# Distributed Programming University Project



H.D.S 1<sup>st</sup> January 2025

**Student: Angelo Rosa** 

## **Screenshots**

#### **Brief**

**H.D.S** (**Hashcat-Distributed-Service**) is a university project written entirely in **Go**, designed to distribute WPA handshake cracking tasks across multiple **Hashcat** clients. It serves as a practical proof of concept for distributed password-cracking workloads.

## Run the Application (in Test Mode) with Docker

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 (xorg-xhost on Arch Linux).

Run the following commands:

```
export DISPLAY=:0.0 && \
xhost +local:docker && \
docker compose up --build
```

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**.

#### 2. Frontend Management:

Users can access the Frontend (FE) to:

- View captured handshakes.
- Submit them to clients for cracking.
- Manage connected clients and daemon devices.
- Remove unnecessary handshakes.

#### 3. Independent Clients:

Each **client** operates independently and communicates directly with the server. Users can select which client will handle specific cracking tasks.

#### 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.

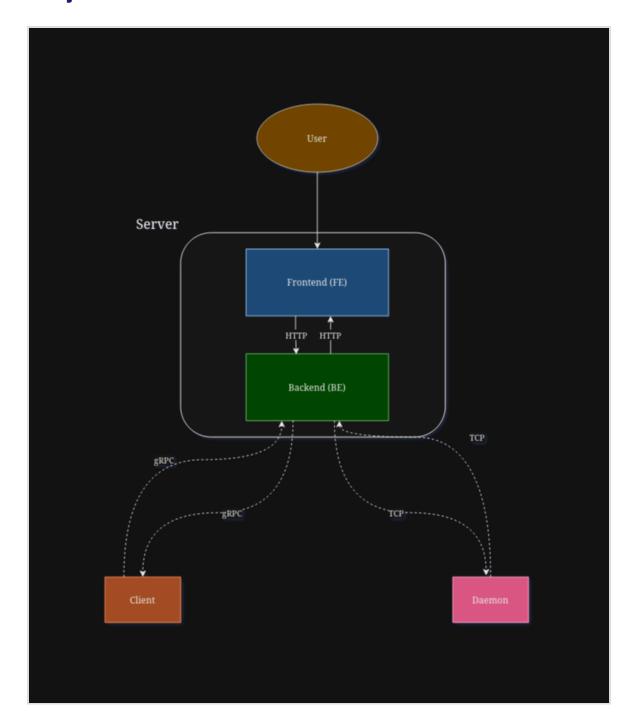
- Entities (database models) reside in the server folder and are shared between FE and BE.
  - If FE and BE are deployed on separate servers, the entities directory must be moved into each respective folder. Minor refactoring will be required.

#### • 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

o Backend: -> /server/backend

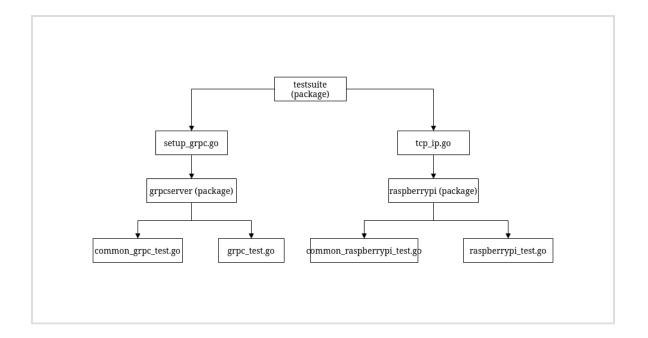
o Frontend: -> /server/frontend

## **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

```
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" # This will enable seeds for having
        some accounts for testing purposes. admin:test1234
        will be created
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"
```

## **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:

- 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

— client
│
go.mod
├── go.sum
— internal
│
│
— auth_request.go
handshake.go
— environment
grpcclient
login_window.go
│
resources
│
│
│
│
│

```
    Roboto-LightItalic.ttf

              — Roboto-Light.ttf
                 Roboto-MediumItalic.ttf
               - Roboto-Medium.ttf
               Roboto-Regular.ttf
               Roboto-ThinItalic.ttf
              — Roboto-Thin.ttf
       - utils
         └─ utils.go
   - main.go
   Makefile
 └─ wordlists
- database
 ├─ Dockerfile
 ├─ initialize.sql
 └─ my.cnf
 docker-compose.yaml
- externals
 ├─ gocat
  — hashcat
 └─ hcxtools
- LICENSE
proto-definitions
 └─ hds
     ├─ hds.proto
     hds_request.proto
     - proto.sh
raspberry-pi

    Dockerfile

   - go.mod
     go.sum
     handshakes
     └─ test.pcap
     internal
       — authapi
         └─ authenticate.go
      - cmd
```

```
command_parser.go
      - constants
          — constants.go
       daemon
         — communication.go
         — environment.go
          — init.go
        entities
         — api_entities.go
        └─ handshake.go
       - utils
        └─ utils.go
       · wifi
        └─ wifi.go
       - wpaparser
        — getwpa.go
        └─ parser.go
  — main.go
 — Makefile
README.md
server
  backend
      - cmd
        └─ main.go
       - 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
repository
└─ repository.go
response
└─ response.go
restapi
    authenticate
    handler_anonymous.go
    └─ handler_user.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
   - cmd
     — custom.go
    └─ main.go
    internal
        constants
        └─ constants.go
        errors
        └─ errors.go
        middlewares
          — auth_middleware.go
           cookie_middleware.go
           - log_requests.go
        pages
            clients
            └─ clients.go
            handshakes
            └─ handshake.go
            login
            └─ login.go
            logout
            └─ logout.go
            pages.go
            raspberrypi
            └─ raspberrypi.go
            register
            └─ register.go
```

```
- routes.go
          └─ welcome
              └─ welcome.go
          repository
          └─ repository.go
          response
          └─ response.go
          usecase
          └─ usecase.go
          utils
          ├─ utils.go
          └─ validator.go
      static
          images
          └─ logo.png
          scripts
            — bootstrap.min.js
           — dashboard.js
            github-stats.js
             - jquery-3.3.1.min.js
            - popper.min.js
          \sqsubseteq theme-toggle.js
          static.go
          styles
            — bootstrap-4.3.1.min.css
            - custom.css
          └─ main.css
     views
       — clients.html
        - handshake.html
        - login.html
        - raspberrypi.html
         - register.html
        - views.go
      └─ welcome.html
 go.mod
 go.sum
main.go
```

79 directories, 143 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.

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

Follow these steps to compile and run the daemon:

```
cd raspberry-pi
go mod verify
go mod tidy
go build main.go
sudo ./main
```

## 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.
- 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 are required before proceeding

```
apt update -y && \
   apt install -y --no-install-recommends \
   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 libwayland-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
git pull --recurse-submodule
Then

BASE=${PWD}

# Environment Variables
export HASHCAT_SRC_PATH="${BASE}/client/hashcat"
```

```
export CGO_CFLAGS="-I$HASHCAT_SRC_PATH/OpenCL -
I$HASHCAT SRC PATH/deps/LZMA-SDK/C -I$HASHCAT SRC PATH/deps/
zlib -I$HASHCAT_SRC_PATH/deps/zlib/contrib -
I$HASHCAT_SRC_PATH/deps/OpenCL-Headers $CGO_CFLAGS"
# Proto:
cd client
make proto
cd ${BASE}/externals/hashcat
git checkout v6.1.1
cd ${BASE}
# Directories
mkdir -p "${BASE}/client/hashcat" "${BASE}/client/gocat" "$
{BASE}/client/hcxtools"
cp -r externals/hashcat/* "${BASE}/client/hashcat/"
cd "${BASE}/client/hashcat"
sudo make install SHARED=1 ENABLE BRAIN=0
sudo cp deps/LZMA-SDK/C/LzmaDec.h /usr/local/include/
hashcat/
sudo cp deps/LZMA-SDK/C/7zTypes.h /usr/local/include/
hashcat/
sudo cp deps/LZMA-SDK/C/Lzma2Dec.h /usr/local/include/
hashcat/
sudo cp -r OpenCL/inc_types.h /usr/local/include/hashcat/
sudo cp -r deps/zlib/contrib /usr/local/include/hashcat
sudo ln -sf /usr/local/lib/libhashcat.so.6.1.1 /usr/local/
lib/libhashcat.so
sudo ln -sf /usr/local/lib/libhashcat.so.6.1.1 /usr/lib/
libhashcat.so.6.1.1
cd ${BASE}
```

```
cp -r externals/gocat/* "${BASE}/client/gocat/"
cd "${BASE}/client/gocat"
go test -c
sudo cp gocat.test /usr/local/share/hashcat
sudo cp -r testdata /usr/local/share/hashcat
/usr/local/share/hashcat/gocat.test
cd ${BASE}
sudo chown -R ${USER}:${USER} "${BASE}/client"
sudo chown -R ${USER}:${USER} /usr/local/share/hashcat
In -sf /usr/local/share/hashcat/hashcat.hcstat2 "${BASE}/
client/hashcat.hcstat2"
ln -sf /usr/local/share/hashcat/hashcat.hctune "${BASE}/
client/hashcat.hctune"
ln -sf /usr/local/share/hashcat/OpenCL "${BASE}/client/
OpenCL"
ln -sf /usr/local/share/hashcat/kernels "${BASE}/client/
kernels"
In -sf /usr/local/share/hashcat/modules "${BASE}/client/
modules"
cp -r externals/hcxtools/* "${BASE}/client/hcxtools/"
sed -i 's/int main(int argc, char \*argv\[\])/int
convert_pcap(int argc, char *argv\[\])/' "${BASE}/client/
hcxtools/hcxpcapngtool.c"
cc -fPIC -shared -o "${BASE}/client/libhcxpcapngtool.so" "$
{BASE}/client/hcxtools/hcxpcapngtool.c" -lz -lssl -lcrypto -
DVERSION_TAG=\"6.3.5\" -DVERSION_YEAR=\"2024\"
cd "${BASE}/client"
go mod verify
go mod tidy
go build main.go
```

#### Run:

## Server

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

├─ OpenCL (symlink)

├── kernels (symlink)
├── modules (symlink)

├─ libhcxpcapngtool.so

- Backend
- Frontend

## 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 \
-p 3306:3306 \
--health-cmd="mysqladmin ping -h localhost -uagent -pSUPERSECUREUNCRACKABLEPASSWORD" \
--health-interval=20s \
--health-retries=10 \
dp-database
```

#### 2. Export Environment Variables

```
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" # This will enable seeds for having
some accounts for testing purposes. admin:test1234 will be
created
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 proto
go mod tidy
go build main.go
./main
```

After completing these steps, the **server** should be up and running, with both the **frontend** and **backend** components functioning as expected.

# **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