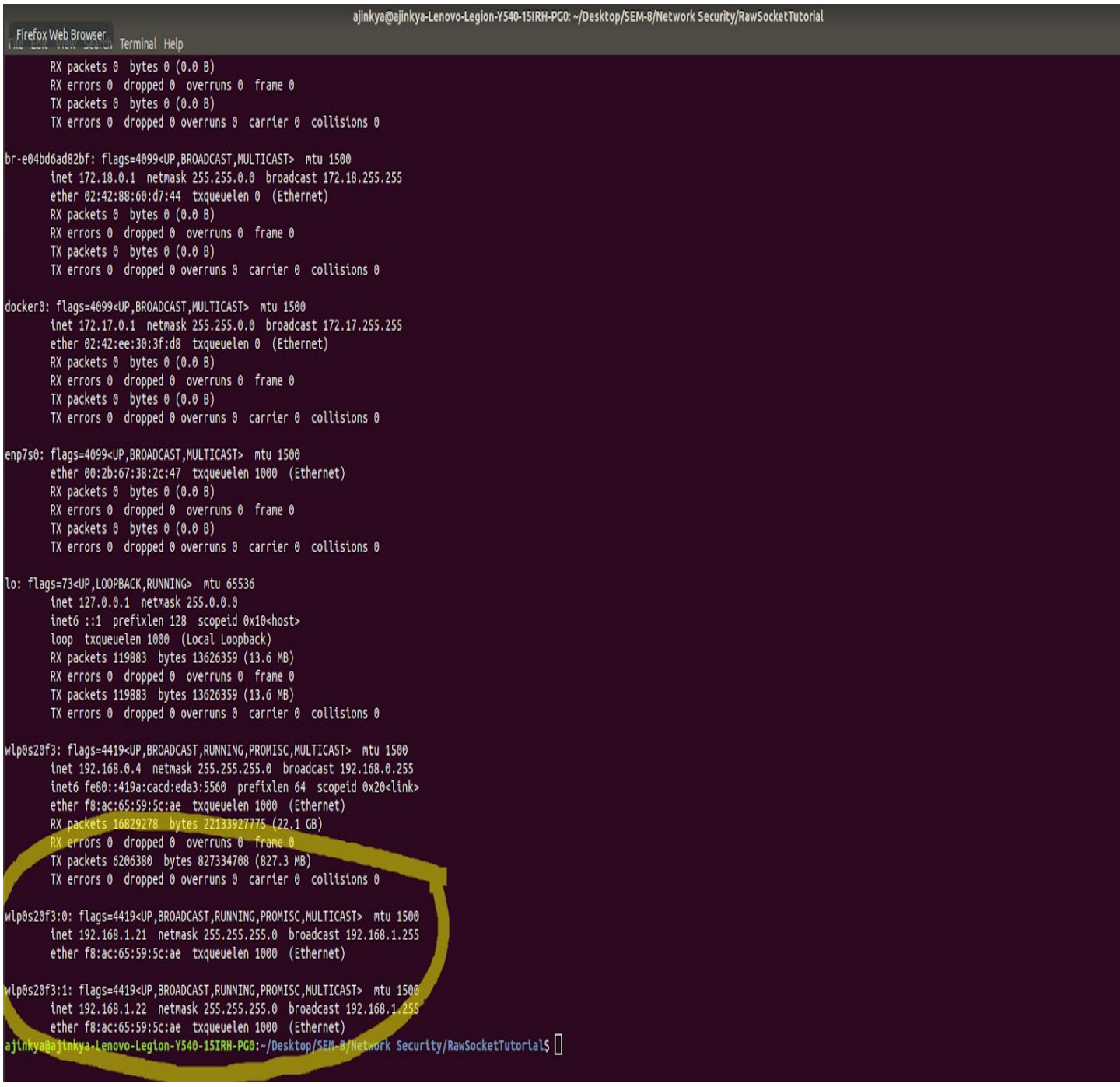
Ajinkya Bokade - CS17BTECH11001
Network Security Assignment
DNS with Raw Socket

Two virtual network interfaces are created using command
sudo ifconfig wlp0s20f3:0 192.168.1.21 up
sudo ifconfig wlp0s20f3:1 192.168.1.22 up



Task 1 - DNS Packet Parser

DNS header comes after the UDP header in the packet.
DNS header struct is defined in “print.h”

```
//12 bytes dns header
struct dnshdr {
    unsigned short id; // 16-bit identifcation number sometimes called transaction
    unsigned char rd: 1; // recursion is enabled or not
    unsigned char tc: 1; // truncated message or not
    unsigned char aa: 1; // authorative response or not
    unsigned char opcode: 4; // purpose of message
    unsigned char qr: 1; // flag for query or response

    unsigned char rcode: 4; // response code
    unsigned char cd: 1; // checking disabled or not
    unsigned char ad: 1; // authenticated data or not
    unsigned char z: 1;
    unsigned char ra: 1; // recrusion available or not
    unsigned short n_q; // number of question entries
    unsigned short n_a; // number of answer entries
    unsigned short n_auth; // number of authority entries
    unsigned short n_add; // number of additional (resource) entries
};
```

,

Then in AnalyzeUdp function in ‘analyze.c’ , extra code is written to extract different fields in the DNS header and the dns record type is also extracted.
Since DNS header comes after the udp header, thus pointer is skipped till end of udp header to start extracting dns header fields. Then the pointer is typecasted to the DNS header and then all different fields of the DNS header defined above in the image are printed. Then for printing hostname of DNS query, it is first converted to normal string form from DNS format. Since in DNS query hostname “rawsocket.tut” is formatted as “9rawsocket3tut”. Thus code for the same is written and hostname is extracted and printed. Then the type of DNS query is printed.

Two terminals were opened.
On first terminal, following commands were run:
sudo make
sudo ./rawSocket wlp0s20f3:0

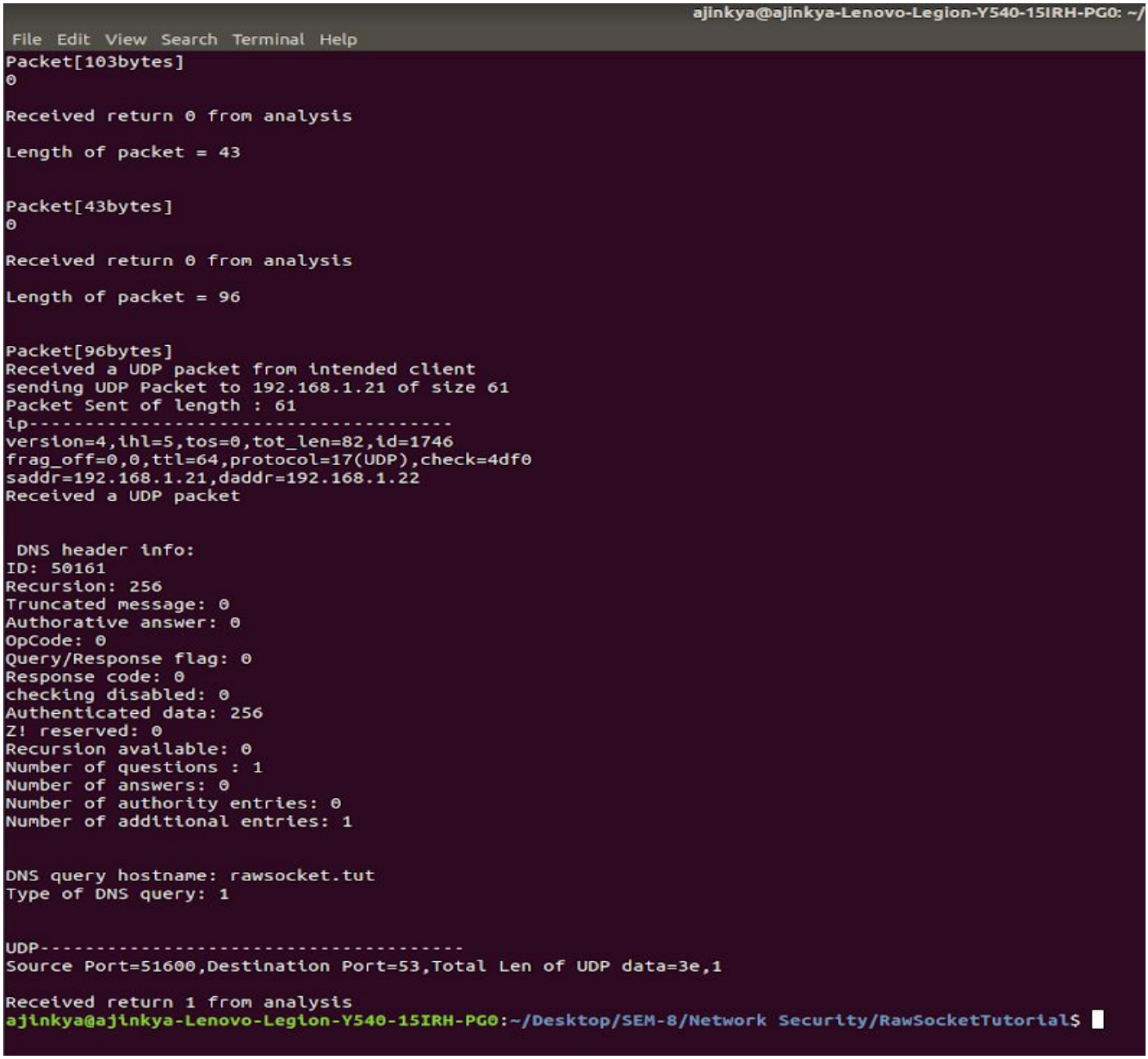
On the second terminal, DNS query was sent using the dig command. Following command was run:

dig @192.168.1.22 rawsocket.tut

For convenience to view the dns output in the first terminal (since other packets details are also printed), whenever first udp packet is obtained, non zero value is returned in AnalyzeIp function

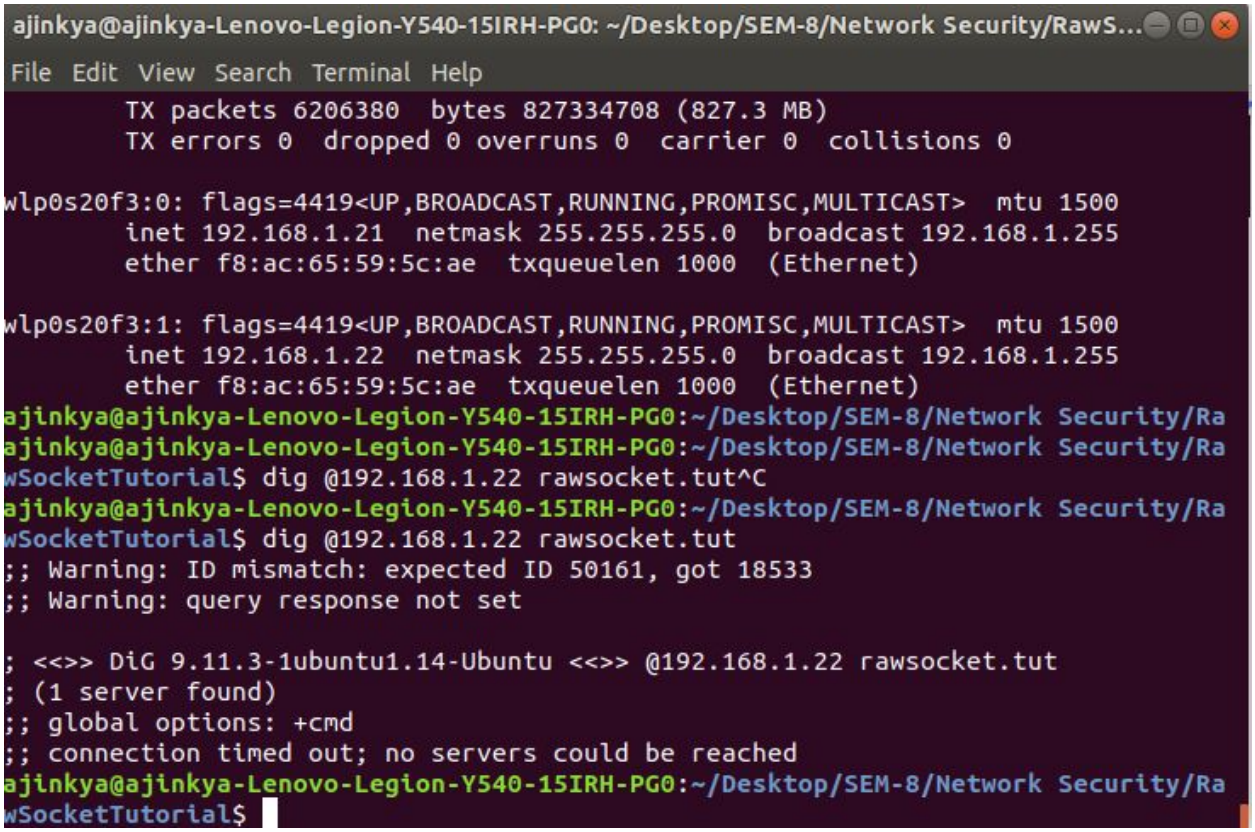
in analyze.c and if non zero value is returned from the function AnalyzePacket in rawSocket.c, loop is broken and it stops.

Results: -
First terminal screenshot



ID is 50161
Number of questions are 1 since only one question was sent, DNS query hostname is “rawsocket.tut”, type of dns query is 1 (“A”)

Second terminal screenshot



Task 2 - DNS client with RAW socket

For DNS client, a new file is created dnsClient.cpp similar to udpClient.cpp. The only difference is that default server port is set as 53. DNS header is set with the fields set as below:-

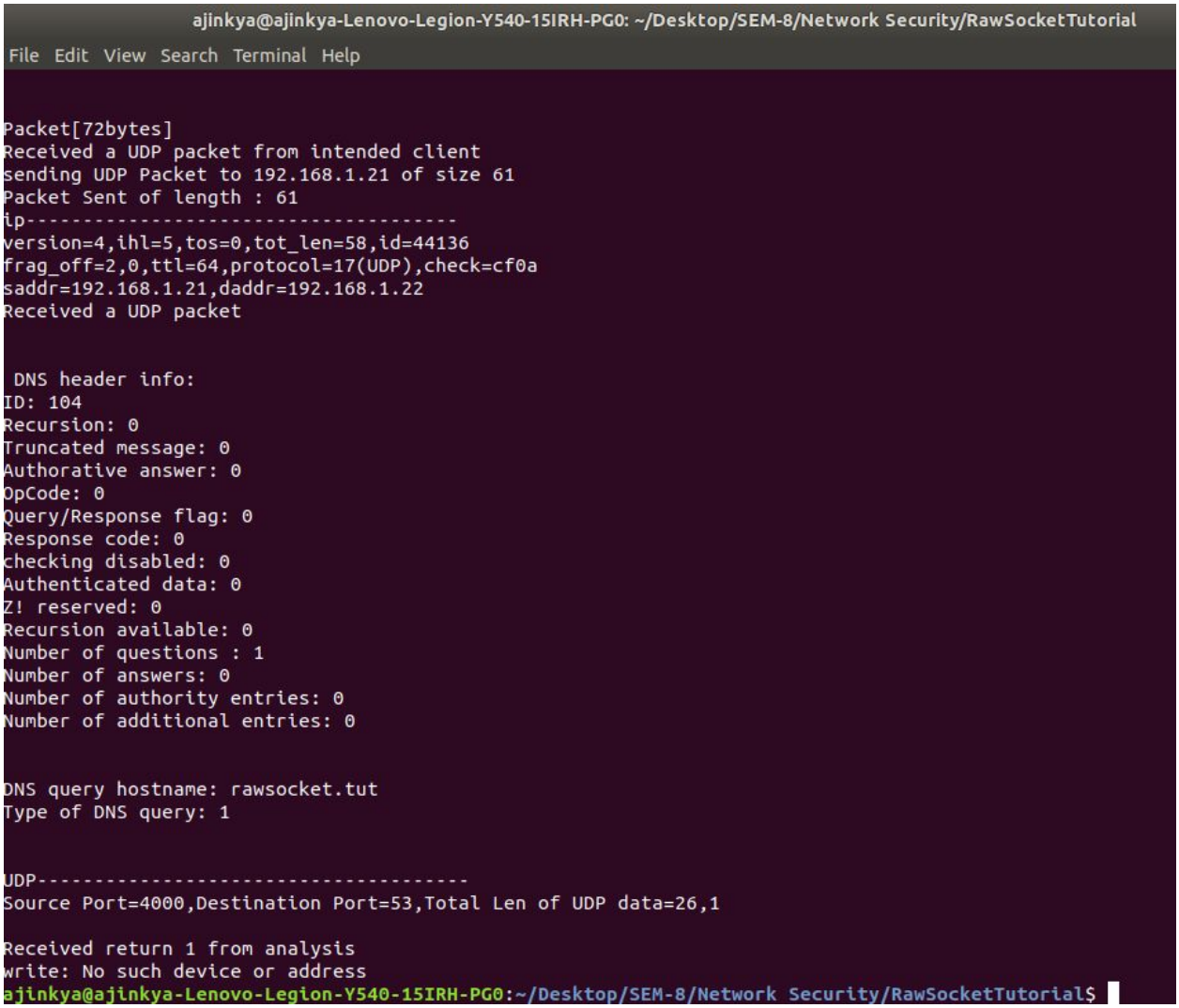
```
    // unsigned char opcode: 4; // purpose of message
    // unsigned char qr: 1; // flag for query or response

    // unsigned char rcode: 4; // response code
    // unsigned char cd: 1; // checking disabled or not
    // unsigned char ad: 1; // authenticated data or not
    // unsigned char z: 1;
    // unsigned char ra: 1; // recrusion available or not
    // unsigned short n_q; // number of question entries
    // unsigned short n_a; // number of answer entries
    // unsigned short n_auth; // number of authority entries
    // unsigned short n_add; // number of additional (resource) entries

    dns->id = (unsigned short) htons(getpid());
    dns->rd = 0;
    dns->tc = 0;
    dns->aa = 0;
    dns->opcode = 0;
    dns->qr = 0;
    dns->rcode = 0;
    dns->cd = 0;
    dns->ad = 0;
    dns->z = 0;
    dns->ra = 0;
    dns->n_q = htons(1);  // single query
    dns->n_a = 0;
    dns->n_auth = 0;
    dns->n_add = 0;

    // skipping query_name at the end of dns header
    query_name = (unsigned char*)&buffer[sizeof(struct dnshdr)];

    // dns query name
    unsigned char _name[] = "rawsocket.tut";
    unsigned char* name = _name;
    convertNameToDNSFormat(query_name, name);

PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL                    1: bash

ajinkya@ajinkya-Lenovo-Legion-Y540-15IRH-PG0:~/Desktop/SEM-8/Network Security/RawSocketTutorial$ make
make: 'rawSocket' is up to date.
ajinkya@ajinkya-Lenovo-Legion-Y540-15IRH-PG0:~/Desktop/SEM-8/Network Security/RawSocketTutorial$ sud
```

qr is set to 0 since it is query. n_q is set as 1 since only one question is to be sent.
DNS query hostname is set as “rawsocket.tut” (hardcoded but can be changed). Then this hostname is converted to DNS query hostname format “9rawsocket3tut” using function convertNameToDNSFormat.
dns_question struct is defined in “print.h” to store the type and class of DNS query. Type is set as 1 (“A”). The resulting query is sent to the desired IP address.

On first terminal, following commands are run:
sudo make
sudo ./rawSocket wlp0s20f3:0

On second terminal, following commands are run:
g++ dnsClient.cpp -o dnsClient
./dnsClient
Ip address and port is taken as input.

Results:-
First terminal screenshot :-



ID is 104 and number of questions is 1, dns query hostname is ‘rawsocket.tut’ and dns query type is 1.

Second terminal screenshot:-