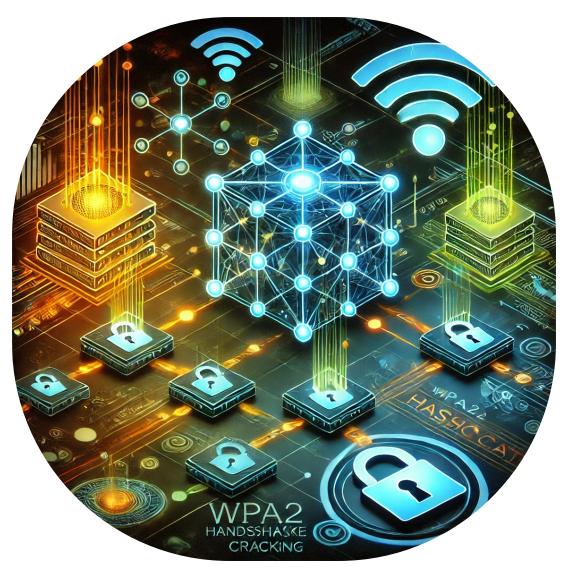
# Distributed Programming University Project



(image AI generated) H.D.S 1<sup>st</sup> January 2025

**Student: Angelo Rosa** 



# **Screenshots**

#### **Brief**

**H.D.S** (Hashcat-Distributed-Service) is a university project entirely written in **Go** that can find practical applications for collecting and then distributing hashes and handshakes cracking tasks on multiple hashcat clients through a control panel centre. Include a Deamon for collecting and verifying WPA handshakes from IOT devices. You can have multiple clients for multiple tasks and each one operates independently on different machines.

For more information about the project capabilities, please read the <u>feature</u> <u>section</u> You can find releases compiled at: <u>https://github.com/Virgula0/</u> H.D.S/releases

But remember to read the following compiling procedures anyway

- Compile Deamon
- Compile Server
- Compile Client

To understand how to set up env variables.

## Run the Application (Test Mode) with Docker

A docker environment can be run to see everything up and running without dealing with compilations or environment setups first. Since client within docker runs a GUI application using **Raylib**, it requires access to the host's desktop environment. A utility called xhost is needed for this.

This works with X11 only at the moment

1. Installation

```
sudo apt update -y && \
sudo apt install x11-xserver-utils -y
```

```
sudo pacman && \
sudo pacman -S xorg-xhost

git submodule init && \
git submodule update && \
git pull --recurse-submodules && \
# change display values as you need
export DISPLAY=:0.0 && \
xhost +local:docker && \
docker compose up --build
```

1. Access the **Frontend (FE)** by visiting:

http://localhost:4748

#### **Docker Containers**

The setup will spawn four containers: - **dp-database** - **dp-server** - **emulate- raspberrypi** - **dp-client** 

The provided docker-compose.yml file already includes all necessary environment variables for a functional **test environment**. No changes are required to run the project for demonstration purposes.

Default credentials: admin:test1234

This account can be used on the frontend to upload and submit WPA handshakes for cracking.

While the software is primarily designed for **Linux**, GPU capabilities can potentially be shared with a containerized client via **WSL** on Windows. Future improvements may include native support for additional operating systems.

## **Project Features**

#### 1. Handshake Capturing and Uploading:

Users can capture WPA handshakes using tools like **bettercap** (or similar) and use a **daemon** to upload them to the server. Although referred to as RaspberryPI in the project, the daemon can run on any

platform supporting **Golang**. The daemon can travel around the world capturing handshakes and when it comes back at home, recognized home WiFI and tries to send captured handshakes to the server

#### 2. Frontend Management:

Users can access the Frontend (FE) to:

- View captured handshakes.
- o Delete captured handshakes.
- Upload other generic hash files regardless Daemon's captures.
- Submit tasks to clients for cracking.
- Manage connected clients and daemon devices.

#### 3. Independent Clients:

Each **client** operates independently and communicates directly with the server. Users can select which client will handle specific cracking tasks. Clients have a minimal GUI which allows to visualize the status of process without accessing the FE directly.

#### 4. Modularity:

The software is designed with modularity in mind to simplify future changes and improvements.

## **Architectural Notes**

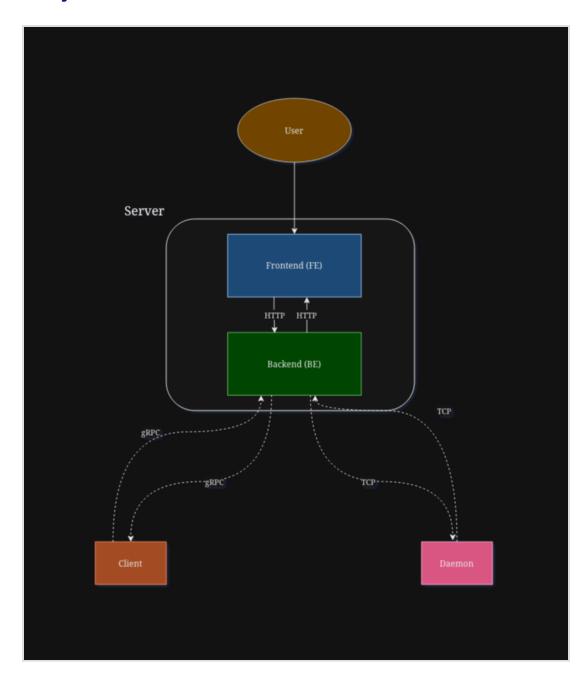
- While a fully **Clean Architecture** approach wasn't strictly followed, both the **Frontend (FE)** and **Backend (BE)** adopt a similar structure.
- Entities (database models) reside in the server folder and are shared between FE and BE.
  - If FE and BE are deployed on separate servers, the entities directory must be moved into each respective folder. Minor refactoring will be required.

#### gRPC Communication:

Clients and the backend use **gRPC** for communication. Both must include compiled **protobuf** files:

```
cd client && make proto
cd server && make proto
```

## **Project Scheme**



As shown in the diagram, the **Backend (BE)** is isolated and can only be accessed through the **Frontend (FE)**.

### **Communication Flow:**

- FE ↔ BE (HTTP/REST API):
  - FE: Sends HTTP requests to BE.
  - BE: Handles database interactions and returns data.

- Daemon ↔ BE (TCP):
  - After authenticating via REST API, the daemon communicates with BE via raw TCP.
- Client ↔ BE (gRPC):
  - A bidirectional gRPC stream allows clients to dynamically send logs and receive updates during Hashcat operations.

### **Directory Mapping:**

• Client: -> /client

• Daemon: -> /raspberry-pi

• **Server:** -> /server

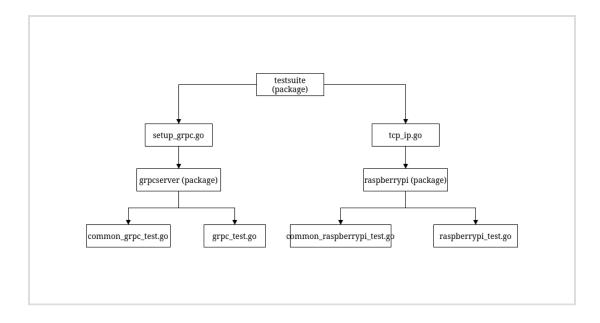
Backend: -> /server/backendFrontend: -> /server/frontend

## **Test scheme**

The tests have been implemented in the backend, emulating gRPC and daemon clients to test out the methods of these 2 protocols.

When running a test, a gRPC server or tcp server, along with the rest API, is initialized. It depends on what tests you're running.

It was not that easy to achieve a good solid test scheme, but in the end, it should look something like this.



- setup\_grpc.go -> set up a grpc mock server to communicate with. It is initialized during SetupSuite. The server is killed on TeardownSuite. A rest API server is initialized too.
- tcp\_ip.go -> Set up a tcp mock server to communicate with. It is initialized during SetupSuite. The server is killed on TeardownSuite. A rest API server is initialized too.
- common\_grpc.go -> calls SetupSuite and TeardownSuite, define a structure with mock data useful in tests
- common\_raspberrypi\_test.go -> calls SetupSuite and
   TeardownSuite, define a structure with mock data useful in tests
- grpc test.go -> contains tests for grpc infrastructure
- raspberrypi test.go -> contains tests for raspberrypi infrastructure

A database container must be up and running on port 3306 to run tests.

You can run tests using cd server && make test but env variables must be set before proceeding

Take a look at <u>Server</u> to check environment variables needed for running the server.

## **Security and Future Improvements**

While security auditing and privacy were not primary objectives for this project, some measures and considerations have been noted:

#### 1. Encryption:

- o Currently, pcap files sent by the daemon are not encrypted.
- A symmetric encryption key has been generated, but encryption is yet to be implemented.

#### 2. Daemon Authentication:

- Daemon authenticates via REST API before establishing a TCP connection.
- Credentials are sent via command-line arguments, which could be stolen easily if a malicious actor have access remotely to the machine.

#### 3. gRPC Security:

 gRPC communication currently lacks SSL/TLS certificates for encryption.

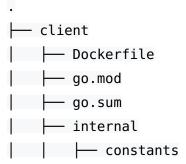
#### **Security Measures Implemented:**

 Basic protection against vulnerabilities like SQL Injection and IDORs has been considered.

If you have suggestions or improvements, feel free to **open a pull** request.

# **Project files**

List of files



```
├── customerrors
 │ └─ handshake.go
 | ├─ grpcclient
  │ ├─ communication.go
  | └─ init.go
 | ├─ gui
 | \quad | \quad \sqsubseteq process_window.go
 | ├─ mygocat
 | └─ utils
├─ main.go
├─ Makefile
 ├─ README.md
- resources
 | ├─ fonts
 └─ wordlists
│ └─ rockyou.txt
─ database
| └─ my.cnf
├─ docker-compose.yaml
├─ docs
├─ diagram.drawio
```

```
— docs.pdf
 — images
  ├─ logo.png
  ├─ project-structure.png
   Screenshots
   ├ 2.png
   │ └─ test-diagram.png
 — styles
 | └─ main.css
└─ test-diagram.drawio
— externals
├─ hashcat

── LICENSE

── proto-definitions
├─ hds.proto
├─ hds_request.proto
 └─ hds_response.proto
— proto.sh
├─ raspberry-pi
 ─ Dockerfile
 ├─ go.mod
 ├─ go.sum
 handshakes
  │ └─ test.pcap
  ├─ internal
  ├── authapi
   │ └─ authenticate.go
  │ └─ command_parser.go
   — constants
   │ └─ constants.go
   ├─ daemon
   ├── communication.go
```

```
─ entities
    ├── api_entities.go
   │ └─ handshake.go
    — utils
    │ └─ utils.go
    ├─ wifi
    | └─ wifi.go
    └─ wpaparser
   ├── getwpa.go
   └─ parser.go
  ├─ main.go
 ─ Makefile
 └─ README.md
- README.md
└─ server
   backend
  │ └─ internal
    — constants
     │ └─ constants.go
        — errors
         └─ errors.go
         — grpcserver
         ├─ commands.go
           ├─ common_grpc_test.go
           ├─ controllers.go
          ├─ grpc_test.go
           ├─ init.go
          └─ options.go

    infrastructure

         └─ database.go
          — raspberrypi
           ├─ common_raspberrypi_test.go
          ├─ components.go
          ├─ init.go
          ├─ raspberrypi_test.go
      | └─ tcp_server.go
```

```
- response
          └─ response.go
     ├─ restapi
         ─ authenticate
          ├─ handler_anonymous.go

— client
             └─ handler_user.go
            ├─ handlers.go

    handshake

             └─ handler_user.go
             — logout
               └─ handler_user.go
            ─ middlewares
             — auth_middlware.go
             common_middleware.go
             └─ log_requests.go
            ├─ raspberrypi
          │ └─ handler_user.go
             — register
          │ └─ anonymous handler.go
          └─ routes.go
          seed
          └─ seed api.go
          testsuite
          ├─ auth_api.go
          ├─ setup_grpc.go
         └─ tcp_ip.go
         — usecase
       | ∟ usecase.go
     └─ utils
     ├─ utils.go
    └─ validator.go
   ─ Dockerfile
├─ entities
| ├─ client.go
   ├─ handshake.go
│ ├─ raspberry_pi.go
| ├─ role.go
```

```
├── uniform_response.go
| └─ user.go
  ├── frontend
custom.go
  — internal
   ├─ constants
   errors
     | └─ errors.go
   ├── middlewares
     │ ├─ auth middleware.go
     ├── cookie_middleware.go
     │ └─ log_requests.go
     — pages
     | └─ clients.go
     ├─ handshakes
     │ │ │ └─ handshake.go
       ├─ login
       | └─ login.go
       ├─ logout
       | └─ logout.go
     ├─ raspberrypi
       │ └─ raspberrypi.go
       ├─ register
       | └─ register.go
     | ├─ routes.go
       └─ welcome
       └─ welcome.go
     ├─ repository
     │ └─ repository.go
   response
     └─ response.go
   — usecase
```

```
├── static
 | | Logo.png
   | ├─ scripts
    ├── bootstrap.min.js
    ├── dashboard.js
    | ├── github-stats.js
    ├─ jquery-3.3.1.min.js
   | ├── static.go
   | └─ styles
   ├── bootstrap-4.3.1.min.css
  custom.css
  | └─ views
  ├─ clients.html
  ├─ handshake.html
├── raspberrypi.html
| ├── register.html
├─ go.mod
├─ go.sum
├─ main.go
├── Makefile
└─ README.md
```

84 directories, 152 files

## Daemon

The Raspberry Pi component is designed to **send network captures performed by bettercap to the server**. Its functionality is straightforward: you run the bettercap daemon on the Raspberry Pi, and it automatically transmits captured handshakes to the server whenever your local Wi-Fi SSID is detected nearby.

This feature is **disabled** if the TEST environment variable is set to False. Ensure that your Raspberry Pi has at least **two network interfaces**, with one interface always connected to a stable network.

Tested on Raspberry Pi 5 Model B Rev. 2

Update the wlan1 interface to match your network interface. Make sure your Wi-Fi card supports **monitor mode** and **packet injection**.

## What Does the Daemon Do?

The daemon performs the following tasks:

- 1. Acts as a **TCP/IP client** to establish raw network connections.
- 2. Scans all .PCAP files located in the ~/handshakes directory (typically where bettercap saves handshakes).
- 3. Utilizes the **gopacket** library to read .PCAP file layers, extracting **BSSID** and **SSID** information, and verifying if a **valid 4-way handshake** exists.
- 4. If a valid handshake is detected, the daemon **encodes the file in Base64** and sends it to the server.
- 5. Waits for a predefined **delay period** before repeating the process.

## **Run Bettercap**

This configuration sets up bettercap to capture handshakes and save them in the correct directory.

```
sudo bettercap -iface wlan1 -eval 'set wifi.handshakes.aggregate
false; set wifi.handshakes.file ~/handshakes; wifi.recon on; set
wifi.show.sort clients desc; set ticker.commands "wifi.deauth *;
clear; wifi.show"; set ticker.period 60; ticker on';
```

The daemon uses the HOME directory as its base. Since bettercap requires sudo, you must run the daemon as root.

## **Other Useful Bettercap Commands**

These commands can help you fine-tune your bettercap setup:

```
sudo bettercap -iface wlan1
wifi.recon BBSID
wifi.recon on
wifi.recon.channel N; # N is the channel to recon
```

## **Compile and Run the Daemon**

Make sure the following requirements are met before building and running the daemon:

The daemon requires libpcap0.8-dev to be installed on your system, even if you're using compiled binaries from releases.

The file /etc/machine-id must exist on your machine.

1. Comile daemon with:

```
cd raspberry-pi
make build
```

1. Run with

```
./build/daemon --help
```

but remeber to export these env var first, change them according to your needs

```
export SERVER_HOST=localhost
export SERVER_PORT=4747
export TCP_ADDRESS=localhost
export TCP_PORT=4749
export TEST=False
export HOME_WIFI=Vodafone-A60818803 # Change with your SSID of
your home Wireless Network
export BETTERCAP=True
```

## Client

Clients communicate with the server using **gRPC**. This enables clients to identify whether they are the intended receiver for a specific cracking task.

The communication channel also supports a **bidirectional stream**, allowing the server and client to exchange messages in real time during hashcat execution.

## What Does the Client Do?

A client performs the following tasks:

- 1. Waits for tasks from the server.
- 2. Upon receiving a task, it **acknowledges the server**.

- 3. The server then **removes the task from the pending queue** and updates its status. Meanwhile, the client saves the **base64-encoded hash file** into a temporary directory.
- 4. Once saved as a .PCAP file, the client converts it into a hash format compatible with hashcat.
- 5. The client uses **hcxtools** for the conversion. This library supports multiple operations on .PCAP files and beyond.
- 6. After conversion, hashcat begins execution, applying user-defined or default options.
- 7. **Logs and status updates** generated by hashcat are sent asynchronously to the server.
- 8. If hashcat successfully cracks the password, the **result is sent back to** the server.
- 9. The client then resets itself and waits for the next task.

## Gocat

The client uses the **gocat** dependency to execute hashcat from within Go. Since hashcat is written in **C**, a **porting layer** was required to bridge the two environments.

## **Hcxtools**

For our use case, we rely specifically on **hcxpcapngtool** from the hcxtools suite.

This tool doesn't natively support building as a shared library. To work around this limitation and enable its integration with Go, we **modified its entry point** using sed:

```
sed -i
's/int main(int argc, char \*argv\[\])/int convert_pcap(int argc,
char *argv\[\])/' hcxpcapngtool.c
```

This command replaces the standard main function signature with convert\_pcap. We then compile it into a shared library:

```
cc -fPIC -shared -o /app/client/libhcxpcapngtool.so /app/hcxtools/
hcxpcapngtool.c -lz -lssl -lcrypto -DVERSION_TAG=\"6.3.5\" -
DVERSION_YEAR=\"2024\"
```

This shared library can now be directly imported and used in Go:

```
File: client/internal/hcxtools/hcxpcapngtool.go
```

```
/*
        #cgo LDFLAGS: -L../../ -lhcxpcapngtool
        #include <stdlib.h>
        // Declare the convert pcap function from the shared library
        int convert pcap(int argc, char *argv[]);
        */
        import "C"
        import (
        "fmt"
        "unsafe"
        func ConvertPCAPToHashcatFormat(inputFile, outputFile string)
error {
        // Prepare arguments for the convert pcap function
        args := []string{"", inputFile, "-o", outputFile}
        argc := C.int(len(args))
        argv := make([]*C.char, len(args))
            // Convert Go string slices to C strings
            for i, arg := range args {
                argv[i] = C.CString(arg)
                defer C.free(unsafe.Pointer(argv[i]))
            }
            // Call the convert pcap function from the shared library
            ret := C.convert pcap(argc, &argv[0])
            if ret != 0 {
                return fmt.Errorf("hcxpcapngtool conversion failed with
code %d", ret)
```

```
}
return nil
}
```

While this solution works for our current requirements, future improvements could include **porting the library fully to Go**. However, this is considered **out of scope** for the current project.

## **Compile and Run**

The following dependencies needs to be installed before proceeding, even if you're using compiled binaries from releases

```
apt update -y && \
    apt install -y --no-install-recommends \
    protobuf-compiler
    libminizip-dev \
    ocl-icd-libopencl1 \
    opencl-headers \
    pocl-opencl-icd \
    build-essential \
    wget \
    git \
    dumb-init \
    ca-certificates \
    libz-dev \
    libssl-dev \
    dbus \
    # Graphic libraries for raylib
```

libgl1-mesa-dev libxi-dev libxcursor-dev libxrandr-dev libxinerama-dev libxayland-dev libxkbcommon-dev

The file /etc/machine-id must exist on your machine.

Follow these steps to compile and run the client, run it from project root dir

```
git submodule init
git submodule update --init --remote --recursive
git pull --recurse-submodule
```

1. You need to install hashcat 6.1.1. This step is necessary only for the first time.

```
cd externals/gocat
sudo make install
sudo make set-user-permissions USER=${USER}
cd ../../
```

1. Then build with

```
cd client
make build
```

Produces the following files tree

```
Image: Client
Image: Libhcxpcapngtool.so
Im
```

1. Run with

```
make run-compiled
```

but remember to set these env variables first

```
export GRPC_URL=localhost:7777 # change with gRPC address
export GRPC_TIMEOUT=10s #leave this timeout by default
export LD LIBRARY PATH=.:$LD LIBRARY PATH
```

## Server

The **Server** is divided into two main components:

Backend

### What Does the Backend Do?

The **backend** performs the following tasks:

- 1. Initializes a connection with the database.
- 2. Starts a basic HTTPServer to expose the **REST API**, potentially creating **seeds/mock data** for testing purposes.
- 3. Initializes a gRPC server to handle communication with clients.
- 4. Initializes a TCP server to handle communication with daemons.
- 5. Encapsulates the core application logic queue.

#### What Does the Frontend Do?

The **frontend** performs the following tasks:

- 1. Starts a basic HTTPServer and parses **template files** to expose a user interface.
- 2. Accepts **user inputs** and communicates with the **backend** using REST API by performing **HTTP requests**.

## **Compile and Run**

You need to export the following **environment variables**. Customize them as needed.

#### 1. Start Database

```
cd database
docker build -t dp-database .
docker run -d \
    --name dp-database \
    -e MYSQL_RANDOM_ROOT_PASSWORD=yes \
    --restart unless-stopped \
```

## 2. Export Environment Variables

For simplicity you can save these into a .env and the source .env Change them according to your needs.

```
export BACKEND HOST="0.0.0.0"
        export BACKEND PORT="4747"
        export FRONTEND HOST="0.0.0.0"
        export FRONTEND PORT="4748"
        export DB USER="agent"
        export DB PASSWORD="SUPERSECUREUNCRACKABLEPASSWORD" # This should
be changed (remember to change it in database/initialize.sql too)
        export DB_HOST="localhost"
        export DB PORT="3306"
        export DB NAME="dp hashcat"
        export ALLOW REGISTRATIONS="True" # Disable if needed
        export DEBUG="True"
        export RESET="True"
        export GRPC URL="0.0.0.0:7777"
        export GRPC_TIMEOUT="10s"
        export TCP ADDRESS="0.0.0.0"
        export TCP PORT="4749"
```

## 3. Compile and Run the Server

```
cd server
make build
```

#### 4. Run the Server

./build/server

After completing these steps, the **server** should be up and running, with both the **frontend** and **backend** components functioning as expected. Frontend will be available to FRONTEND PORT port value.

# **External Dependencies**

Ignoring gRPC and other basic deps

- RayLib github.com/gen2brain/raylib-go/raylib A basic graphic library
- Gocat github.com/mandiant/gocat/v6 Used for running hashcat in go via hashcatlib
- Validator github.com/go-playground/validator/v10 Validator for go structures
- Mux github.com/gorilla/mux HTTP router
- Testify github.com/stretchr/testify A test library for simplifying test syntax
- Gopacket github.com/google/gopacket Parse .PCAP files as layers
- Wifi github.com/mdlayher/wifi used by daemon for understanding if we're connected to our local network
- Cobra github.com/spf13/cobra used for parsing command line arguments easily in daemon
- Other dependencies could be implicitly downloaded and used because of these deps