

# EECS 3482

## Lab 2

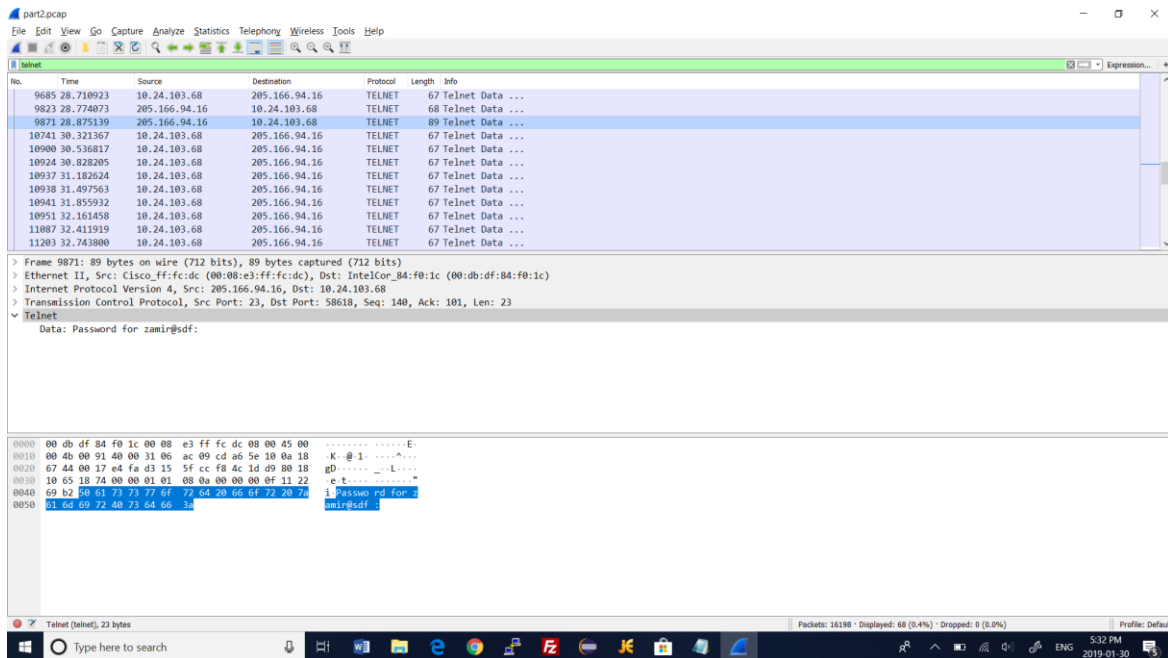
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Professor: Khalil Abuosba

## Question 1:

### Part 1: Telnet and ssh connections analysis:



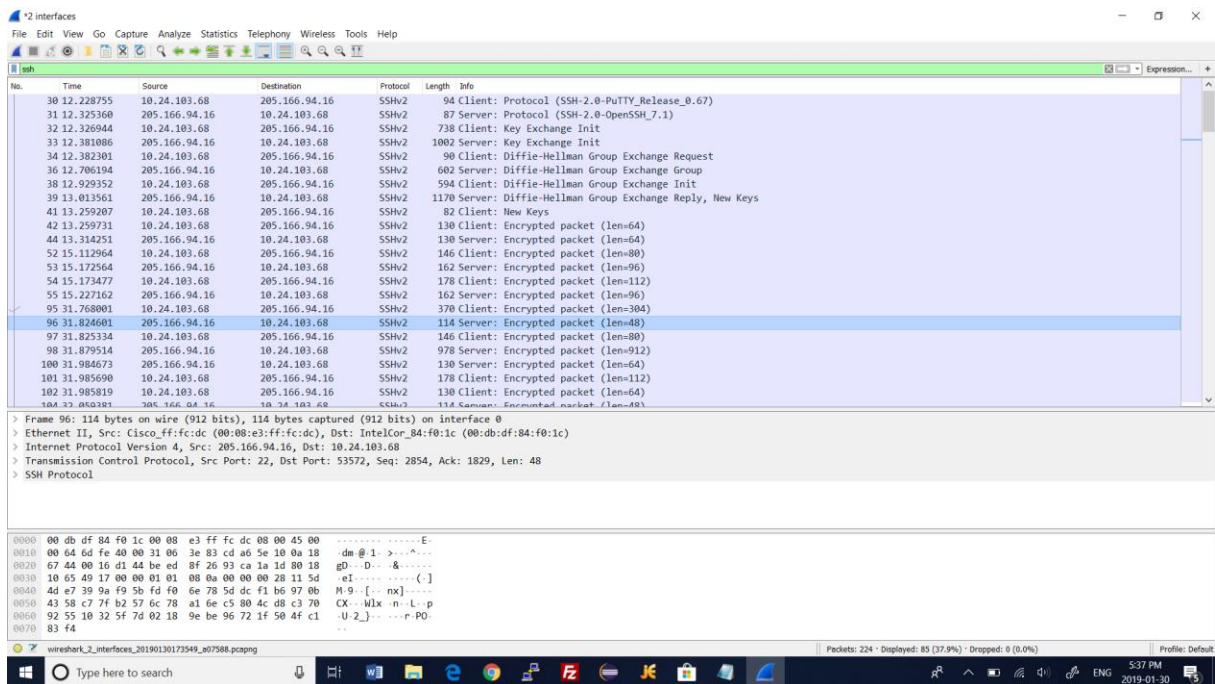
The screenshot shows a Wireshark capture of a Telnet session. The packet list on the left shows several Telnet data packets. The selected packet (No. 9871) is expanded in the packet details pane, showing the Telnet structure: Data: Password for zamir@df: . The packet bytes pane at the bottom shows the raw data, with the password 'zamir@df' highlighted in blue.

No.	Time	Source	Destination	Protocol	Length	Info
9685	28.718923	10.24.103.68	205.166.94.16	Telnet	67	Telnet Data ...
9823	28.774073	205.166.94.16	10.24.103.68	Telnet	68	Telnet Data ...
9871	28.875139	205.166.94.16	10.24.103.68	Telnet	89	Telnet Data ...
10741	30.321367	10.24.103.68	205.166.94.16	Telnet	67	Telnet Data ...
10900	30.536817	10.24.103.68	205.166.94.16	Telnet	67	Telnet Data ...
10924	30.828205	10.24.103.68	205.166.94.16	Telnet	67	Telnet Data ...
10937	31.182624	10.24.103.68	205.166.94.16	Telnet	67	Telnet Data ...
10938	31.497563	10.24.103.68	205.166.94.16	Telnet	67	Telnet Data ...
10941	31.859332	10.24.103.68	205.166.94.16	Telnet	67	Telnet Data ...
10951	32.161458	10.24.103.68	205.166.94.16	Telnet	67	Telnet Data ...
11087	32.411919	10.24.103.68	205.166.94.16	Telnet	67	Telnet Data ...
11203	32.743800	10.24.103.68	205.166.94.16	Telnet	67	Telnet Data ...

Frame 9871: 89 bytes on wire (712 bits), 89 bytes captured (712 bits) on interface 0  
> Ethernet II, Src: Cisco\_ff:fc:dc (00:08:e3:ff:fc:dc), Dst: IntelCor\_84:f0:1c (00:db:df:84:f0:1c)  
> Internet Protocol Version 4, Src: 205.166.94.16, Dst: 10.24.103.68  
> Transmission Control Protocol, Src Port: 23, Dst Port: 58018, Seq: 140, Ack: 101, Len: 23  
Telnet  
Data: Password for zamir@df:

0000 00 db df 84 f0 1c 00 08 e3 ff fc dc 08 00 45 00 .....E-  
0010 00 4b 00 91 40 00 31 06 ac 09 cd a6 5e 10 0a 18 .K-@1-.....  
0020 67 44 00 17 e4 fa d3 15 5f cc f8 4c 1d d9 80 18 gD.....&  
0030 10 65 18 74 00 00 01 01 08 0a 00 00 00 0f 11 22 eT.....  
0040 69 b2 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .P.....  
0050 51 63 69 72 49 73 64 66 1a .....zamir@df

When using telnet password is seen in the next 17 packets and it is displayed.



The screenshot shows a Wireshark capture of an SSH session. The packet list on the left shows several SSH packets. The selected packet (No. 96) is expanded in the packet details pane, showing the SSH structure: 114 Server: Encrypted packet (len=48). The packet bytes pane at the bottom shows the raw data, which is encrypted and appears as a series of hexadecimal values.

No.	Time	Source	Destination	Protocol	Length	Info
30	12.228755	10.24.103.68	205.166.94.16	SSHv2	94	Client: Protocol (SSH-2.0-PuTTY_Release_0.67)
31	12.325360	205.166.94.16	10.24.103.68	SSHv2	87	Server: Protocol (SSH-2.0-OpenSSH_7.1)
32	12.326944	10.24.103.68	205.166.94.16	SSHv2	738	Client: Key Exchange Init
33	12.381086	205.166.94.16	10.24.103.68	SSHv2	1002	Server: Key Exchange Init
34	12.382301	10.24.103.68	205.166.94.16	SSHv2	90	Client: Diffie-Hellman Group Exchange Request
36	12.706194	205.166.94.16	10.24.103.68	SSHv2	602	Server: Diffie-Hellman Group Exchange Group
38	12.929352	10.24.103.68	205.166.94.16	SSHv2	594	Client: Diffie-Hellman Group Exchange Init
39	13.013561	205.166.94.16	10.24.103.68	SSHv2	1170	Server: Diffie-Hellman Group Exchange Reply, New Keys
41	13.259207	10.24.103.68	205.166.94.16	SSHv2	82	Client: New Keys
42	13.259731	10.24.103.68	205.166.94.16	SSHv2	130	Client: Encrypted packet (len=64)
44	13.314251	205.166.94.16	10.24.103.68	SSHv2	130	Server: Encrypted packet (len=64)
52	15.112964	10.24.103.68	205.166.94.16	SSHv2	146	Client: Encrypted packet (len=80)
53	15.172564	205.166.94.16	10.24.103.68	SSHv2	162	Server: Encrypted packet (len=96)
54	15.173477	10.24.103.68	205.166.94.16	SSHv2	178	Client: Encrypted packet (len=112)
55	15.227162	205.166.94.16	10.24.103.68	SSHv2	162	Server: Encrypted packet (len=96)
95	31.768001	10.24.103.68	205.166.94.16	SSHv2	370	Client: Encrypted packet (len=304)
96	31.824601	205.166.94.16	10.24.103.68	SSHv2	114	Server: Encrypted packet (len=48)
97	31.825334	10.24.103.68	205.166.94.16	SSHv2	146	Client: Encrypted packet (len=80)
98	31.879514	205.166.94.16	10.24.103.68	SSHv2	978	Server: Encrypted packet (len=912)
100	31.984673	205.166.94.16	10.24.103.68	SSHv2	130	Server: Encrypted packet (len=64)
101	31.985690	10.24.103.68	205.166.94.16	SSHv2	178	Client: Encrypted packet (len=112)
102	31.985819	10.24.103.68	205.166.94.16	SSHv2	130	Client: Encrypted packet (len=64)
104	31.986381	205.166.94.16	10.24.103.68	SSHv2	114	Server: Encrypted packet (len=48)

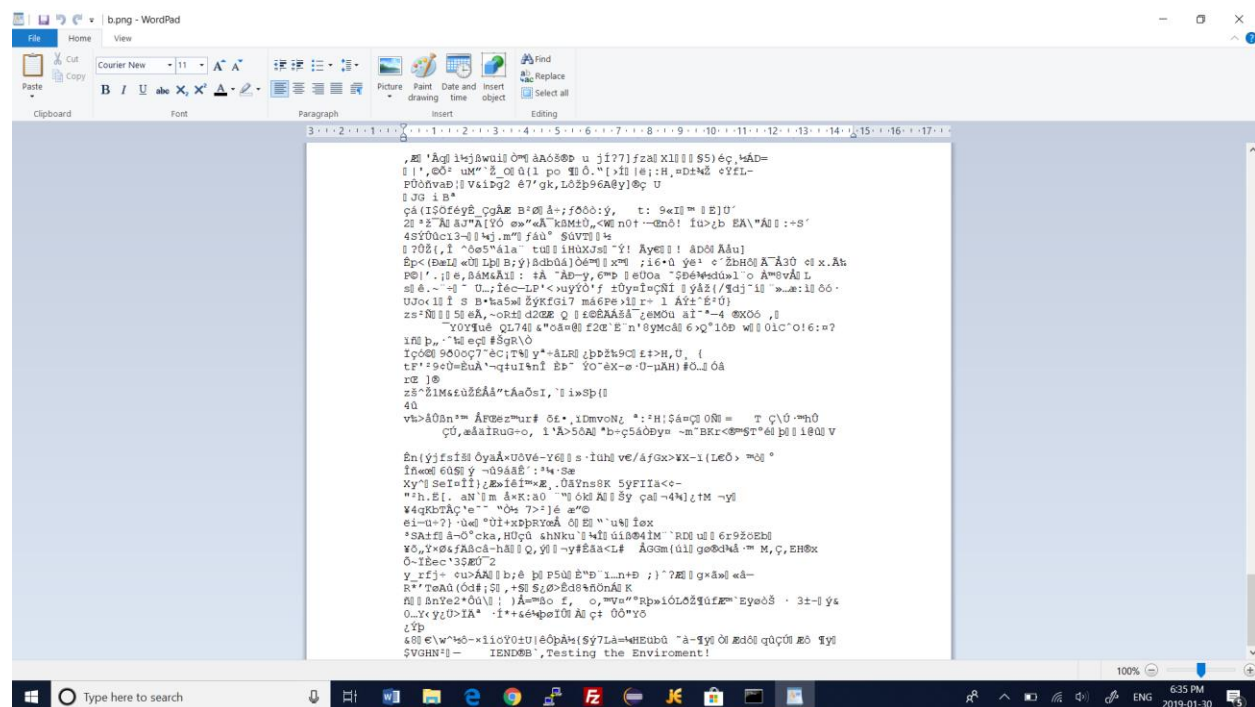
Frame 96: 114 bytes on wire (912 bits), 114 bytes captured (912 bits) on interface 0  
> Ethernet II, Src: Cisco\_ff:fc:dc (00:08:e3:ff:fc:dc), Dst: IntelCor\_84:f0:1c (00:db:df:84:f0:1c)  
> Internet Protocol Version 4, Src: 205.166.94.16, Dst: 10.24.103.68  
> Transmission Control Protocol, Src Port: 22, Dst Port: 53572, Seq: 2854, Ack: 1829, Len: 48  
> SSH Protocol

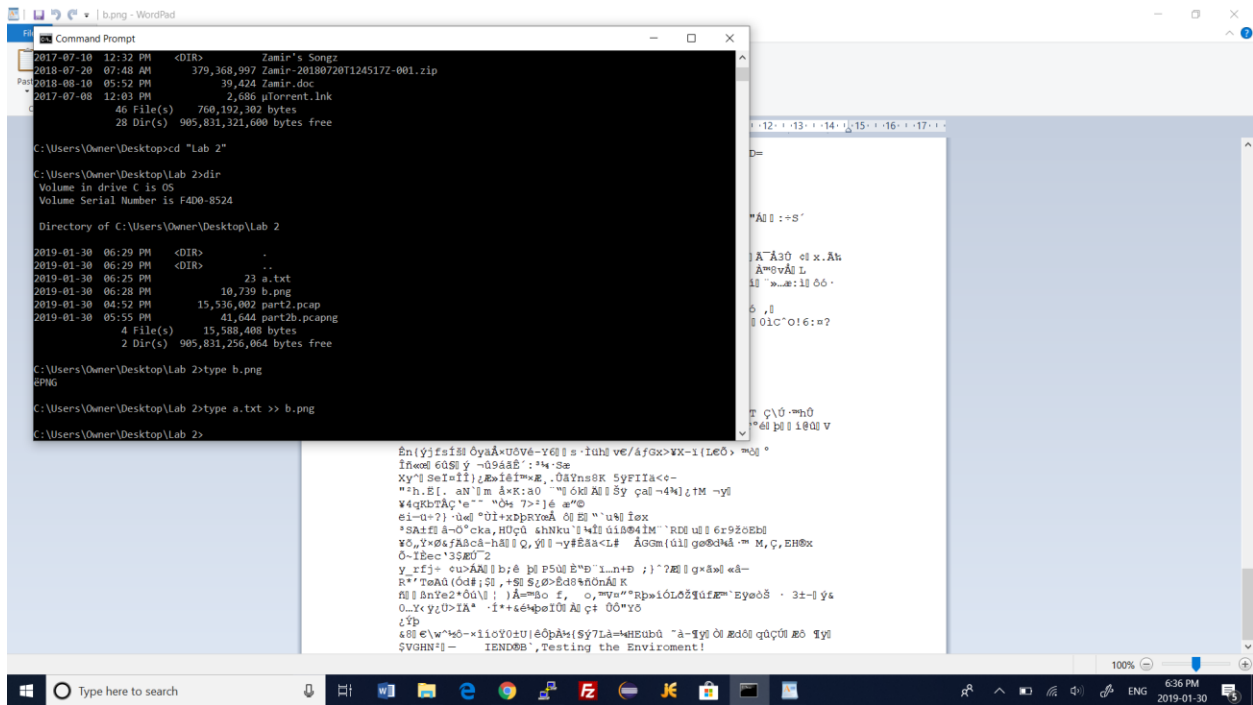
0000 00 db df 84 f0 1c 00 08 e3 ff fc dc 08 00 45 00 .....E-  
0010 00 64 6d fe a0 00 31 06 3e 83 cd a6 5e 10 0a 18 .dm@1-.....  
0020 67 44 00 16 d1 44 be ed 8f 26 93 ca 1a 1d 80 18 gD-D-.....&  
0030 10 65 49 17 00 00 01 01 08 0a 00 00 00 28 11 5d eI.....[  
0040 4d e7 39 9a f9 5b fd f0 6e 78 5d dc f1 b6 97 0b M.9-[-nx]....  
0050 43 58 c7 7f b2 57 6c 78 a1 6e c5 80 4c d8 c3 70 CX-WX-n-L:p  
0060 92 55 10 32 5f 7d 02 18 9e be 96 72 1f 50 4f c1 -U-\_-]....p-PD  
0070 83 f4

You cant see your username and password in ssh because the data is encrypted.

[illegible]

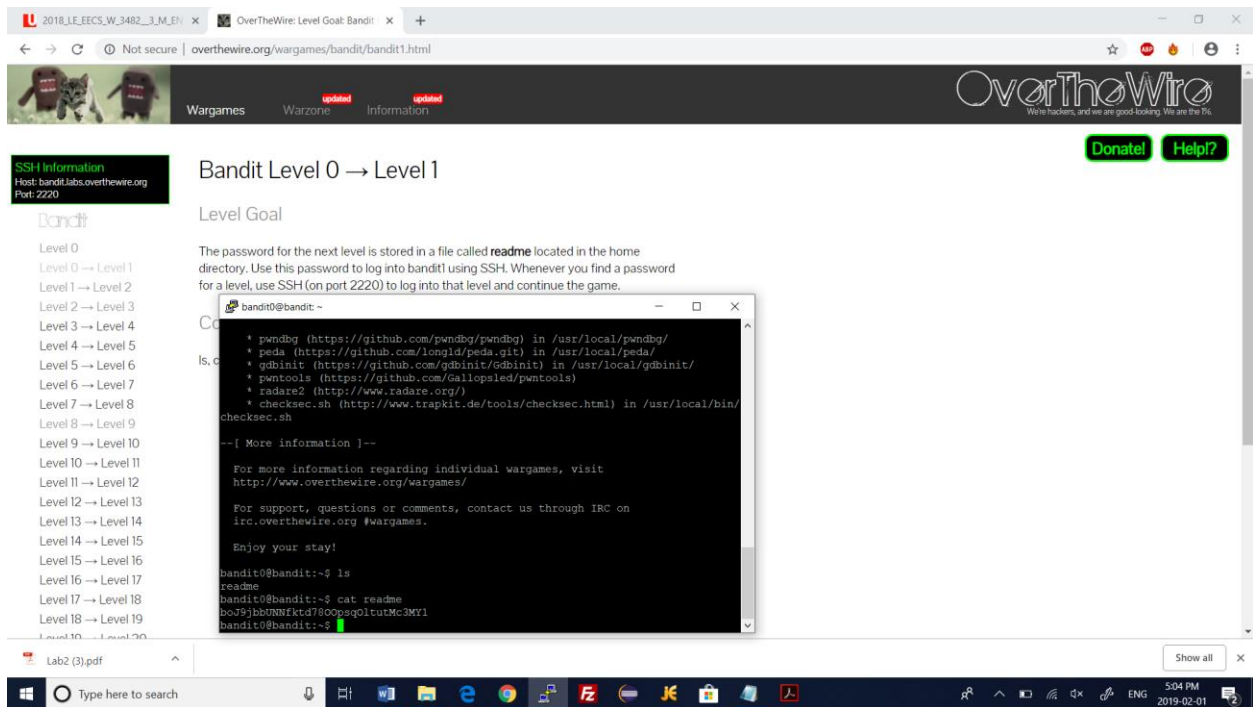
Q3 part1: 1-8:





As seen from the screen shots I was able to hide a text in between a pic and it shows from the screen shots above

Q4: As seen from he screenshots that I took for the game each password is displayed and showed in the screenshot.



Password for level 0: boJ9jbbUNNfktD78OOpsqOltutMc3MY1

The screenshot shows the OverTheWire website with the Bandit Level 0 page. The page includes a sidebar with a list of levels from 0 to 20, a main content area with a 'Level Goal' section, and a terminal window. The terminal window shows the user 'bandit1@bandit' with a prompt. The user has run the command 'cat /dev/urandom | tr -dc 'a-z0-9' | fold -n 32 | xargs -n 1 sh' to generate a password. The password is displayed as 'CV1DtqXWVFXTvM2F0k09SHz0YwRINYA9'.

Password for level 1: CV1DtqXWVFXTvM2F0k09SHz0YwRINYA9

The screenshot shows the OverTheWire website with the Bandit Level 1 page. The page includes a sidebar with a list of levels from 0 to 20, a main content area with a 'Level Goal' section, and a terminal window. The terminal window shows the user 'bandit2@bandit' with a prompt. The user has run the command 'cat /dev/urandom | tr -dc 'a-z0-9' | fold -n 32 | xargs -n 1 sh' to generate a password. The password is displayed as 'UmHadQclWmgdLOKQ3YNgjWxGoRMB5lUk'.

Password for level 2: UmHadQclWmgdLOKQ3YNgjWxGoRMB5lUk

The screenshot shows the OverTheWire website for the Bandit Level 3 to Level 4 challenge. The page includes a sidebar with a level progression list, a main content area with the level goal and commands, and a terminal window showing the solution.

**SSH Information**  
Host: bandit.labs.overthewire.org  
Port: 2220

### Bandit Level 3 → Level 4

**Level Goal**  
The password for the next level is stored in a hidden file in the `inhere` directory. [ More information ]--

**Commands you may need to solve this level**  
Is, cd, cat, file, du, find

```
bandit3@bandit:~/inhere
├─ pwnTools (https://github.com/Gallopsled/pwntools)
├─ radare2 (http://www.radare.org/)
└─ checksec.sh (http://www.trapkit.de/tools/checksec.html) in /usr/local/bin/
checksec.sh

bandit3@bandit:~/inhere$ ls
inhere
bandit3@bandit:~/inhere$ cd inhere
bandit3@bandit:~/inhere$ ls
bandit3@bandit:~/inhere$ ls -la
total 12
drwxr-xr-x 2 bandit3 bandit3 4096 Jan  1 12:00 .
drwxr-xr-x 3 bandit3 bandit3 4096 Jan  1 12:00 ..
-rw-r--r-- 1 bandit3 bandit3   21 Jan  1 12:00 .hidden
bandit3@bandit:~/inhere$ cat .hidden
pIwRPrTpn36QITSp3EQaw936yaFoFgAB
bandit3@bandit:~/inhere$
```

Password for level 3: pIwRPrTpn36QITSp3EQaw936yaFoFgAB

The screenshot shows the OverTheWire website for the Bandit Level 4 to Level 5 challenge. The page includes a sidebar with a level progression list, a main content area with the level goal and commands, and a terminal window showing the solution.

**SSH Information**  
Host: bandit.labs.overthewire.org  
Port: 2220

### Bandit Level 4 → Level 5

**Level Goal**  
The password for the next level is stored in the only human-readable file in the `inhere` directory. Tip: if your terminal is messed up, try the "reset" command.

**Commands you may need to solve this level**  
Is, cd, cat, file, du, find

```
bandit4@bandit:~/inhere
itc.overthewire.org #wargames.
Enjoy your stay!

bandit4@bandit:~/inhere$ ls
inhere
bandit4@bandit:~/inhere$ cd inhere
bandit4@bandit:~/inhere$ ls
-file00 -file02 -file04 -file06 -file08
-file01 -file03 -file05 -file07 -file09
bandit4@bandit:~/inhere$ du -h | file ./
./-file00: data
./-file01: data
./-file02: data
./-file03: data
./-file04: data
./-file05: data
./-file06: data
./-file07: ASCII text
./-file08: data
./-file09: data
bandit4@bandit:~/inhere$ cat ./-file07
koReBOKuIDDepwhWk7jZC0RTdopnAYKh
bandit4@bandit:~/inhere$
```

Password for level 4: koReBOKuIDDepwhWk7jZC0RTdopnAYKh



2018\_UE\_EECS\_W\_3482\_3\_M OverTheWire: Level Goal: B... OverTheWire-Wargames-B... OverTheWire: Level Goal: B... (no subject) - zamir15@g... OverTheWire-Wargames-B...

overthewire.org/wargames/bandit/bandit6.html

Wargames Warzone Information

OverTheWire  
Write hackers, and we are good-looking. We are the PCs.

Donate! Help?

SSH Information  
Host: bandit.labs.overthewire.org  
Port: 2220

Bandit

Level 0 → Level 1  
Level 1 → Level 2  
Level 2 → Level 3  
Level 3 → Level 4  
Level 4 → Level 5  
Level 5 → Level 6  
Level 6 → Level 7  
Level 7 → Level 8  
Level 8 → Level 9  
Level 9 → Level 10  
Level 10 → Level 11  
Level 11 → Level 12  
Level 12 → Level 13  
Level 13 → Level 14  
Level 14 → Level 15  
Level 15 → Level 16  
Level 16 → Level 17  
Level 17 → Level 18  
Level 18 → Level 19  
Level 19 → Level 20

## Bandit Level 5 → Level 6

### Level Goal

The password for the next level is stored in a file somewhere under the **inhere** directory and has all of the following properties:

- human-readable
- 1033 bytes in size
- not executable

### Commands you may need to solve this level

ls, cd, cat, file, du, find

```
bandit5@bandit: ~/inhere
dwxr-x--- 2 root bandit5 4096 Oct 16 14:00 maybehere13
dwxr-x--- 2 root bandit5 4096 Oct 16 14:00 maybehere14
dwxr-x--- 2 root bandit5 4096 Oct 16 14:00 maybehere15
dwxr-x--- 2 root bandit5 4096 Oct 16 14:00 maybehere16
dwxr-x--- 2 root bandit5 4096 Oct 16 14:00 maybehere17
dwxr-x--- 2 root bandit5 4096 Oct 16 14:00 maybehere18
dwxr-x--- 2 root bandit5 4096 Oct 16 14:00 maybehere19
bandit5@bandit:~/inhere$ find . -type f -readable ! -executable -size 1033c
./maybehere07/.file2
bandit5@bandit:~/inhere$ cat ./maybehere07/.file2
DXjZPULLxYr17uwoI01bNLQbtFemEgo7
```

Password for level 5: DXjZPULLxYr17uwoI01bNLQbtFemEgo7

2018\_UE\_EECS\_W\_3482\_3\_M OverTheWire: Level Goal: B... OverTheWire-Wargames-B... OverTheWire: Level Goal: B... Inbox (10) - zamir15@g... OverTheWire-Wargames-B...

overthewire.org/wargames/bandit/bandit0.html

Wargames Warzone Information

OverTheWire  
Write hackers, and we are good-looking. We are the PCs.

Donate! Help?

SSH Information  
Host: bandit.labs.overthewire.org  
Port: 2220

Bandit

Level 0 → Level 1  
Level 1 → Level 2  
Level 2 → Level 3  
Level 3 → Level 4  
Level 4 → Level 5  
Level 5 → Level 6  
Level 6 → Level 7  
Level 7 → Level 8  
Level 8 → Level 9  
Level 9 → Level 10  
Level 10 → Level 11  
Level 11 → Level 12  
Level 12 → Level 13  
Level 13 → Level 14  
Level 14 → Level 15  
Level 15 → Level 16  
Level 16 → Level 17  
Level 17 → Level 18  
Level 18 → Level 19  
Level 19 → Level 20

## Bandit Level 0

### Level Goal

The goal of this level is for you to log into the game using **ssh** to connect to **bandit.labs.overthewire.org** on port 2220. The password is **bandit0**. Once logged in, go to the Level 1 page.

### Commands you may need to solve this level

ssh

### Helpful Reading Material

Secure Shell (SSH) on Wikipedia  
How to use SSH on wiki-how

```
bandit6@bandit: ~
* gdbinit (https://github.com/gdbinit/gdbinit) in /usr/local/gdbinit/
* pwntools (https://github.com/Gallopsled/pwntools)
* radare2 (http://www.radare.org/)
* checksec.sh (http://www.trapkit.de/tools/checksec.html) in /usr/local/bin/
checksec.sh

--[ More information ]--

For more information regarding individual wargames, visit
http://www.overthewire.org/wargames/

For support, questions or comments, contact us through IRC on
irc.overthewire.org #wargames.

Enjoy your stay!

bandit6@bandit:~$ ls
bandit6@bandit:~$ cd
bandit6@bandit:~$ ls
bandit6@bandit:~$ find / -user bandit7 -group bandit6 -size 33c 2>/dev/null
/var/lib/dpkg/info/bandit7.password
bandit6@bandit:~$ cat /var/lib/dpkg/info/bandit7.password
HKBPTKQnIay4Fw76bEy8PVxKEDQRKTzs
bandit6@bandit:~$
```

Password for level 6: HKBPTKQnIay4Fw76bEy8PVxKEDQRKTzs