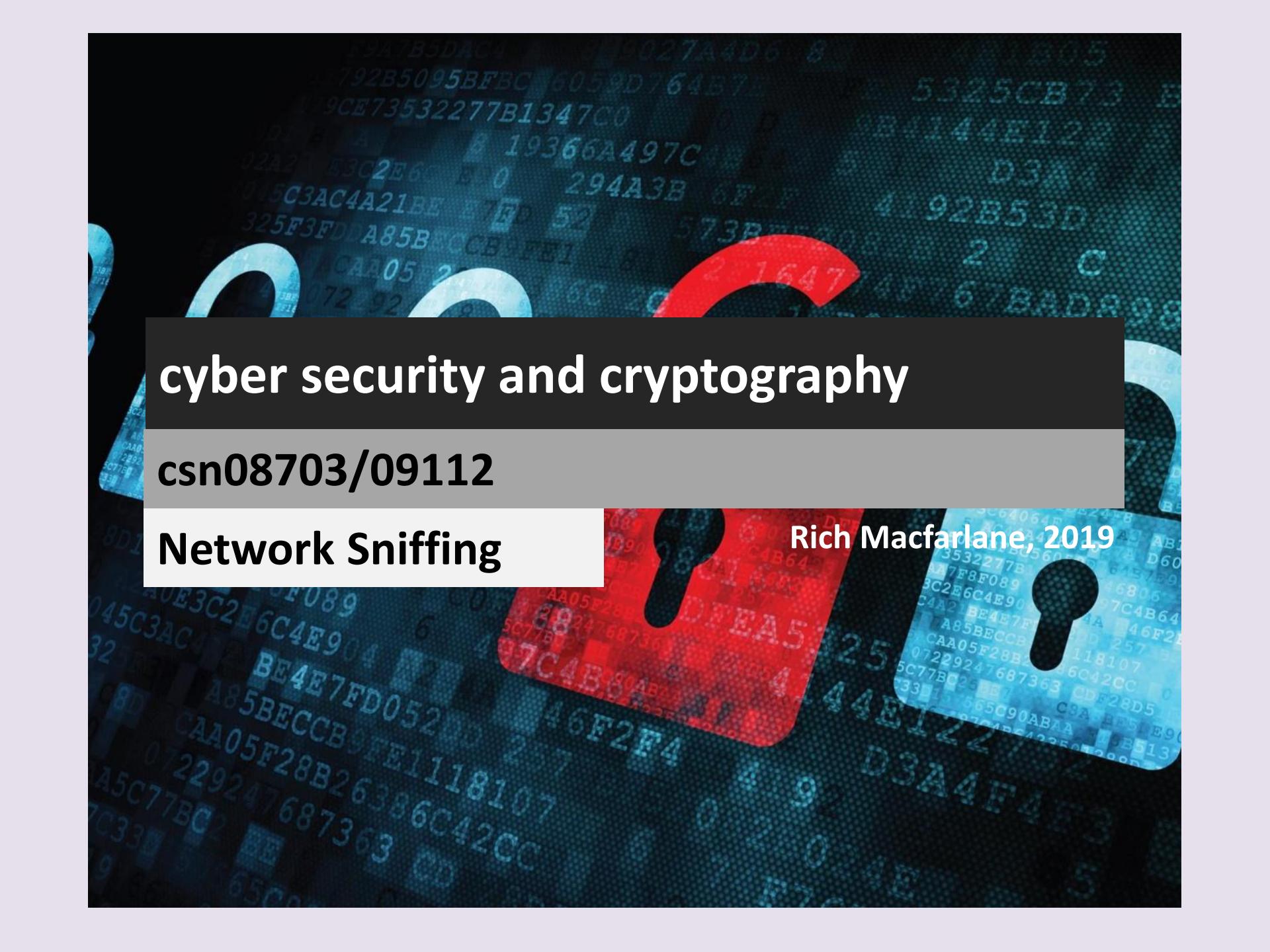
**Note:** f – forward a page, b – back a page, q - quit

# Labs – OS Basic Commands

- Windows/Linux basic commands
  - Get help with commands
    - Linux: man page : cmd line, -h –help flags
    - Windows: /? Flag
  - Filesystem
    - Lixux: pwd, cd, ls
    - Windows: cd, dir
  - File content
    - Lixux: cat, less
    - Windows: type
  - Filtering content
    - Lixux: grep, redirecting output > <
    - Windows: findstr

# Lab s – OS – Networking Config

- Windows/Linux networking
  - Network Configuration
    - Linux: ip addr, ifconfig, ip route, route
    - Windows: GUI, ipconfig, route -a
  - Network Connectivity
    - Linux: ping, traceroute
    - Windows: ping, tracert
  - Viewing Network Services
    - Linux: netstat, ss
    - Windows: netstat -a
  - Network Traffic Creation
    - hping, netcat – craft packets, mimic clients/servers



# **cyber security and cryptography**

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**Network Sniffing**

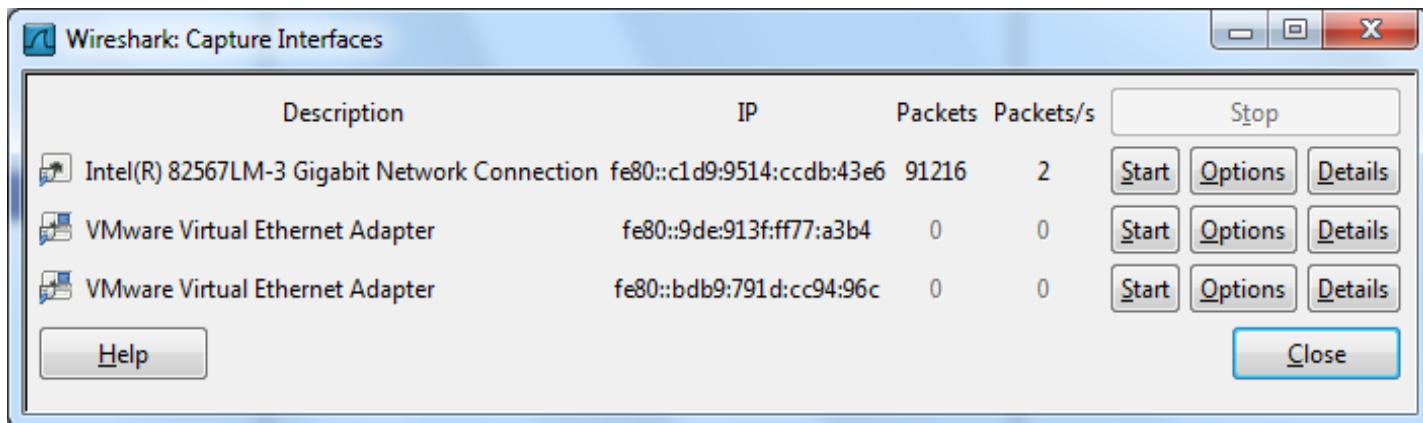
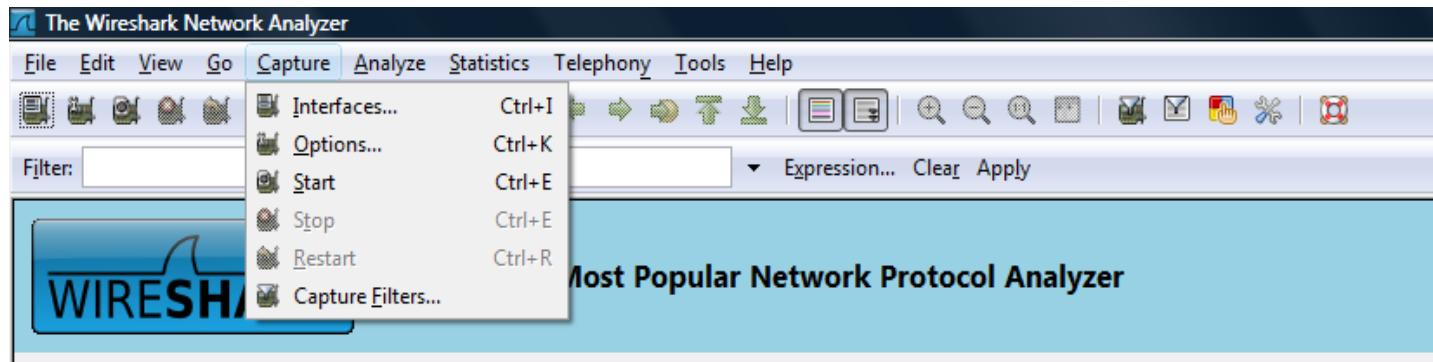
**Rich Macfarlane, 2019**

# Wireshark Packet Sniffing/Analysis

- Wireshark
  - Free industry standard packet capture/analysis tool
  - Powerful built in analysis tools
    - Filtering – capture and display
    - Statistics
    - Protocol specific analysis – rebuilding streams
    - Pcap files - format can be read/written by many tools
  - Download malware/attack pcap's and analyse

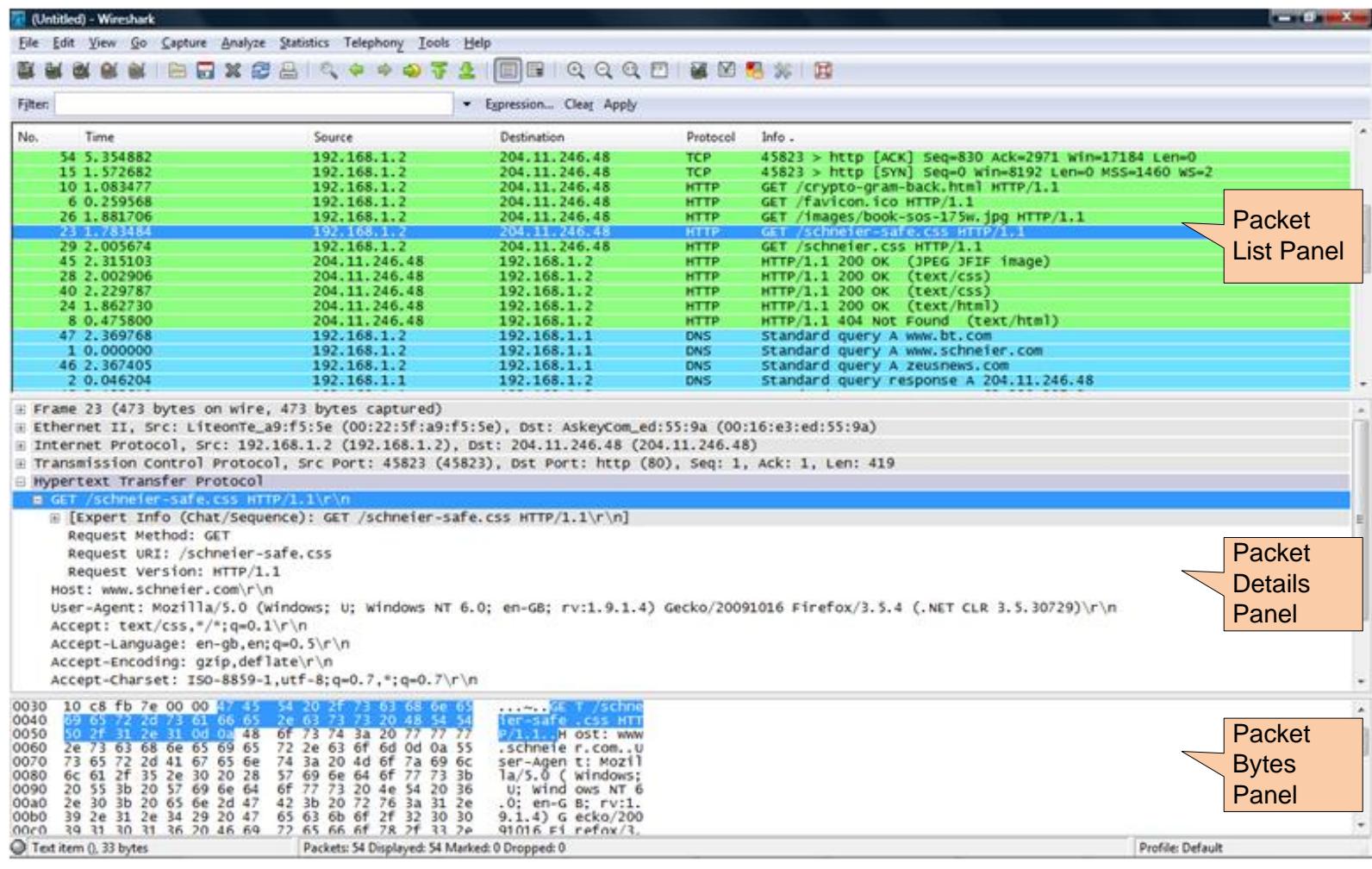
# Wireshark Packet Sniffing/Analysis

- Wireshark – Capturing on an Interface



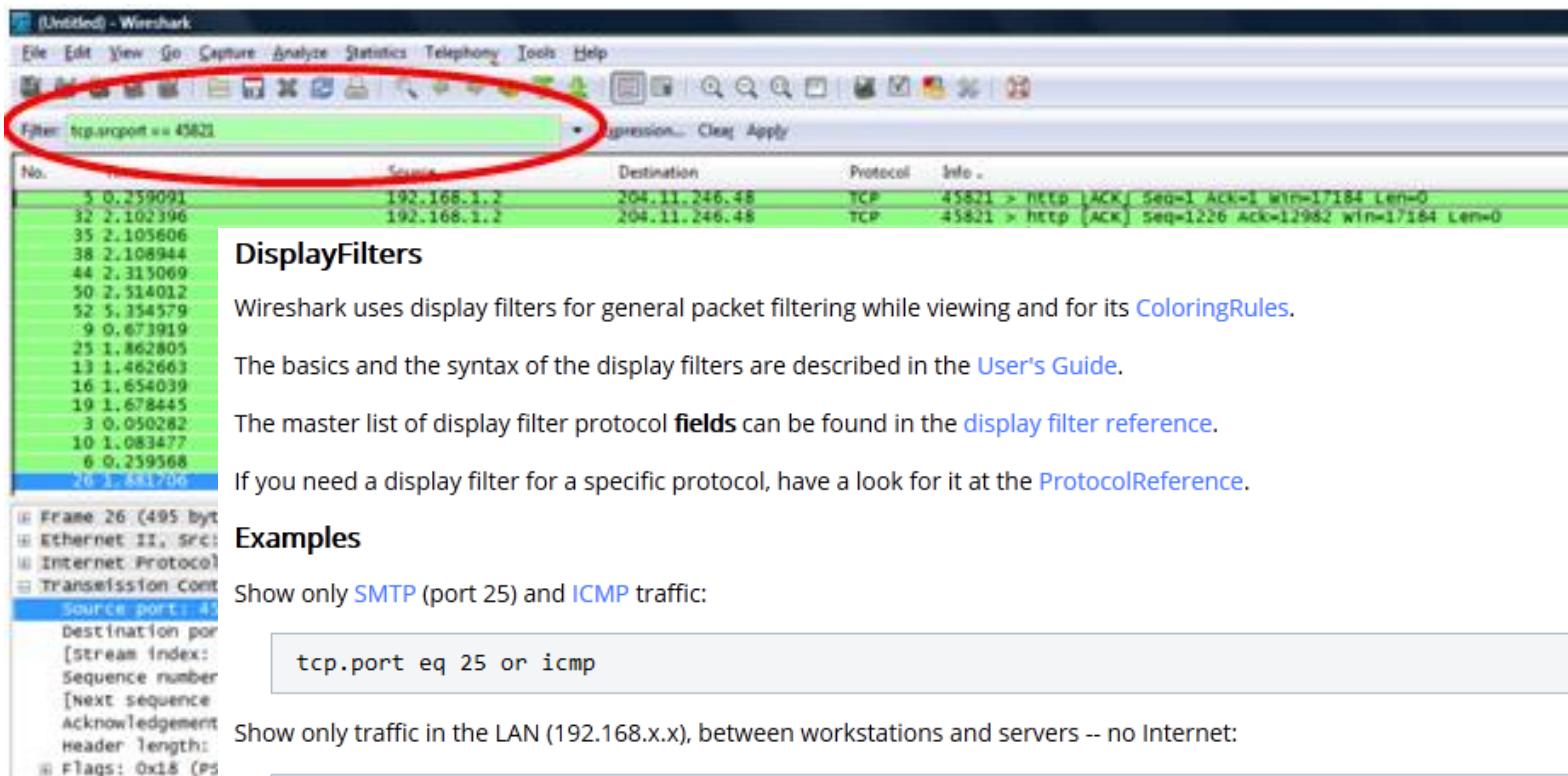
# Wireshark Packet Sniffing/Analysis

- Wireshark - Panels



# Wireshark Packet Sniffing/Analysis

- Wireshark – Display Filters



TCP buffer full -- *Source is instructing Destination to stop sending data*

```
tcp.window_size == 0 && tcp.flags.reset != 1
```



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**Network Scanning**

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# Nmap Port Scanner

## Nmap is ‘the’ Network Scanner

- Configurable scan types + spoofing, fragmentation
- Host sweeping
- Port scanning
- Operating System Fingerprinting
- Network Tracing
- Vulnerability Scanning with the Nmap Scripting Engine (NSE)
- Hacking Brains  
in Elysium!



# Nmap

## Nmap

– Help Page: **nmap - h**

Split into sections on various types of scanning (pipe into less or file)

```
Nmap 6.25 ( http://nmap.org )
Usage: nmap [Scan Type(s)] [Options] {target specification}
TARGET SPECIFICATION:
  Can pass hostnames, IP addresses, networks, etc.
  Ex: scanme.nmap.org, microsoft.com/24, 192.168.0.1; 10.0.0-255.1-254
  -iL <inputfilename>: Input from list of hosts/networks
  -iR <num hosts>: Choose random targets
  --exclude <host1[,host2][,host3],...>: Exclude hosts/networks
  --excludefile <exclude_file>: Exclude list from file
HOST DISCOVERY:
  -sL: List Scan - simply list targets to scan
  -sn: Ping Scan - disable port scan
  -Pn: Treat all hosts as online -- skip host discovery
  -PS/PA/PU/PY[portlist]: TCP SYN/ACK, UDP or SCTP discovery to given ports
  -PE/PP/PM: ICMP echo, timestamp, and netmask request discovery probes
  -PO[protocol list]: IP Protocol Ping
  -n/-R: Never do DNS resolution/Always resolve [default: sometimes]
  --dns-servers <serv1[,serv2],...>: Specify custom DNS servers
  --system-dns: Use OS's DNS resolver
  --traceroute: Trace hop path to each host
```

KALI LINUX

# Nmap - Host Discovery

## Nmap Host Discovery

```
nmap -sP -n target_IP_Address(s)
```

**-sP:** only perform host discovery, not portscan ( latest **-sn**)

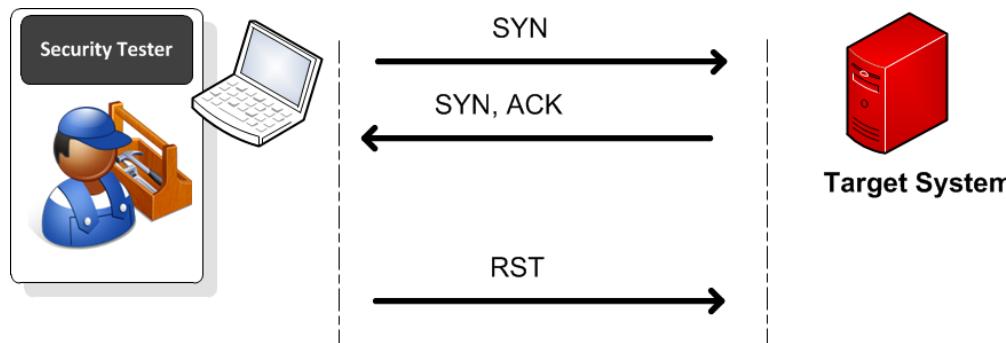
**-n:** Don't do DNS resolution - use for all scanning tools

```
root@kali:~# nmap -sn scanme.nmap.org -n          The quieter you become, the more you are heard
Starting Nmap 6.25 ( http://nmap.org ) at 2014-02-10 08:55 EST
Nmap scan report for scanme.nmap.org (74.207.244.221)
Host is up (0.00010s latency).
Nmap done: 1 IP address (1 host up) scanned in 0.01 seconds
```

# Nmap TCP Scan Types

## TCP SYN Scan:

- ‘Half Open’ or ‘SYN Stealth’ Scan
  - `nmap -sS target_IP_Address`
  - Does not complete the 3-way TCP handshake
  - Faster scan, and non-completed connection less likely to be logged
  - **Default scan** if nmap running with root privileges
- Responses:
  - SYN-ACK: Port Open, RST: Port Closed, ICMP or No response: Port Filtered



# Nmap TCP Scan Types

## TCP SYN Scan:

`nmap -sS target_IP_Address`

- Open Ports reply with SYN-ACK, and then connection RST

192.168.190.134	192.168.190.132	TCP	60 imap > 60863 [RST, ACK] Seq=1 Ack=1
192.168.190.134	192.168.190.132	TCP	60 rtsp > 60863 [RST, ACK] Seq=1 Ack=1
192.168.190.132	192.168.190.134	TCP	58 60863 > domain [SYN] Seq=0 Win=1024
192.168.190.132	192.168.190.134	TCP	58 60863 > ftp [SYN] Seq=0 Win=1024 Len=0
			60 <Ignored>
			60 <Ignored>
192.168.190.132	192.168.190.134	TCP	54 60863 > epmap [RST] Seq=1 Win=0 Len=0
192.168.190.134	192.168.190.132	TCP	60 http-alt > 60863 [RST, ACK] Seq=1 Ack=1
192.168.190.134	192.168.190.132	TCP	60 domain > 60863 [RST, ACK] Seq=1 Ack=1
192.168.190.134	192.168.190.132	TCP	60 ftp > 60863 [SYN, ACK] Seq=0 Ack=1 Win=0
192.168.190.132	192.168.190.134	TCP	54 60863 > ftp [RST] Seq=1 Win=0 Len=0
192.168.190.132	192.168.190.134	TCP	58 60863 > auth [SYN] Seq=0 Win=1024 Len=0

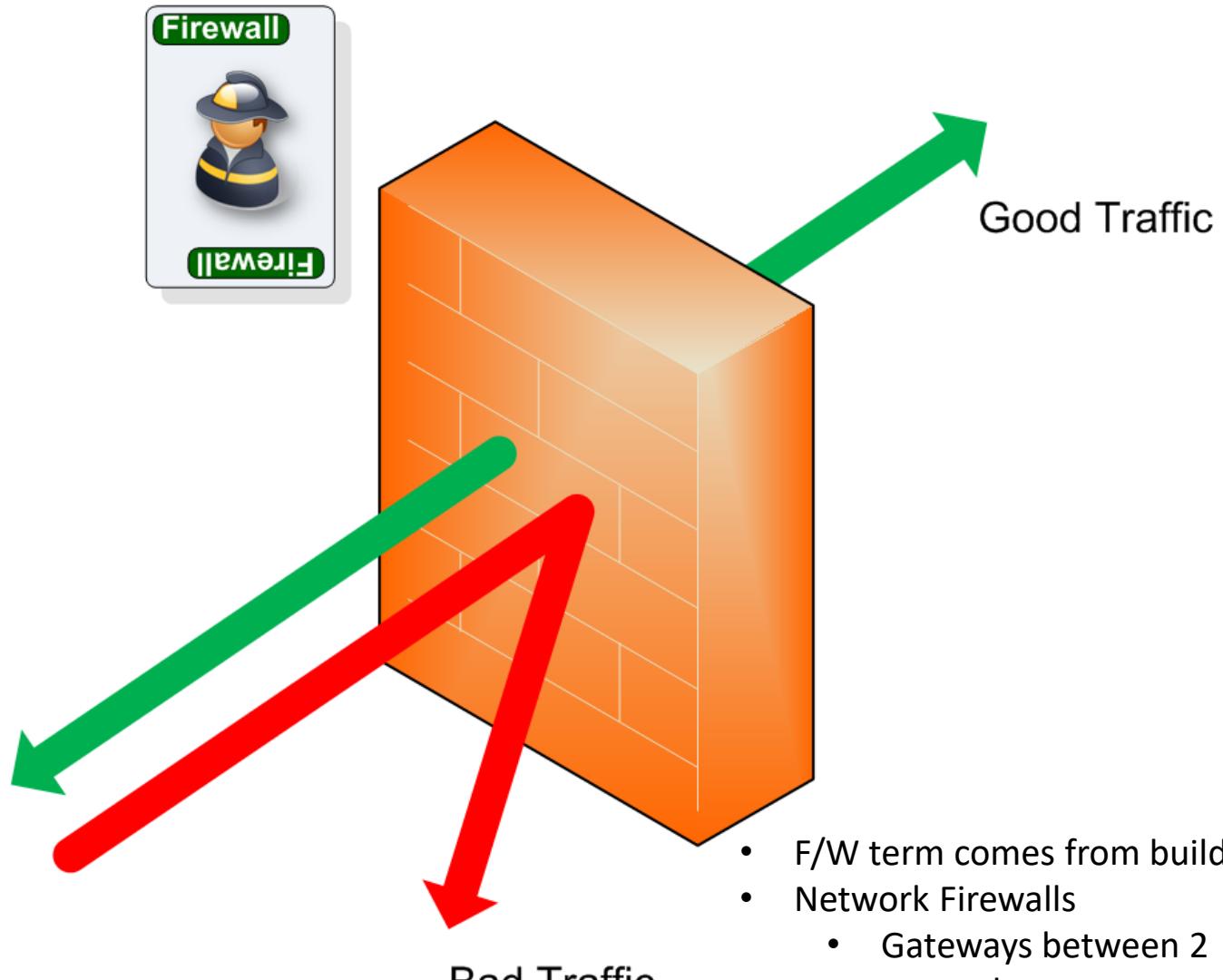


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**Firewalling**

**Rich Macfarlane, 2019**



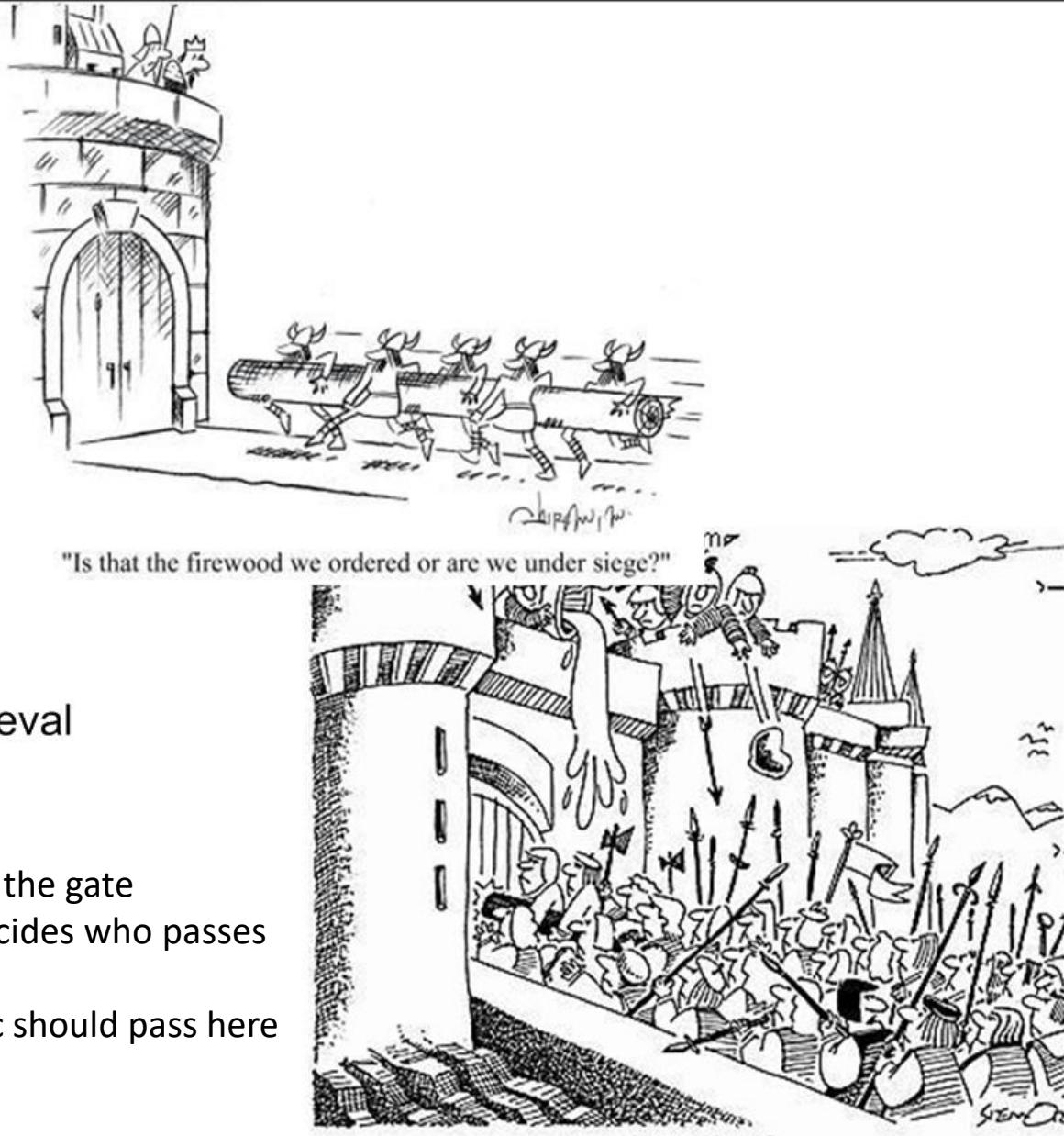
Bad Traffic

- F/W term comes from buildings
- Network Firewalls
  - Gateways between 2 networks
  - Allow Good traffic to pass
  - Reject Bad traffic



Firewall is like a medieval castle gate

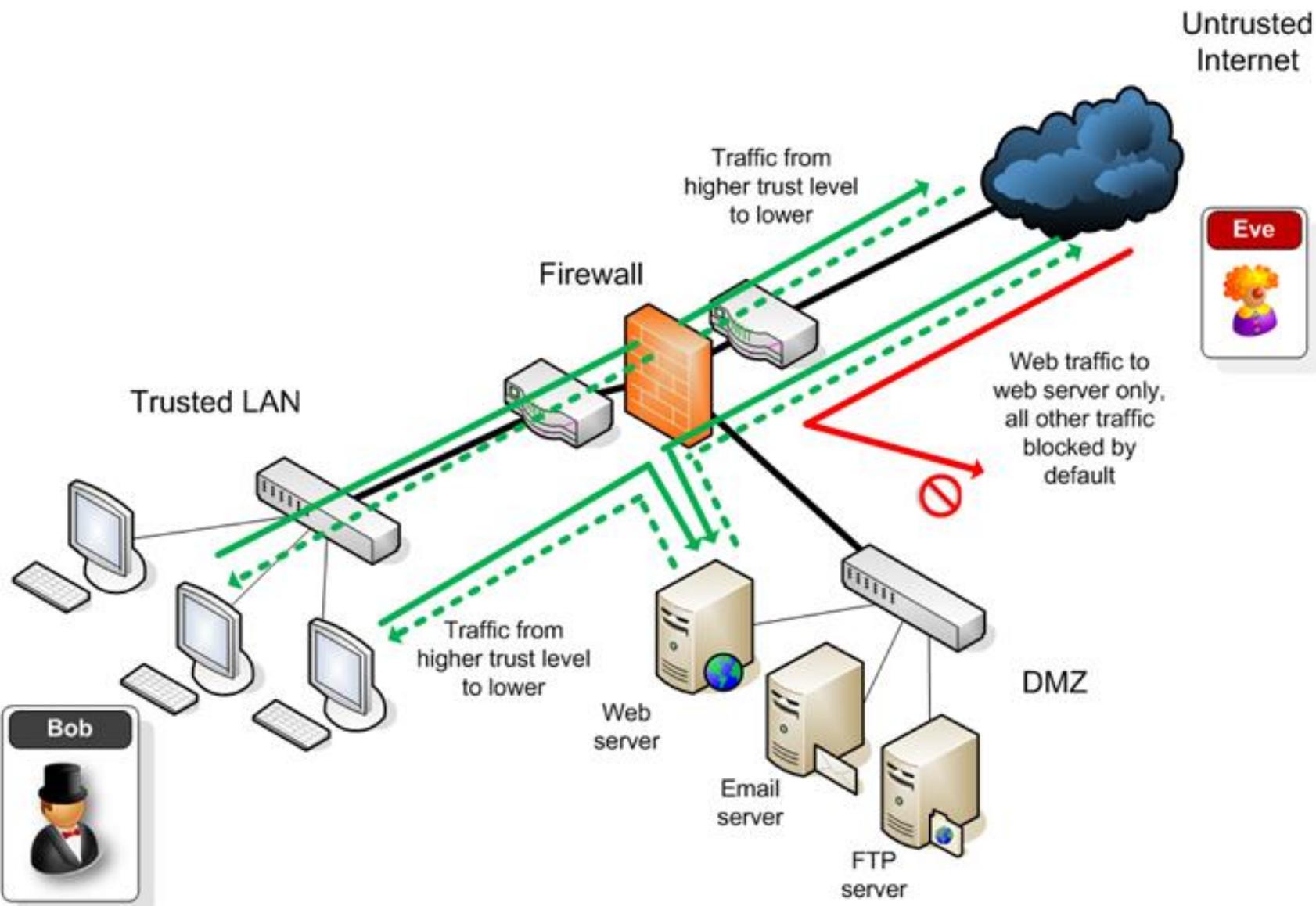
- Walls funnel people to the gate
- Guard on the gate - decides who passes through
- Choke point – all traffic should pass here



Author: Rich Macfarlane

# Lab 1 – Vyatta Firewall

- Vyatta - CLI
  - Command modes
    - Operational command mode
    - Help
      - help | more
      - show ?
      - show configuration/interfaces
  - Configuration command mode
    - configure
      - set ... system/interfaces/services ...
      - commit
      - save
    - exit



Firewall DMZ Traffic Flow

# Lab 1 – Vyatta Firewall Config

- Vyatta - CLI
  - Zone-based Firewalling

## Zones

```
set zone-policy zone private description "Inside"
set zone-policy zone private interface eth1
set zone-policy zone dmz description "DMZ"
set zone-policy zone dmz interface eth2
```

## Firewall Rulesets

```
set firewall name private2dmz description "Private to DMZ"
set firewall name private2dmz rule 10 action accept
set firewall name private2dmz rule 10 destination port 80,443
set firewall name private2dmz rule 10 protocol tcp

set firewall name dmz2private description "DMZ to private"
set firewall name dmz2private rule 1 action accept
set firewall name dmz2private rule 1 state established enable
set firewall name dmz2private rule 1 state related enable
```

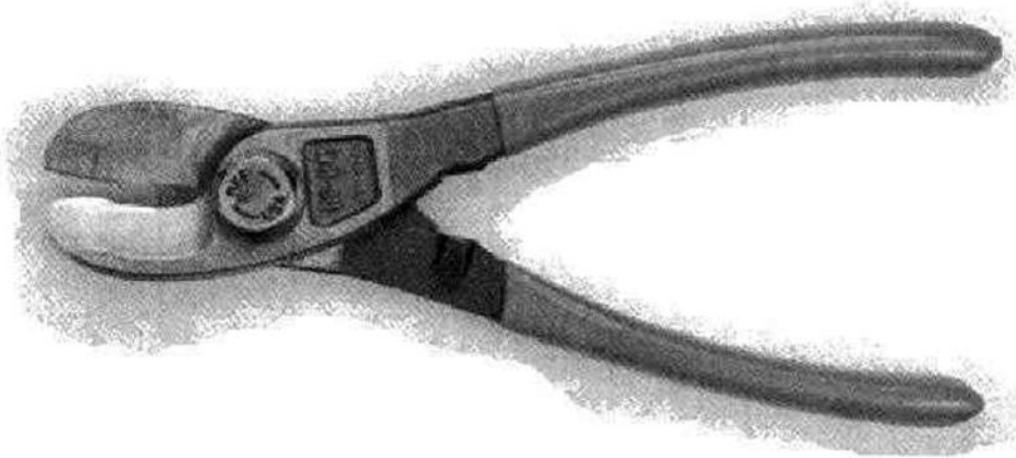
## Rulesets applied to Zone Pairs

```
set zone-policy zone private from dmz firewall name dmz2private
set zone-policy zone dmz from private firewall name private2dmz
```

*(review and fix any issues)*

commit

[https://wiki.vyos.net/wiki/User\\_Guide](https://wiki.vyos.net/wiki/User_Guide)



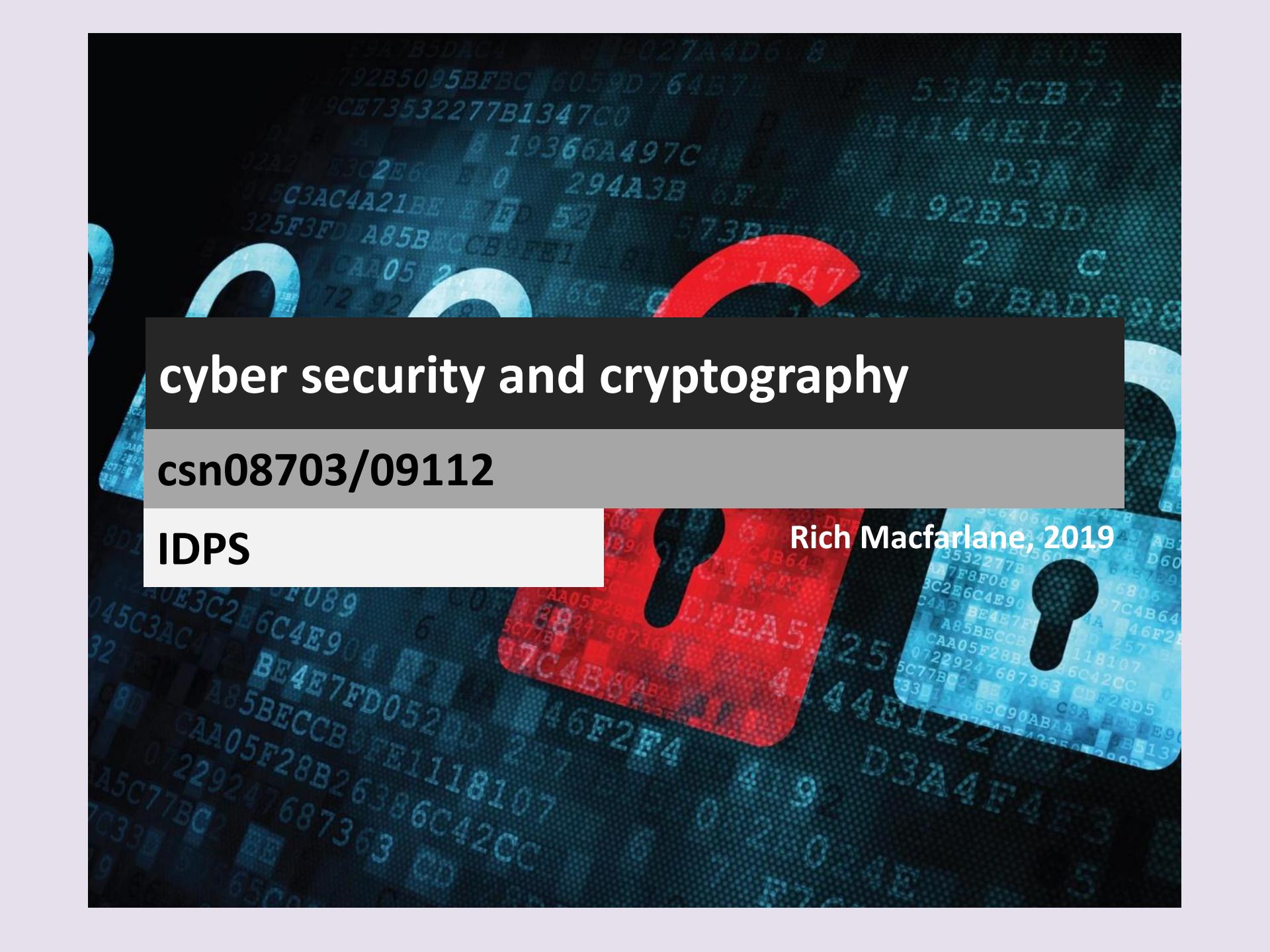
## The ULTIMATELY Secure Firewall

**For Internet use** install the firewall between the demarc of the T1 to the Internet. Place the jaws of the firewall across the T1 line lead, and bear down firmly. When your Internet service provider's network operations center calls to inform you that they have lost connectivity to your site, the firewall is correctly installed.

The fact is, that if you're connecting your network to anything else, you're running a risk. Period. Usually, that risk can be reduced, often dramatically, by employing basic security precautions such as firewalls. But a firewall is a risk reduction system, it is not a risk mitigation system -- there is, always, some danger that something can go fatally wrong with anything built by humans.

The firewall above is the only 100% guaranteed secure solution.

**Marcus J. Ranum**



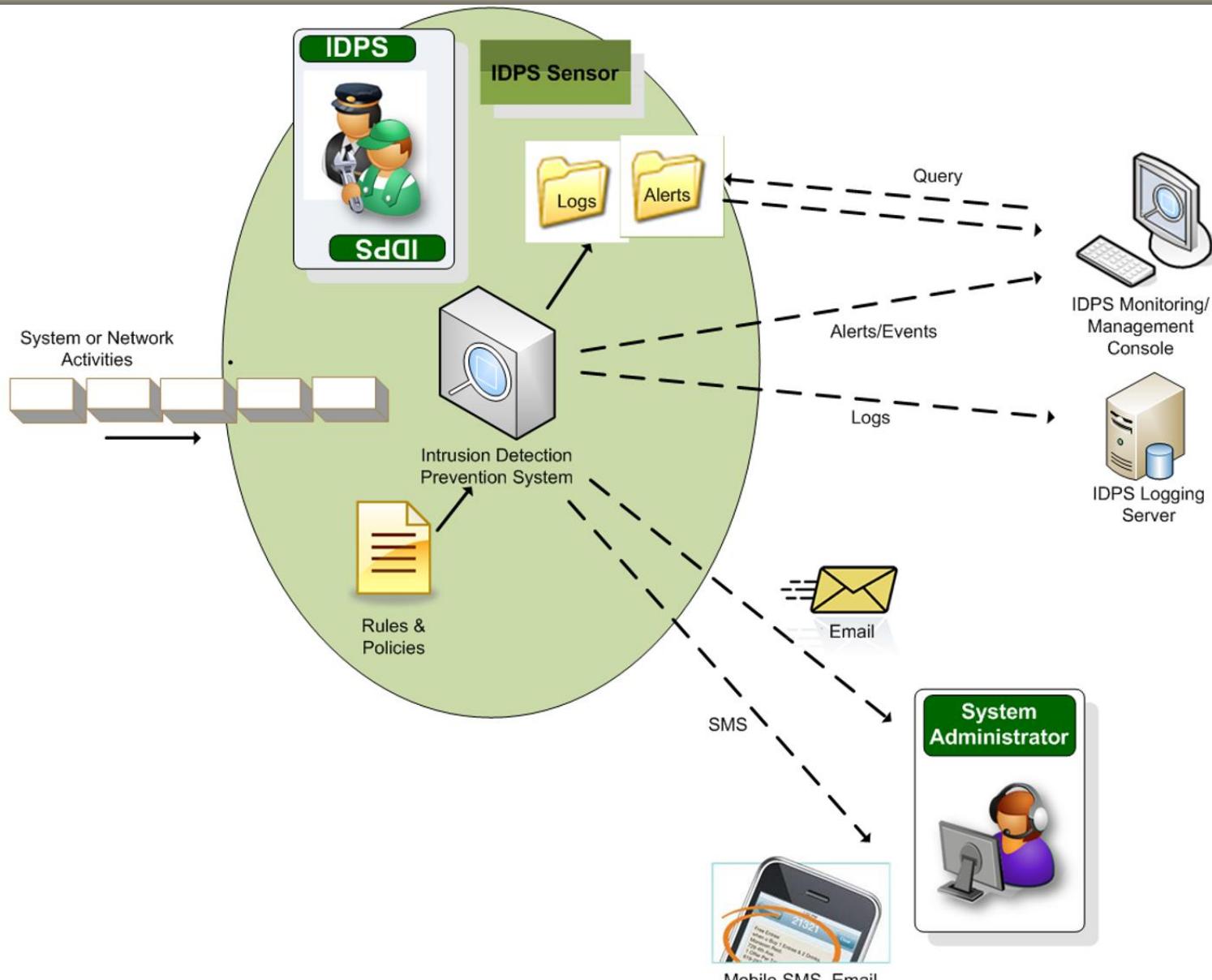
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**IDPS**

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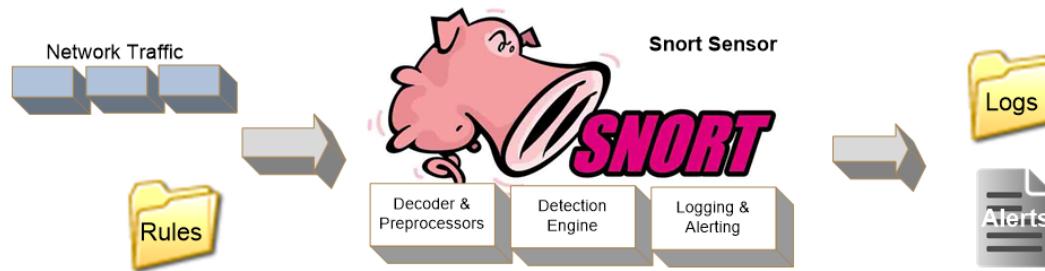
# Intrusion Detection Systems (IDS)



# Snort IDS Rules

## Snort IDS Rules have 2 Parts

- Rules Header
  - Action – What to do if rule matches packet(s) **log, alert**
  - Protocol to match - **IP, TCP, UDP, ICMP**
  - Src and Dest IP Addresses/Ranges, Ports, Direction of Packets
- Rules Options
  - Keywords/Patterns to match on in contents
  - How/Where to match in the packet
  - Alert to output when rule matches packet



Rich Macfarlane

# Snort IDS Rules

## Snort IDS Rules have 2 Parts

- Rules Header
  - Action – **log, alert, pass**
  - Protocol to match - **IP, TCP, UDP, ICMP**
  - Src and Dest IP Addresses/Ranges, Ports, Direction of Packets
    - IP Address: **any, 1.2.3.4/netmask, !1.2.3.4/netmask, [1.2.3.4, 5.6.7.8]**
    - Ports: **any, single port: 80, well known ports:1-1024, !80**
    - Direction: **->, or <-**

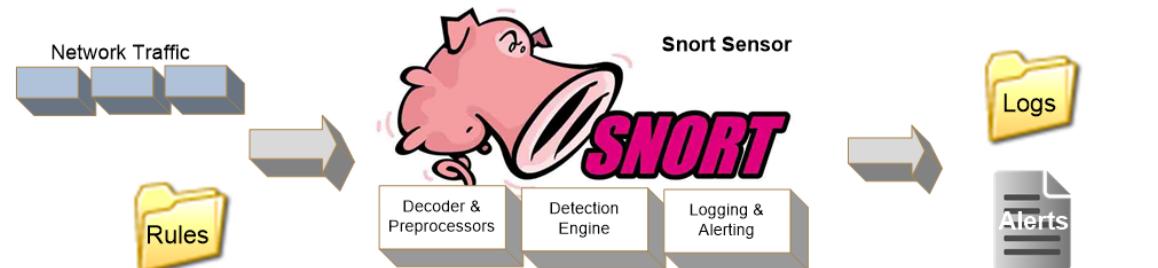
**<Action> <Proto> <srcIP> <srcport> -> <dstIP> <dstport>**

alert ip any any -> 10.1.200.7 any

var \$WEB\_SERVER 10.1.200.7

alert tcp 10.1.200.7/24 -> any 22

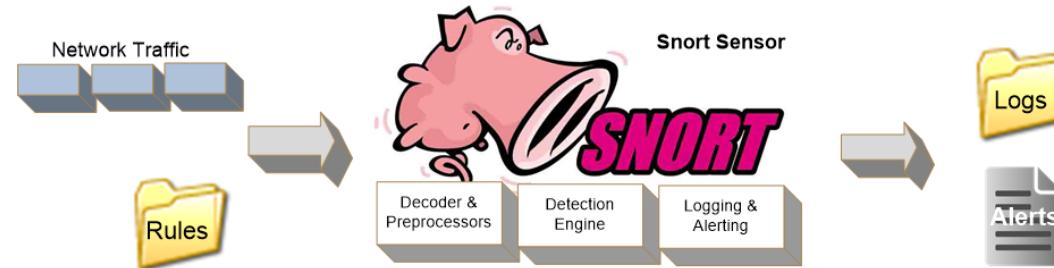
alert tcp any any -> \$WEB\_SERVER 80



# Snort IDS Rules

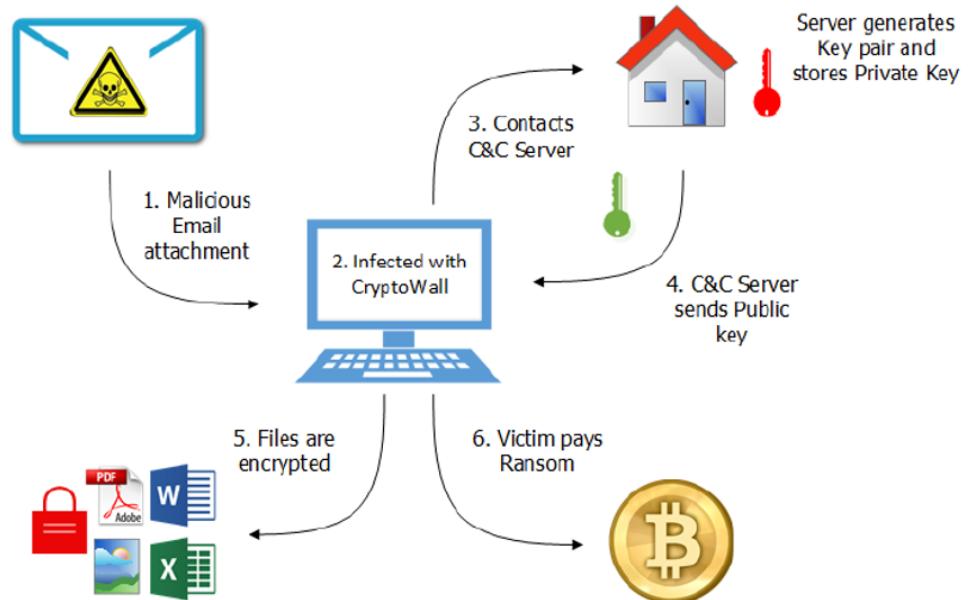
## Snort IDS Rules have 2 Parts

- Rules Options
  - Keywords/Patterns to match on in contents - PAYLOAD
    - `content:"string | hex| to match"; nocase;`
  - How/Where to match
    - `offset: bytes into payload to start matching; depth: bytes to stop matching;`
    - `uricontent: URL content match; isdataat: n, rel` check for data at payload
  - Alert Message to output when match happens
    - `sid: rule_no, rev: revision, msg: "something detected", reference: link`
    - `( <whatToMatchInPayload>; <howWhereInPayload>; <matchAlertMsg>; sid:<ruleno> )`
    - `(content:"%&' () *+"; msg:"ICMP Packet from a Linux System"; sid:1002;)`
    - `(content:"|ABCDABCD| "; msg:"ICMP packet from a Cisco Device"; sid:1001;)`

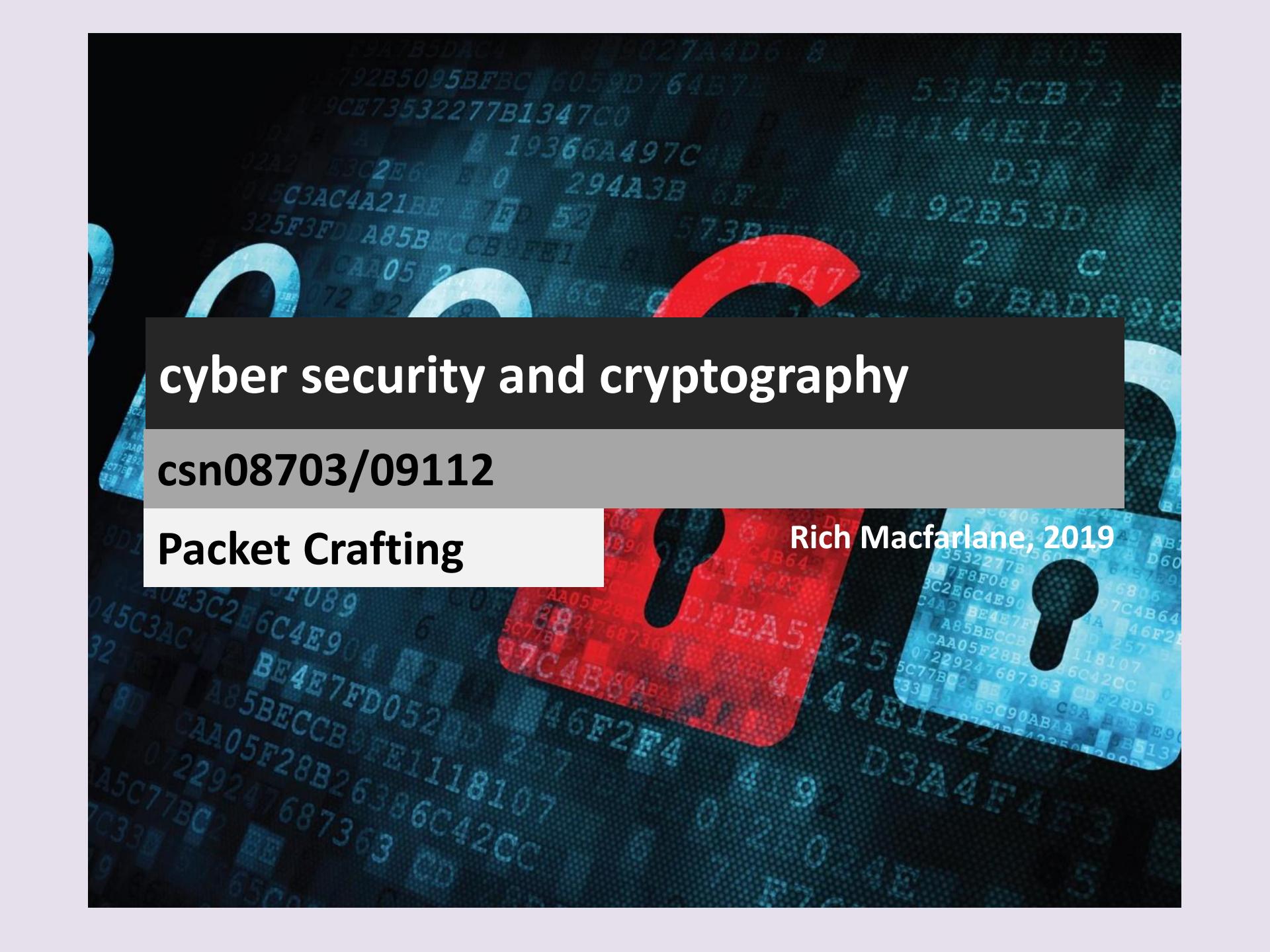


# Snort Rule Examples

## Locky Ransomware detection



```
alert tcp $HOME_NET any -> $EXTERNAL_NET $HTTP_PORTS (msg:"MALWARE-CNC  
Win.Trojan.Locky variant outbound connection"; flow:to_server,established; urilen:14;  
content:"/data/info.php"; fast_pattern:only; http_uri; content:"x-requested-with:  
XMLHttpRequest"; http_header; content:"Referer|3A| http|3A|"; http_header;  
content:"/data"; within:25; http_header; metadata:impact_flag red, policy balanced-ips  
drop, policy security-ips drop, ruleset community, service http;  
reference:url,http://www.virustotal.com/en/file/f29ce76169727ff5a43ef7baa5c4e04f7d3302189e  
3d2a31cf9dec39e84ad03/analysis/; classtype:trojan-activity; sid:40011; rev:2;
```



# **cyber security and cryptography**

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**Packet Crafting**

**Rich Macfarlane, 2019**

# Hping – Packet Crafting

## Hping

- Can be used to craft and send any TCP/IP packets to host(s)
- Host discovery, Port scanning, Mimicking attacks
- Default Protocol is TCP packets, with no TCP flags set, to port 0
  - Typically machines reply with a RST, identifying a target
- `hping3 10.200.0.1 -c 2`

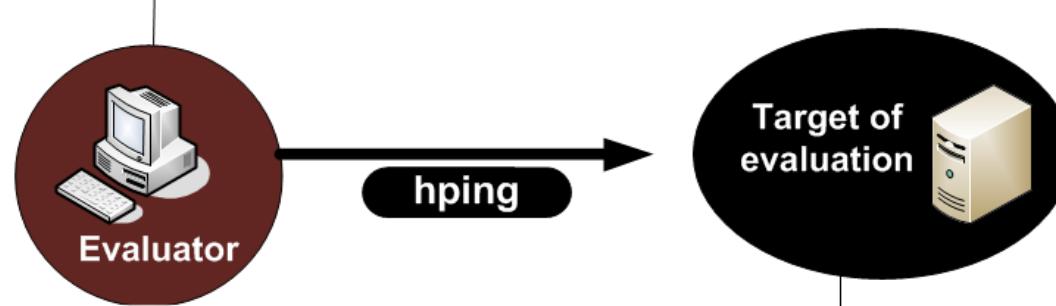
```
root@host-7-129:~# hping3 10.200.0.1 -c 2
HPING 10.200.0.1 (eth0 10.200.0.1): NO FLAGS are set, 40 headers + 0 data bytes
16:42:22.084681 IP (tos 0x0, ttl 64, id 3520, offset 0, flags [none], proto TCP (6), length 40)
    10.0.7.129.1582 > 10.200.0.1.0: Flags [none], cksum 0x151a (correct), win 512, length 0
```

- Craft packets to use other Protocols:
  - udp send UDP packets
  - icmp send ICMP packets
  - rawip send IP packets (no TCP or UDP header)

```
hping3 --icmp www.google.com -c 2
```

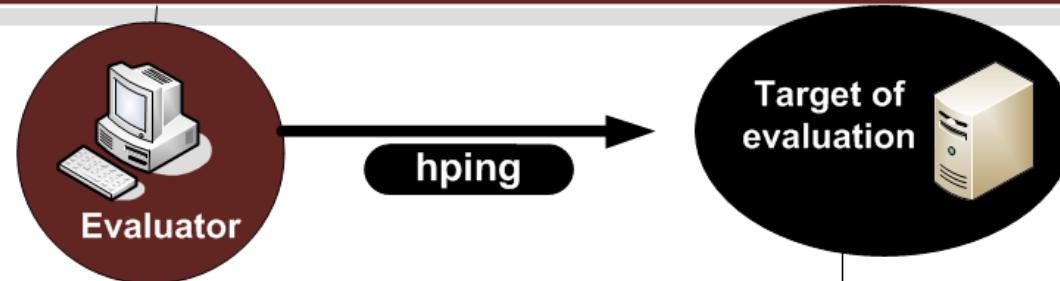
```
root@kali:~# hping3 --icmp www.google.com
HPING www.google.com (eth0 173.194.34.178): icmp mode set, 28 headers
len=46 ip=173.194.34.178 ttl=128 id=32884 icmp_seq=0 rtt=60.1 ms
[...]
04:51:21.471981 IP 173.194.34.178 > 192.168.23.135: ICMP echo reply, id 13102, seq 256,
0x0000: 4500 001c 8075 0000 8001 11c8 adc2 22b2 E.....u....".
0x0010: c0a8 1787 0000 cbd1 332e 0100 0000 0000 .....3.....
0x0020: 0000 0000 0000 0000 0000 0000 0000 .....
```

```
napier@ubuntu:~$ sudo hping -S 192.168.75.132 -e eth0
[sudo] password for napier:
HPING 192.168.75.132 (eth0 192.168.75.132): S set, 40 headers + 4 data bytes
[main] memlockall(): Success
Warning: can't disable memory paging!
len=46 ip=192.168.75.132 ttl=128 id=2052 sport=0 flags=RA seq=0 win=0 rtt=69.3 ms
len=46 ip=192.168.75.132 ttl=128 id=2053 sport=0 flags=RA seq=1 win=0 rtt=0.5 ms
len=46 ip=192.168.75.132 ttl=128 id=2054 sport=0 flags=RA seq=2 win=0 rtt=8.9 ms
--- 192.168.75.132 hping statistic ---
7 packets transmitted, 7 packets received, 0% packet loss
```



```
14:03:05.859738 IP ubuntu.local.2714 > 192.168.75.132.0: Flags [S], seq
1222983093:1222983097, win 512, length 4
14:03:05.859975 IP 192.168.75.132.0 > ubuntu.local.2714: Flags [R.], seq 0, ack
1222983098, win 0, length 0
14:03:06.860566 IP ubuntu.local.2715 > 192.168.75.132.0: Flags [S], seq
1026211710:1026211714, win 512, length 4
```

```
napier@ubuntu:~$ sudo hping -S 192.168.75.132 -e eth0 -p 80
HPING 192.168.75.132 (eth0 192.168.75.132): S set, 40 headers + 4 data bytes
[main] memlockall(): Success
Warning: can't disable memory paging!
len=46 ip=192.168.75.132 ttl=128 id=2072 sport=80 flags=SA seq=0 win=64240 rtt=11.3
ms
len=46 ip=192.168.75.132 ttl=128 id=2073 sport=80 flags=SA seq=1 win=64240 rtt=0.5
ms
len=46 ip=192.168.75.132 ttl=128 id=2074 sport=80 flags=SA seq=2 win=64240 rtt=0.4
ms
--- 192.168.75.132 hping statistic ---
15 packets transmitted, 15 packets received, 0% packet loss
round-trip min/avg/max = 0.4/1.5/11.3 ms
```



```
14:04:31.090418 IP ubuntu.local.2222 > 192.168.75.132.www: Flags [S], seq
  56776272:56776276, win 512, length 4
14:04:31.092037 IP ubuntu.local.57490 > 192.168.75.2.domain: 34223+ PTR?
  132.75.168.192.in-addr.arpa. (45)
14:04:31.093064 IP 192.168.75.132.www > ubuntu.local.2222: Flags [S.], seq
  447090437, ack 56776273, win 64240, options [mss 1460], length 0
14:04:31.093132 IP ubuntu.local.2222 > 192.168.75.132.www: Flags [R], seq
  56776273, win 0, length 0
```