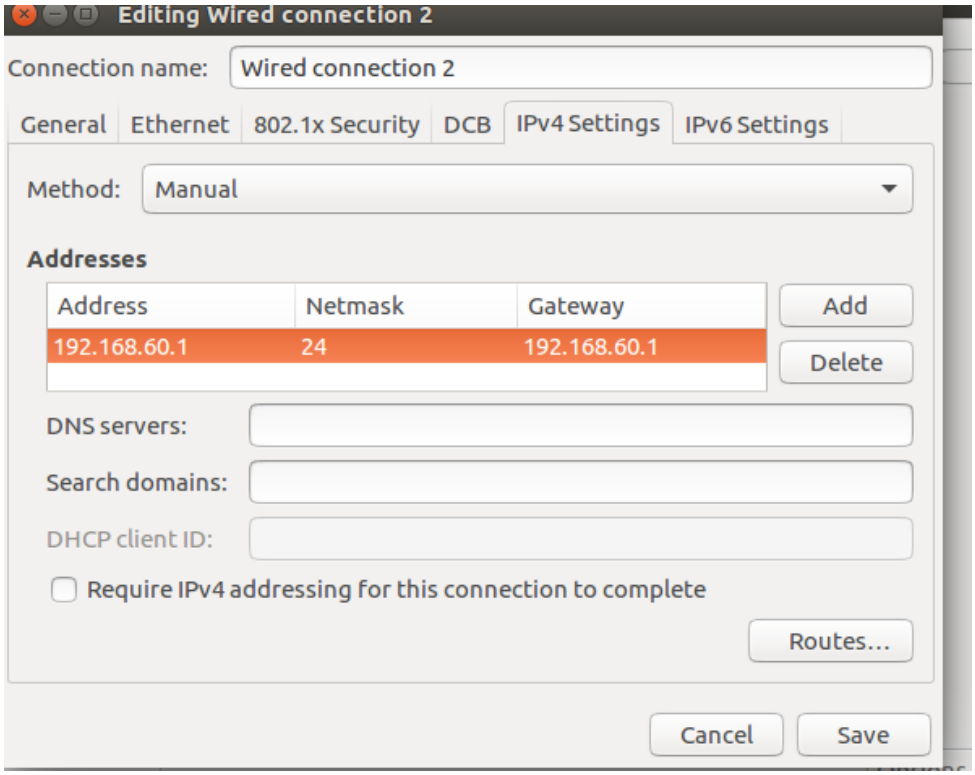
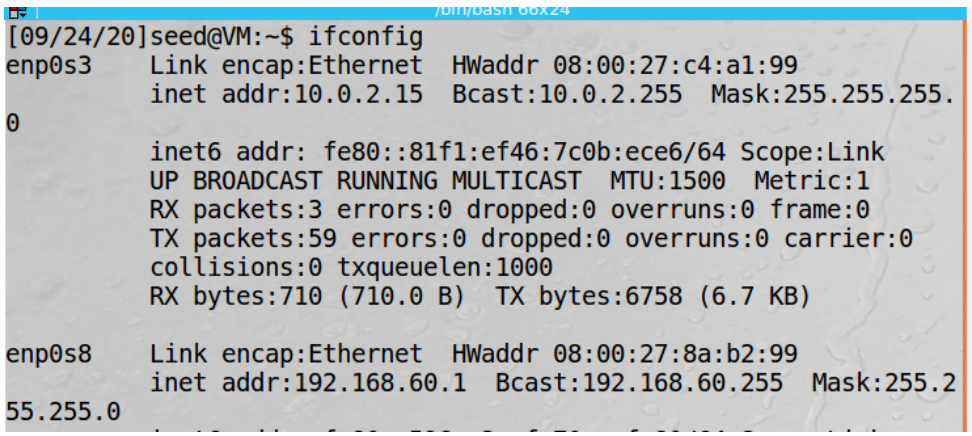
VPN Tunneling Lab

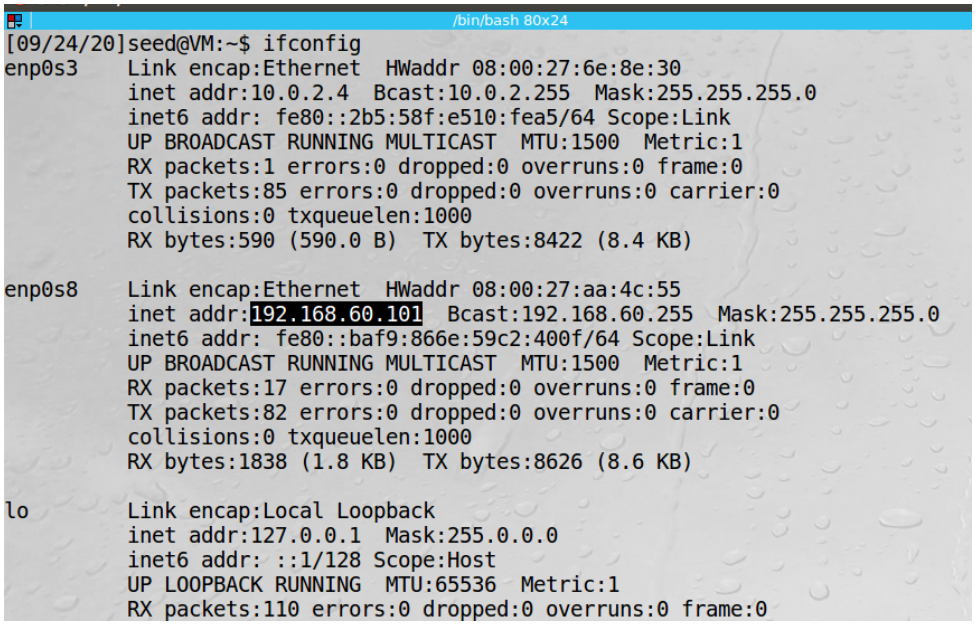
Task1: Network Setup

- **VPN server**



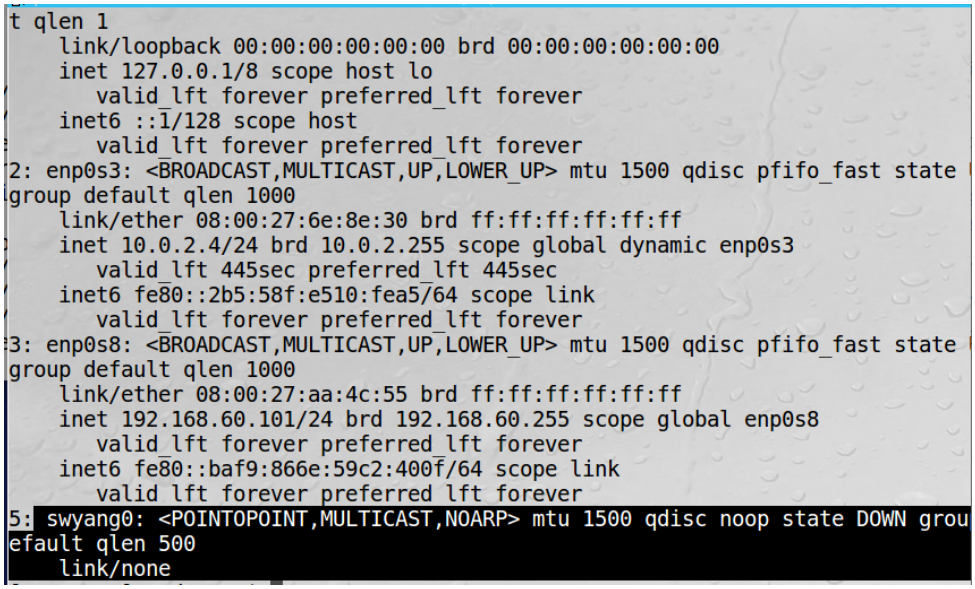


- **Host V**

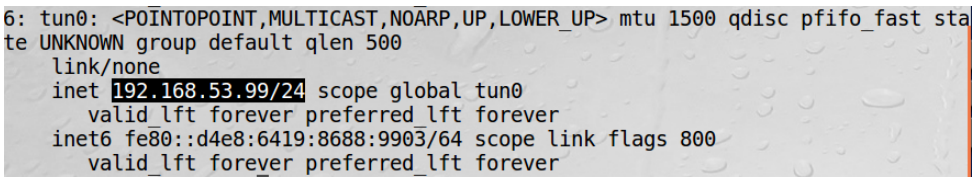


Task2: Create and Configure TUN Interface

- **taska**



- **taskb**



- **taskc**

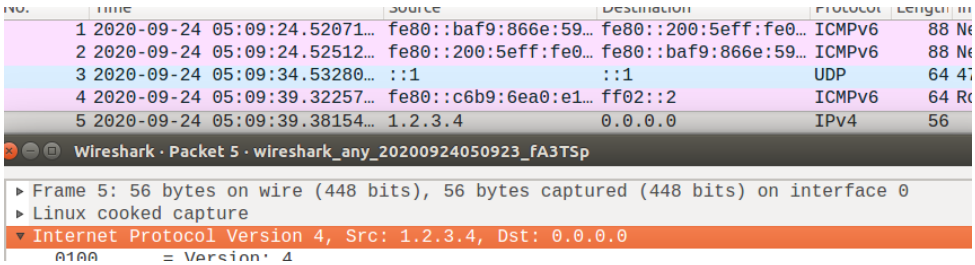
    1. ping a host in network 192.168.53.0/24

```
###[ IP ]###
  version   = 4
  ihl       = 5
  tos       = 0x0
  len       = 84
  id        = 41937
  flags     = DF
  frag      = 0
  ttl       = 64
  proto     = icmp
  chksum    = 0xaaec
  src       = 192.168.53.99
  dst       = 192.168.53.55
  \options   \
###[ ICMP ]###
     type      = echo-request
     code      = 0
     chksum    = 0x8e77
     id        = 0xdcd
     seq       = 0x2
###[ Raw ]###
        load      = '\x99_l_i\xf7\x01\x00\x08\t\n\x0b\x0c\r\x0e\x0f\x10\x11\x12\
x13\x14\x15\x16\x17\x18\x19\x1a\x1b\x1c\x1d\x1e\x1f !"#$%&\'()*+,-./01234567'
```

2. ping a host in network 192.168.60.0/24

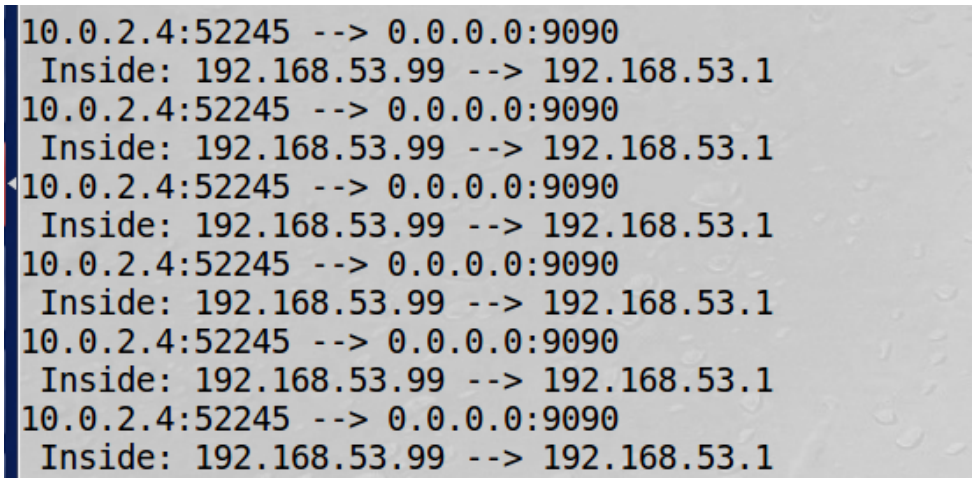
   print nothing

- **taskd**

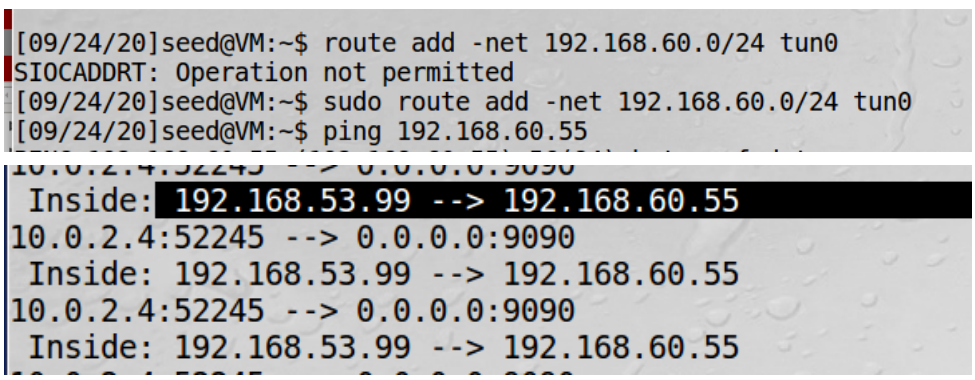


Task3:Send the IP Packet to VPN Server Through a Tunnel

1. ping any IP address belonging to the 192.168.53.0/24

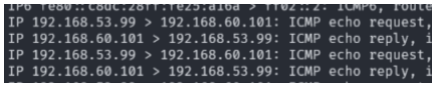


2. ping any ip address belonging to the 192.168.60.0/24



Task4: Set Up the VPN Server

```
TUNSETIFF = 0x400454ca
IFF_TUN = 0x0001
IFF_TAP = 0x0002
IFF_NO_PI = 0x1000

tun = os.open("/dev/net/tun", os.O_RDWR)
ifr = struct.pack('16sH', b'tun%d', IFF_TUN | IFF_NO_PI)
ifname_bytes = fcntl.ioctl(tun, TUNSETIFF, ifr)
ifname = ifname_bytes.decode('UTF-8')[:16].strip("\x00")
print("Interface Name: {}".format(ifname))

os.system("ip addr add 192.168.53.99/24 dev {}".format(ifname))
os.system("ip link set dev {} up".format(ifname))

IP_A = "0.0.0.0"
PORT = 9090

sock = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
sock.bind((IP_A, PORT))

while True:
        data, (ip, port) = sock.recvfrom(2048)
        print("{}:{} --> {}:{}".format(ip, port, IP_A, PORT))
        pkt = IP(data)
        print(" Inside: {} --> {}".format(pkt.src, pkt.dst))
        print("Sending raw: {}".format(data))
        os.write(tun, data)
```



Task5: Handling Traffic in Both Directions

- **program**
  - **tun_server:**

```
#!/usr/bin/python3
import fcntl
import struct
import os
import time
from scapy.all import *

TUNSETIFF = 0x400454ca
IFF_TUN = 0x0001
IFF_TAP = 0x0002
IFF_NO_PI = 0x1000

tun = os.open("/dev/net/tun", os.O_RDWR)
ifr = struct.pack('16sH', b'tun%d', IFF_TUN | IFF_NO_PI)
ifname_bytes = fcntl.ioctl(tun, TUNSETIFF, ifr)
ifname = ifname_bytes.decode('UTF-8')[:16].strip("\x00")
print("Interface Name: {}".format(ifname))
```

```
os.system("ip addr add 192.168.53.98/24 dev {}".format(ifname))
os.system("ip link set dev {} up".format(ifname))

IP_A = "0.0.0.0"
PORT = 9090

sock = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
sock.bind((IP_A, PORT))

while True:
    ready, _, _ = select.select([sock, tun], [], [])
    for fd in ready:
        if fd is sock:
            data, (ip, port) = sock.recvfrom(2048)
            pkt = IP(data)
            print("From socket <==: {} --> {}".format(pkt.src,
pkt.dst))
            os.write(tun, data)
        if fd is tun:
            packet = os.read(tun, 2048)
            pkt = IP(packet)
            print("From tun    ==>: {} --> {}".format(pkt.src,
pkt.dst))
            sock.sendto(packet, ("10.0.2.5", port))
```

- **tun_client**

```
#!/usr/bin/python3
import fcntl
import struct
import os
import time
from scapy.all import *
TUNSETIFF = 0x400454ca
IFF_TUN = 0x0001
IFF_TAP = 0x0002
IFF_NO_PI = 0x1000

# Create the tun interface
tun = os.open("/dev/net/tun", os.O_RDWR)
ifr = struct.pack('16sH', b'tun%d', IFF_TUN | IFF_NO_PI)
ifname_bytes = fcntl.ioctl(tun, TUNSETIFF, ifr)

# Get the interface name
ifname = ifname_bytes.decode('UTF-8')[:16].strip("\x00")

#configure the interface
os.system("ip addr add 192.168.53.99/24 dev {}".format(ifname))
os.system("ip link set dev {} up".format(ifname))
os.system("route add -net 192.168.60.0/24 {}".format(ifname))

print("Interface Name: {}".format(ifname))

# Create UDP socket
```

```
sock = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)



while True:
    ready, _, _ = select.select([sock, tun], [], [])
    # Get a packet from the tun interface
    for fd in ready:
        if fd is sock:
            data, (ip, port) = sock.recvfrom(2048)
            pkt = IP(data)
            print("From socket <==: {} --> {}".format(pkt.src,
pkt.dst))
            os.write(tun, data)
        if fd is tun:
            packet = os.read(tun, 2048)
            pkt = IP(packet)
            print("From tun    ==>: {} --> {}".format(pkt.src,
pkt.dst))                       sock.sendto(packet, ("10.0.2.15",
9090))
```

- **machine U ping machine V**

```
[09/25/20]seed@VM:~$ ping 192.168.60.101
PING 192.168.60.101 (192.168.60.101) 56(84) bytes of data.
64 bytes from 192.168.60.101: icmp_seq=1 ttl=250 time=18.2 ms

64 bytes from 192.168.60.101: icmp_seq=2 ttl=250 time=6.59 ms
64 bytes from 192.168.60.101: icmp_seq=3 ttl=250 time=9.28 ms
64 bytes from 192.168.60.101: icmp_seq=4 ttl=250 time=6.10 ms
```

Task 6: Tunnel-Breaking Experiment

- when we stop run tun_client.py, the machine U print nothing. when we run tun_client.py again,we found that the character we type into Reappear

Task 8: Experiment with TUN IP Address

- when we change the tun's ip to 192.168.30.99. we can not make ping connection
- we found that the udp packet lose when it was sent to vpn server

Task 9: Experiment with the TAP Interface

```
###[ Ethernet ]###
  dst       = ff:ff:ff:ff:ff:ff
  src       = 8e:25:f9:d6:45:98
  type      = ARP
###[ ARP ]###
     hwtype    = 0×1
     ptype     = IPv4
     hwlen     = 6
     plen      = 4
     op        = who-has
     hwsrc     = 8e:25:f9:d6:45:98
     psrc      = 192.168.53.99
     hwdst     = 00:00:00:00:00:00
     pdst      = 192.168.53.1
```