

Project4: SOCKS4



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1/6 23:55

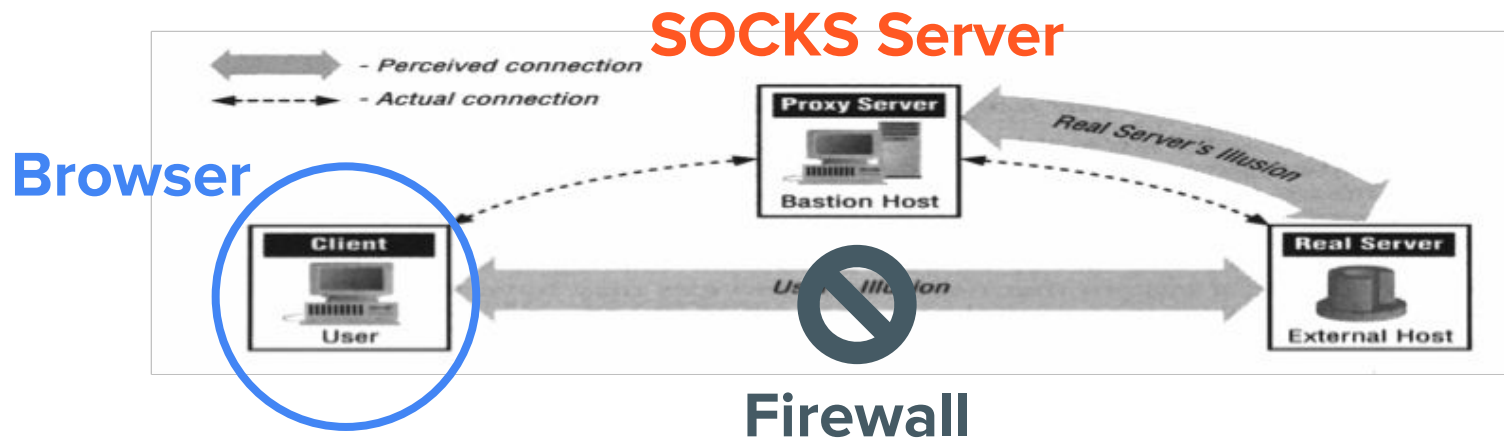
Project 4 Deadline.

Demo: 1/7 Tue.

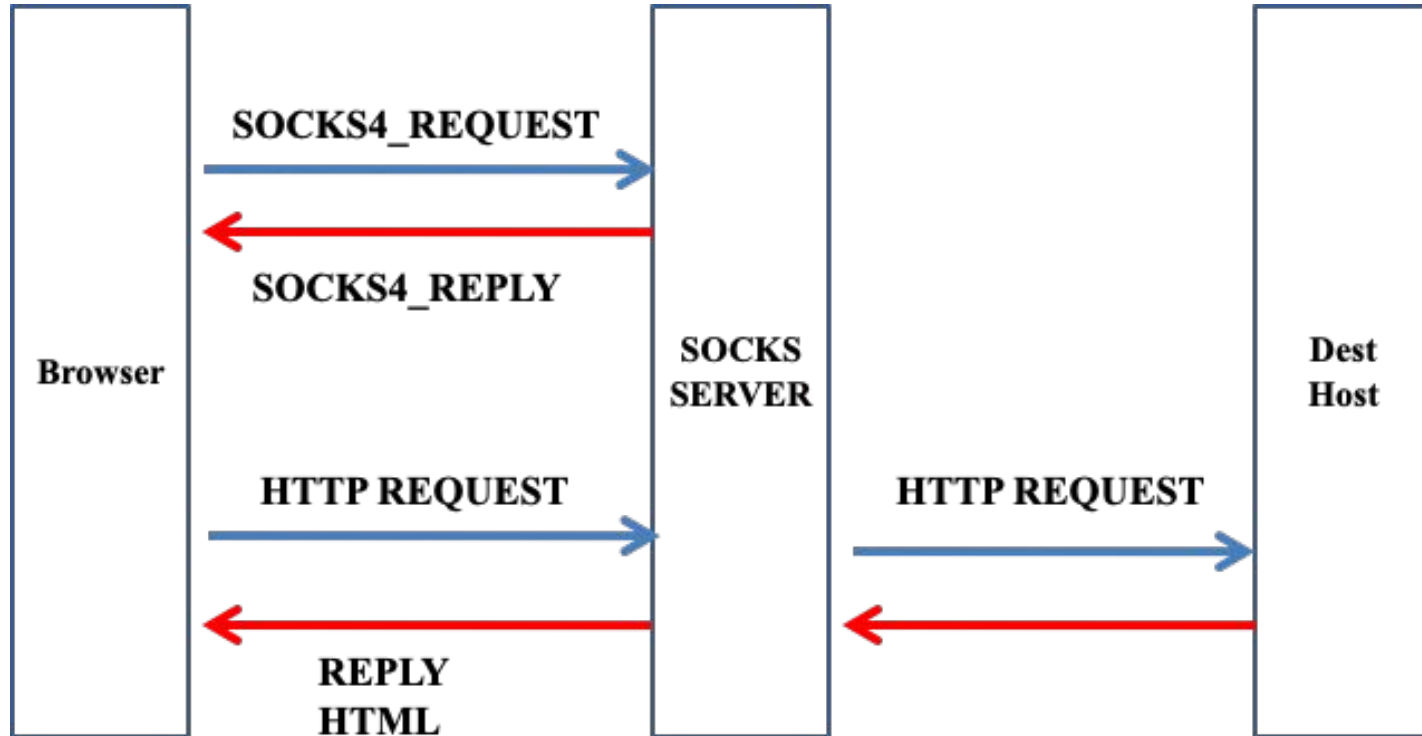
Project4 Requirements

- I. [20%] SOCKS4 Server **Connect Mode**
- II. [20%] SOCKS4 Server **Bind Mode**
- III. [20%] CGI Proxy
- IV. [10%] Firewall

I. Connect Mode



Connect Mode (HTTP Example)



SOCKS4_REQUEST

	VN	CD	DSTPORT	DSTIP	USERID	NULL
# of bytes:	1	1	2	4	variable	1

Example (CONNECT)

[illegible]

- VN is the SOCKS protocol version number and should be **4**.
- CD is the command code and should be **1** for **CONNECT** request.
- NULL is a byte of all zero bits.

SOCKS4_REQUEST (SOCK 4A)

	VN	CD	DSTPORT	DSTIP	USERID	NULL	DOMAIN NAME	NULL
# of bytes:	1	1	2	4	variable	1	variable	1

Example (CONNECT)

4	1	8	0	0	0	1	0	'w'	'w'	...	0
---	---	---	---	---	---	---	---	-----	-----	-----	---

- DSTIP should be 0.0.0.x with nonzero x.

SOCKS4_REPLY

	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
	VN	CD	DSTPORT	DSTIP				
	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
# of bytes:	1	1	2	4				

Example	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+
(CONNECT)	0	90	0 0	0 0	0 0	0 0	0 0	
	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+	+-----+

- VN is the version of the reply code and should be 0.
- CD is the result code with one of the following values:
 - 90: request granted
 - 91: request rejected or failed
- DSTPORT and DSTIP are ignored in CONNECT mode.

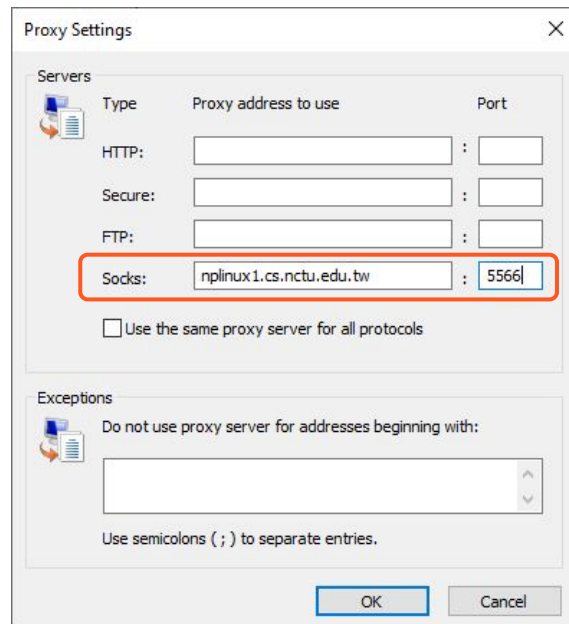
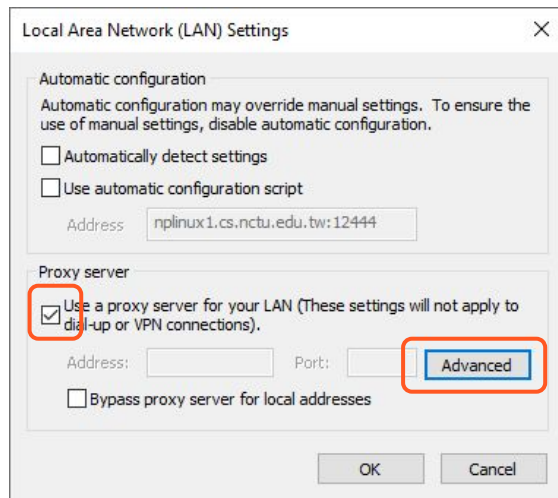
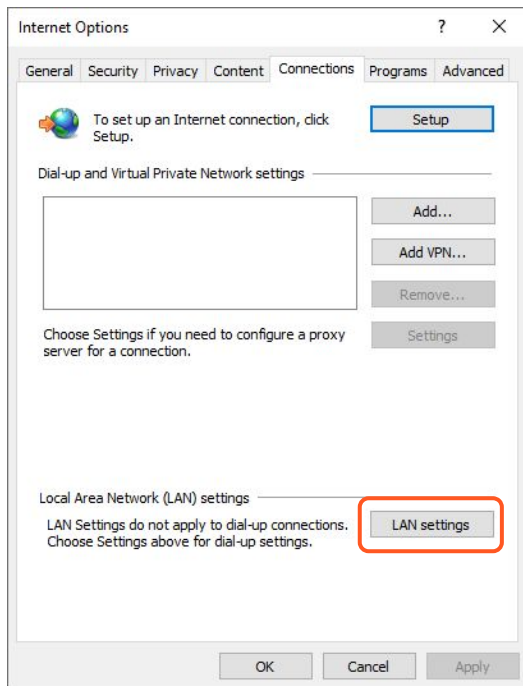
SOCKS Server Messages

Your server should show messages in the following format:

- <S_IP>: source ip
- <S_PORT>: source port
- <D_IP>: destination ip
- <D_PORT>: destination port
- <Command>: CONNECT or BIND
- <Reply>: Accept or Reject

```
<S_IP>: 220.137.88.164  
<S_PORT>: 51002  
<D_IP>: 172.217.27.142  
<D_PORT>: 443  
<Command>: CONNECT  
<Reply>: Accept
```

Setup Browser (IE)



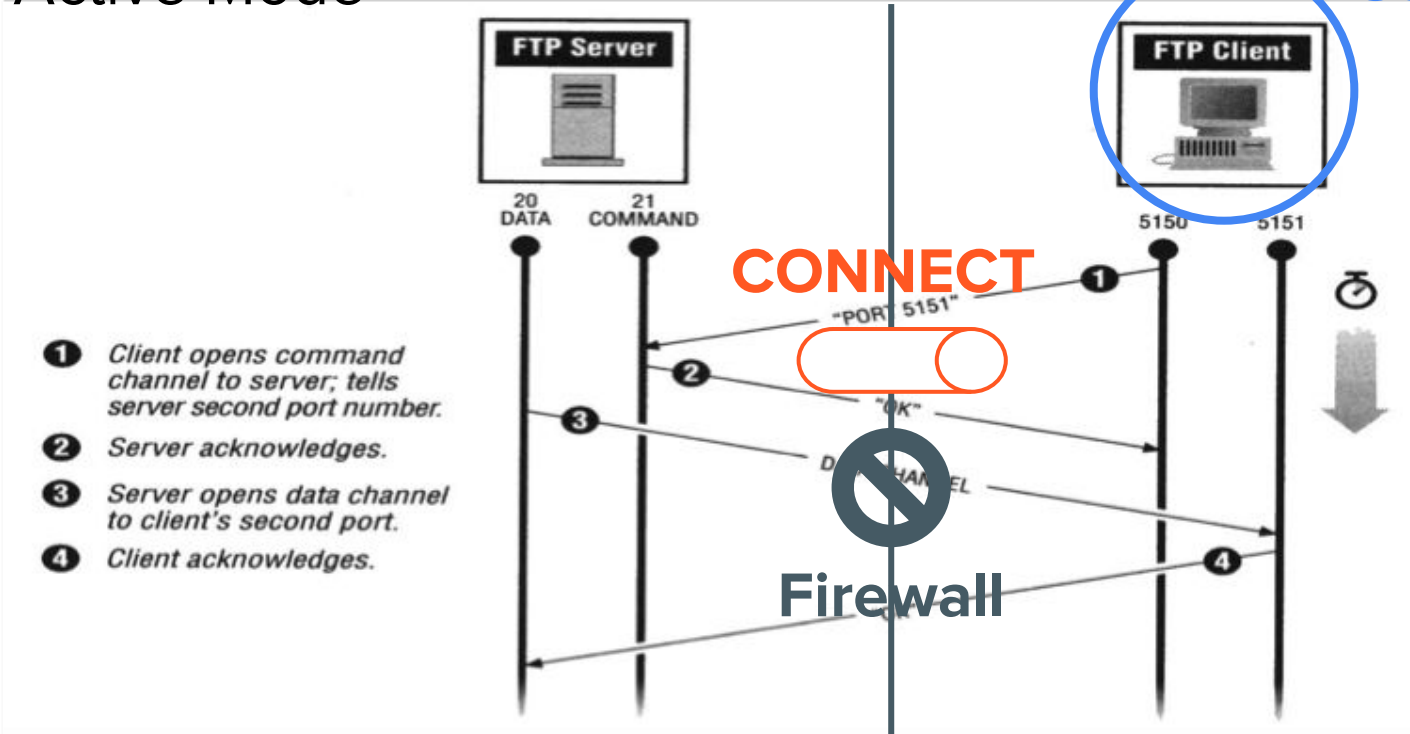
Scoring Criteria

- Setup browser and connect to your SOCKS server.
- Be able to connect any webpages via Google search. (5%)
- Turn off your socks server, connection should failed. (5%)
- Turn on your socks server, the connection should be built again. (5%)
- Show correct server messages. (5%)

II. Bind Mode

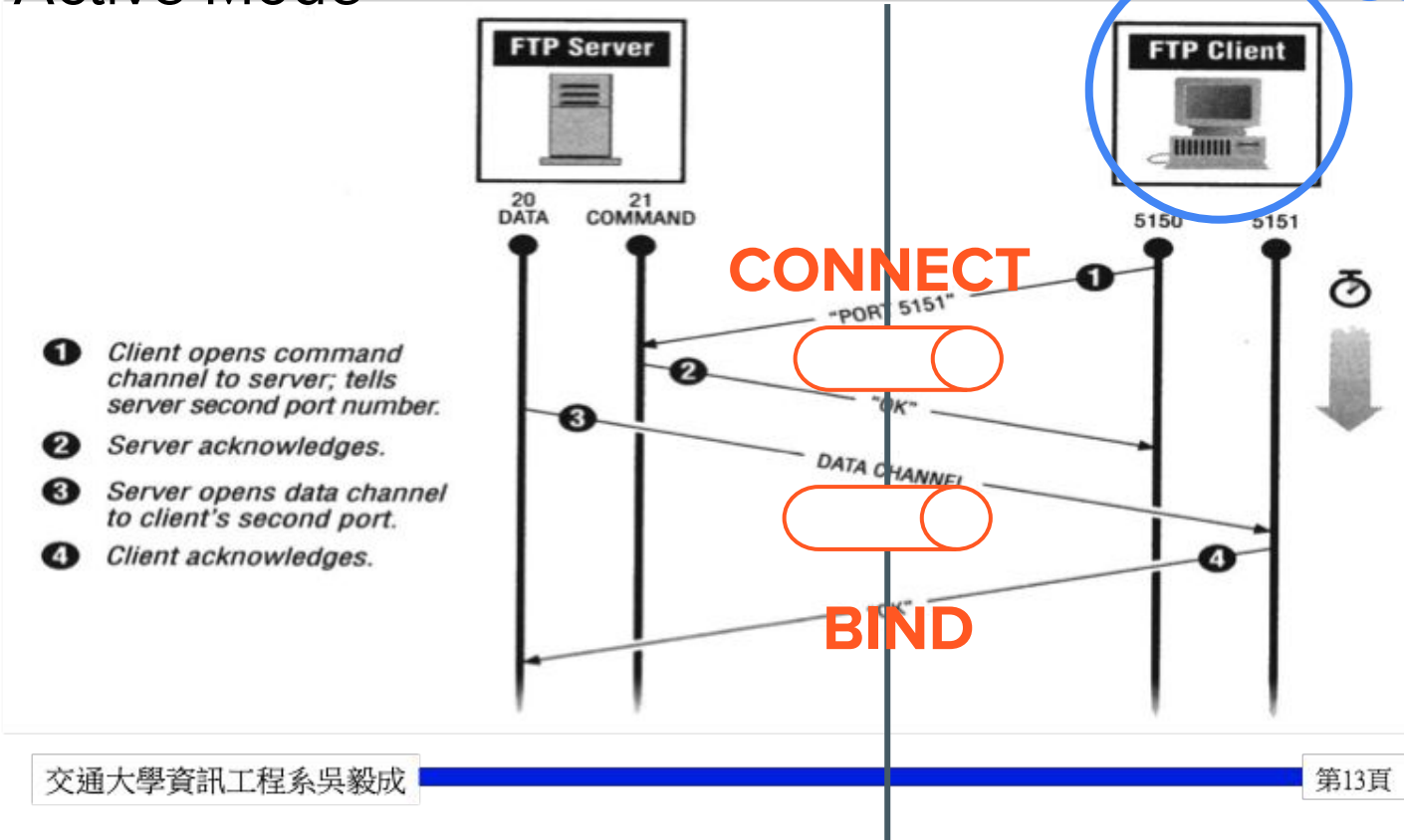
FTP Active Mode

User

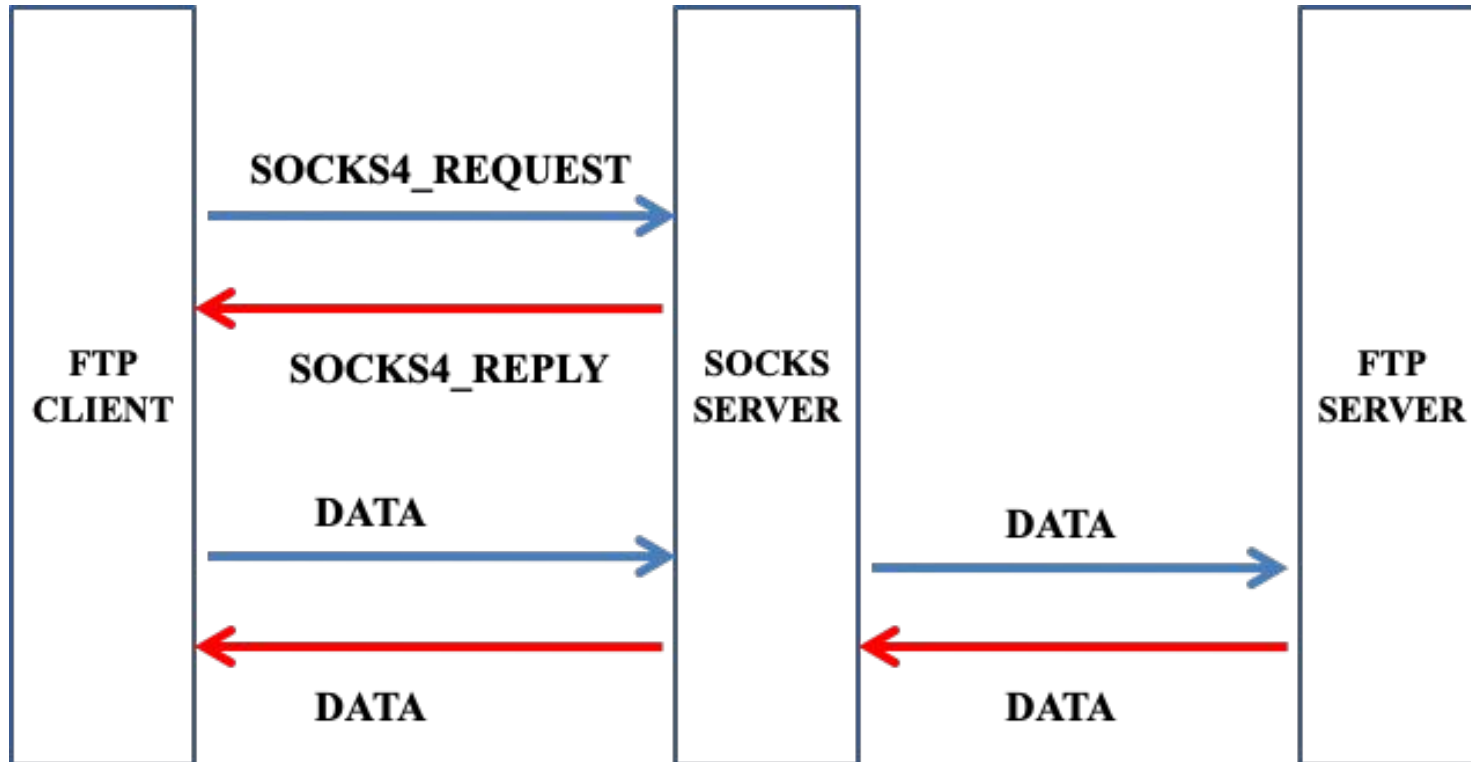


FTP Active Mode

User



Bind Mode (FTP Example)



SOCKS4_REQUEST

	VN	CD	DSTPORT	DSTIP	USERID	NULL
# of bytes:	1	1	2	4	variable	1

Example (BIND)

[illegible]

- VN is the SOCKS protocol version number and should be 4.
- CD is the command code and should be 2 for **BIND** request.
- NULL is a byte of all zero bits.

SOCKS4_REPLY

Need to send REPLY again to SOCKS client after connection accepted from destination.

	VN	CD	DSTPORT	DSTIP
# of bytes:	1	1	2	4

Example (BIND)

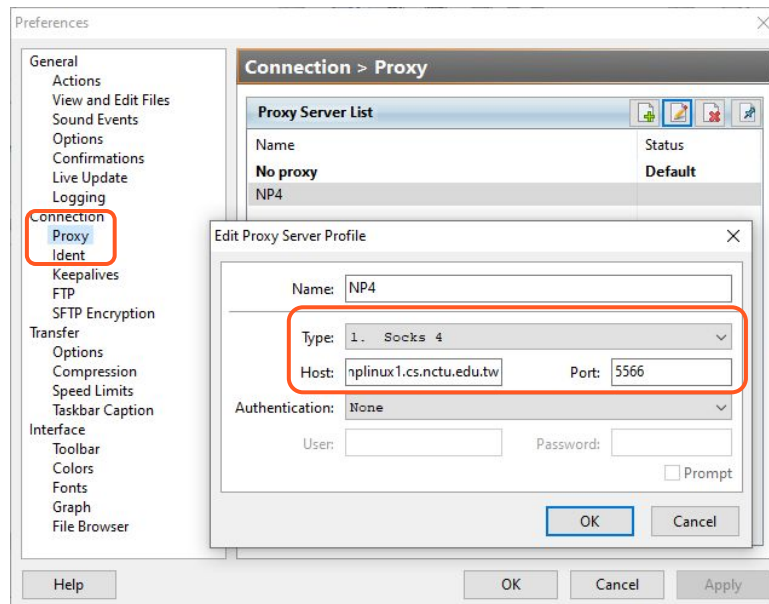
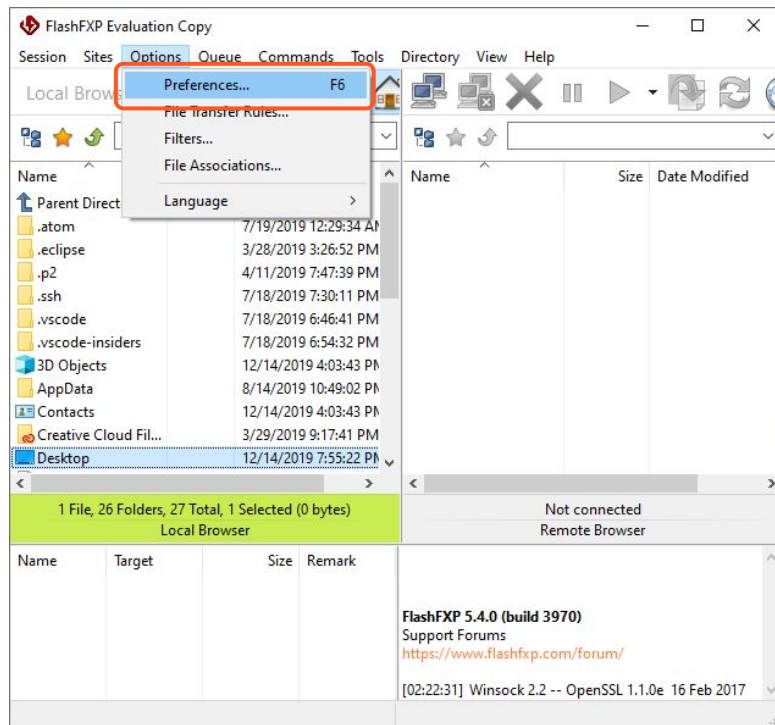
0	90	55	11	0	0	0	0
---	----	----	----	---	---	---	---

- VN is the version of the reply code and should be 0.
- CD is the result code with one of the following values:
 - 90: request granted
 - 91: request rejected or failed
- DSTPORT and DSTIP are meaningful in BIND mode.

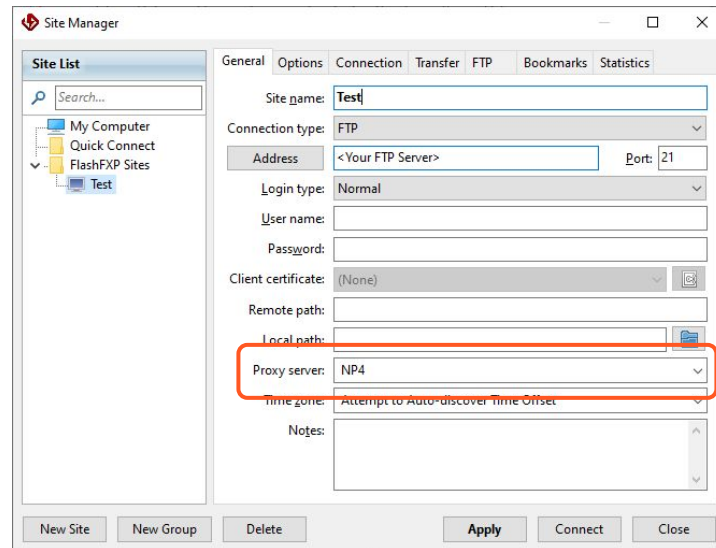
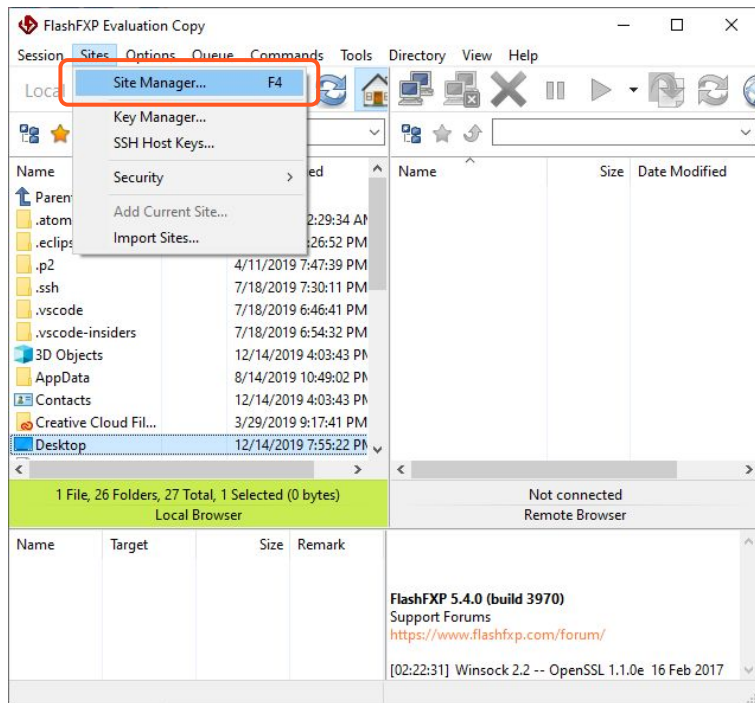
FTP Server / Client

- FTP Server
 - You need to setup your own FTP server for testing.
 - Example: FileZilla Server
- We will use **FlashFXP** (<http://www.flashfxp.com/>) for FTP client.

FlashFXP - Setup SOCKS Server



FlashFXP - Setup SOCKS Server

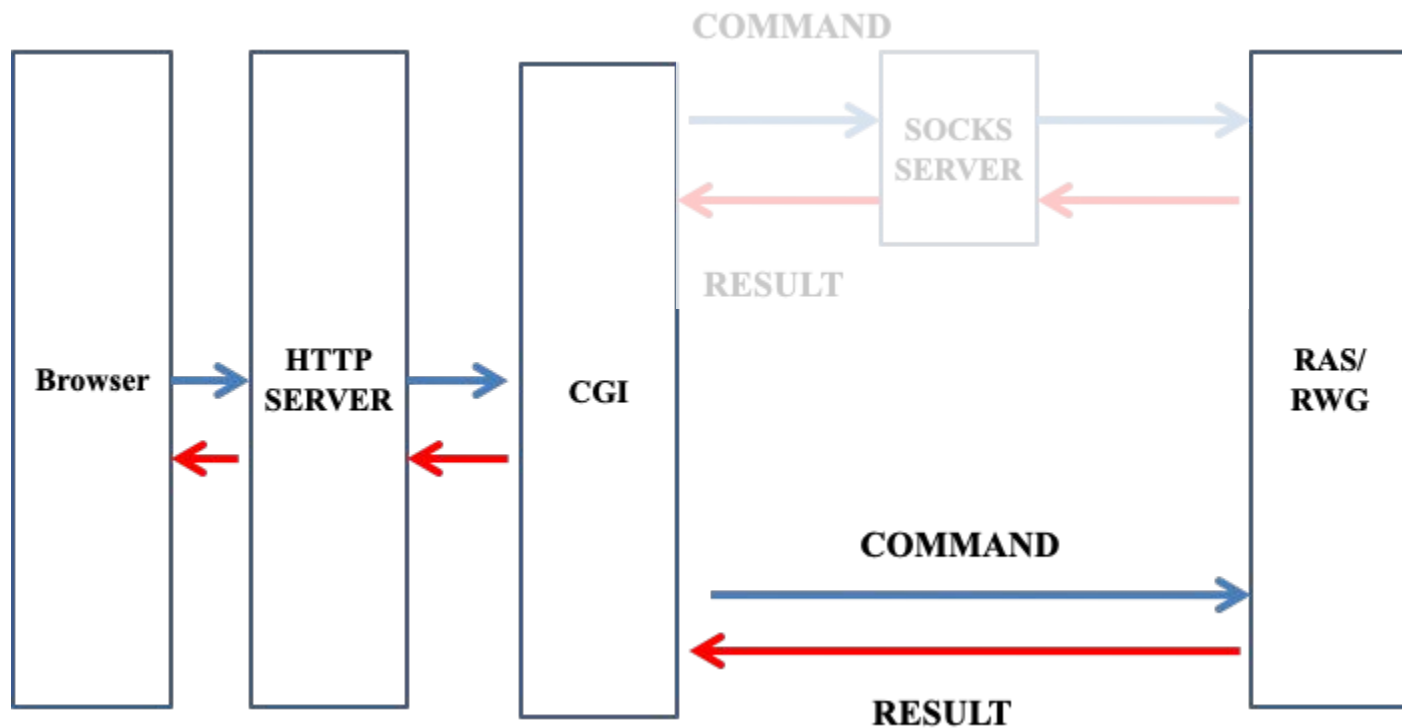


Scoring Criteria

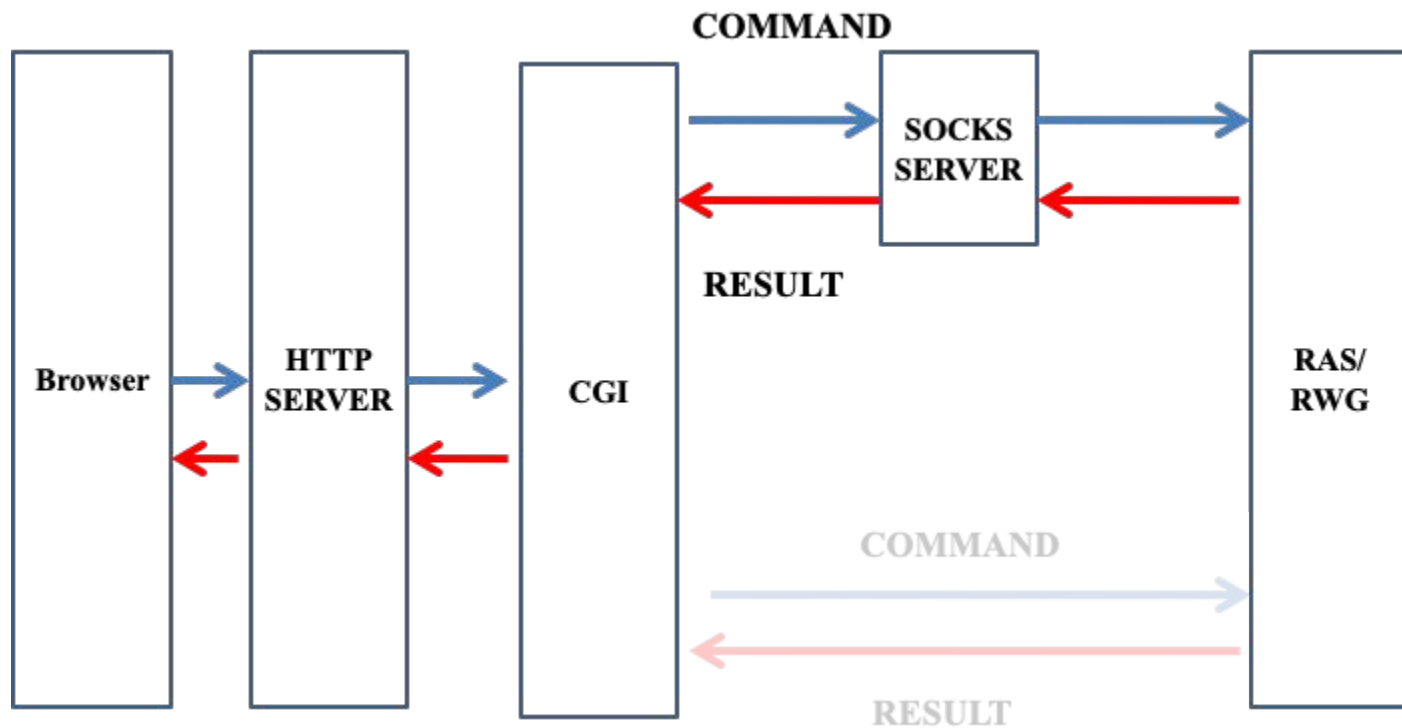
- Open FlashFXP and setup your socks server.
- Upload executable file > 1GB. (5%)
- Download the file. (5%)
- Check size and if the file still executable. (5%)
- Check whether SOCKS server's output has used BIND mode. (5%)

III. CGI Proxy

CGI Connection



CGI Connection



panel_socks.cgi

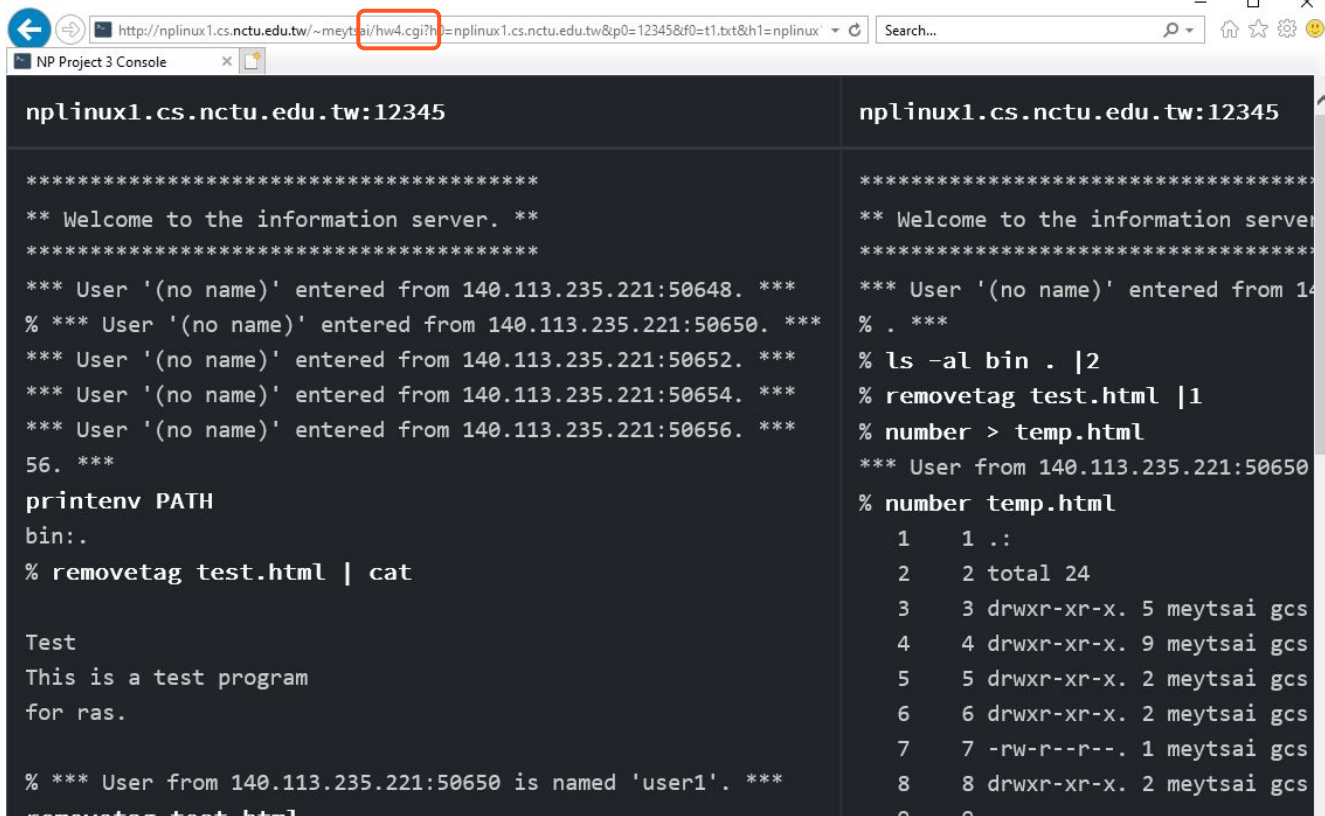
NP Project 3 Panel

#	Host	Port	Input File
Session 1	nplinux1 .cs.nctu.edu.tw	12345	t1.txt
Session 2	nplinux1 .cs.nctu.edu.tw	12345	t2.txt
Session 3	nplinux1 .cs.nctu.edu.tw	12345	t3.txt
Session 4	nplinux1 .cs.nctu.edu.tw	12345	t4.txt
Session 5	nplinux1 .cs.nctu.edu.tw	12345	t5.txt
Socks Server	nplinux1 .cs.nctu.edu.tw	5566	

Run

Demo Example

sh=nplinux1.cs.nctu.edu.tw&sp=5566



```
nplinux1.cs.nctu.edu.tw:12345

*****
** Welcome to the information server. **
*****

*** User '(no name)' entered from 140.113.235.221:50648. ***
% *** User '(no name)' entered from 140.113.235.221:50650. ***
*** User '(no name)' entered from 140.113.235.221:50652. ***
*** User '(no name)' entered from 140.113.235.221:50654. ***
*** User '(no name)' entered from 140.113.235.221:50656. ***
56. ***

printenv PATH
bin:.
% removetag test.html | cat

Test
This is a test program
for ras.

% *** User from 140.113.235.221:50650 is named 'user1'. ***
removetag test.html
```

Details

- Modify project3 console.cpp to implement **SOCK4 client (hw4.cgi)**.
 - In QUERYSTRING, sh=<SocksHost>&sp=<SocksPort>
- We will provide panel_socks.cgi
- Testing steps
 - Close proxy setting of your browser.
 - Put test_case, **panel_socks.cgi** and **hw4.cgi** in ~/public_html
 - Run your **socks server** and **np_single_golden** on nplinux
 - Connect and run panel_socks.cgi
 - e.g. nplinux1.cs.nctu.edu.tw/~<yourname>/panel_socks.cgi

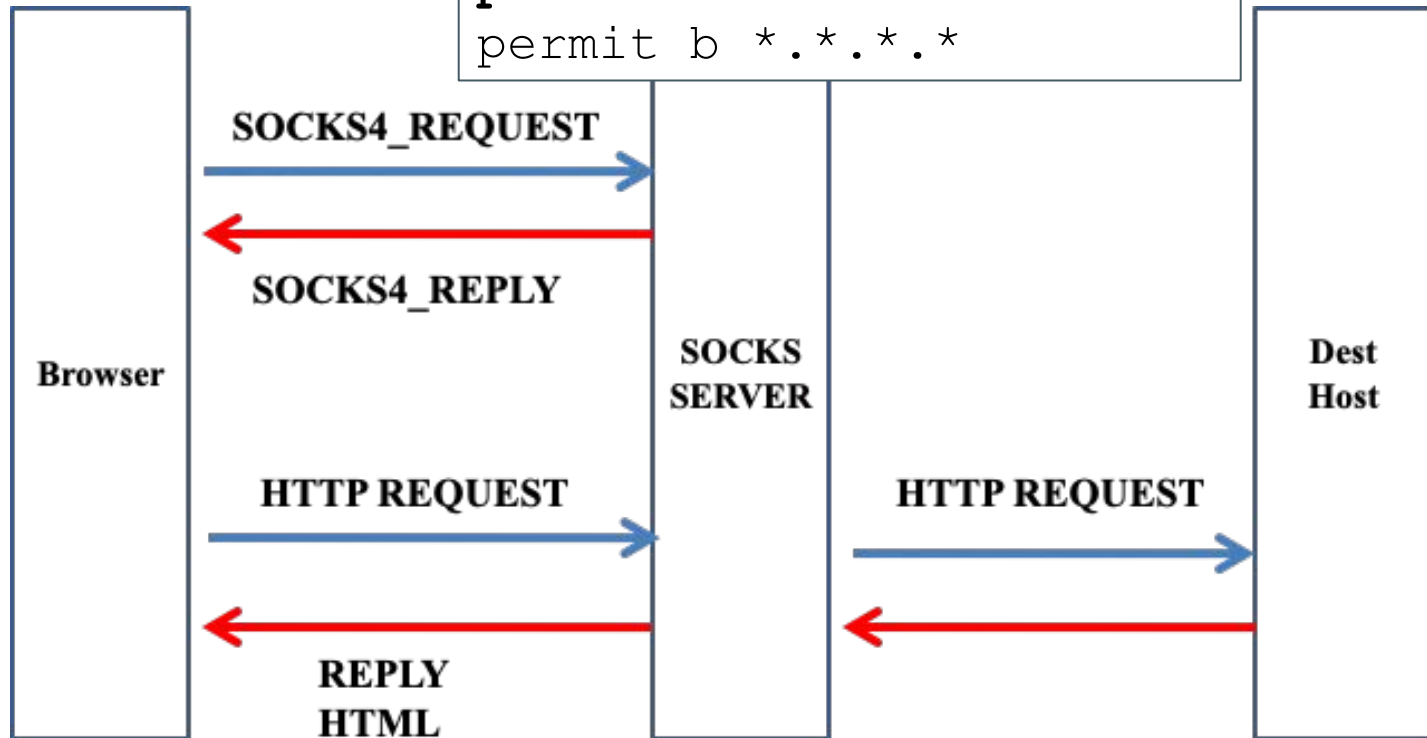
IV. Firewall

Connect Mode

(deny all traffic by default)

socks.conf

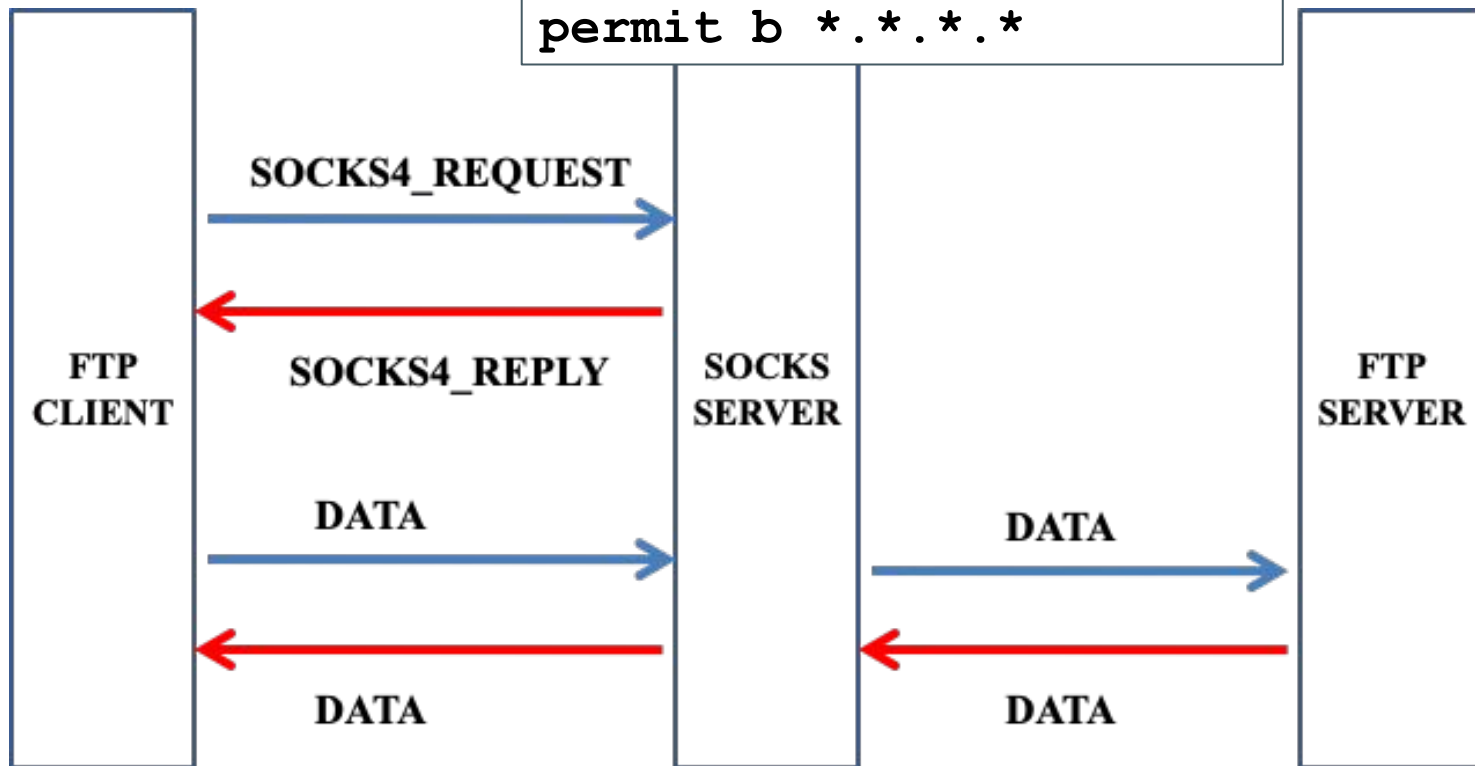
```
permit c 140.113.*.*  
permit b *.*.*.*
```



Bind Mode

(deny all traffic by default) socks.conf

```
permit c 140.113.*.*  
permit b *.*.*.*
```



Scoring Criteria for Part III and IV

- CGI Proxy
 - Success run all testcases (20%)
 - No hidden testcases
- Firewall Example:
 - Only allow connections to NCTU (5%)
 - “permit c 140.113.*.*”
 - Only allow connections to NTHU (5%)
 - “permit c 140.114.*.*”

Reference

- [SOCKS4 Protocol](#)
- [SOCKS4a Protocol](#)

Appendix

SOCKS4_REQUEST

SOCKS4_REQUEST

VN 4	CD 1 or 2	DST PORT	DST IP	USER ID	NULL
1	1	2	4	variable	1

VN 4	CD 1 or 2	DST PORT	DST IP = 0.0.0.x	USER ID	NULL	Domain Name	NULL
1	1	2	4	variable	1	variable	1

[CD]

1: CONNECT command

2: BIND command

SOCKS4_REPLY

SOCKS4_REPLY

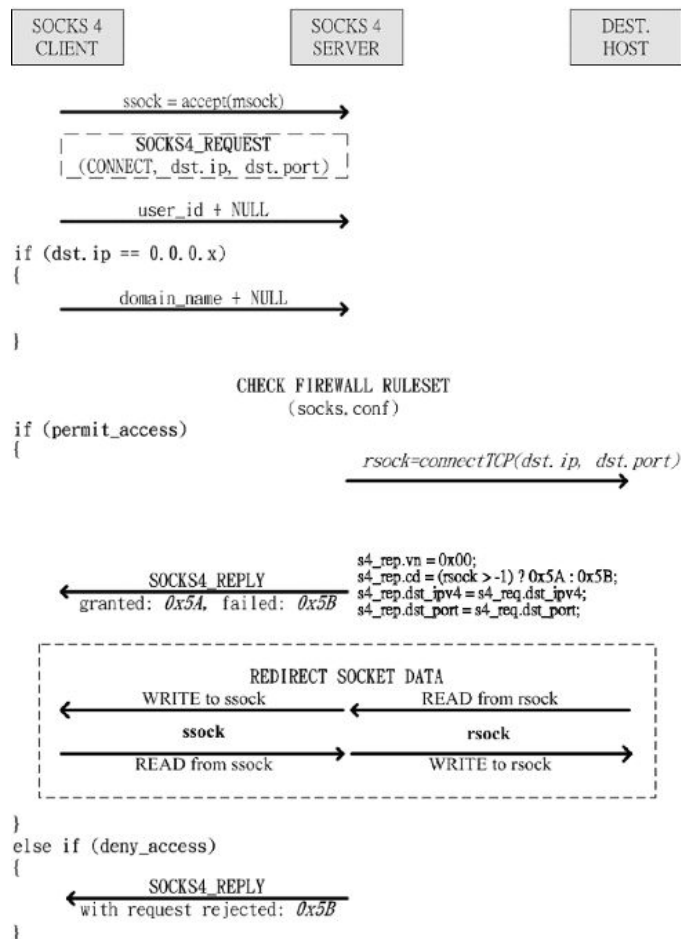
VN	CD	DST PORT	DST IP
0	90 or 91		
1	1	2	4

[CD]

90: request granted

91: request rejected or failed

SOCKS Version 4 Protocol (CONNECT Operation)



SOCKS Version 4 Protocol (BIND Operation)

