**Port Sharing and Knocking**

Sometimes, your observer can do active probing to determine where you are going or where you are coming from

One way to confuse the probing, is called **port sharing**

* This is when you run multiple services on a single port, usually including the correct service on the correct port
* Then based on the handshake, the connection will continue as it confuses the probes

**SSLH**

Applicative protocol multiplexer

* Allows you to run multiple services on one port

**port-share cmd**

* Makes web server listen on different port

**Port Knocking**

* Send a server a special request of characters that then enable you to access a service like SSH
  + Doesn’t have to be characters, can also just be a packet set upo in a special way
* Knockknock (moxie)
  + A way of reducing attack surface on the server
  + Makes sure that ports are closed until a special knock is sent and then it is opened on request
  + This allows you to not have ports open all the time that don’t need to be